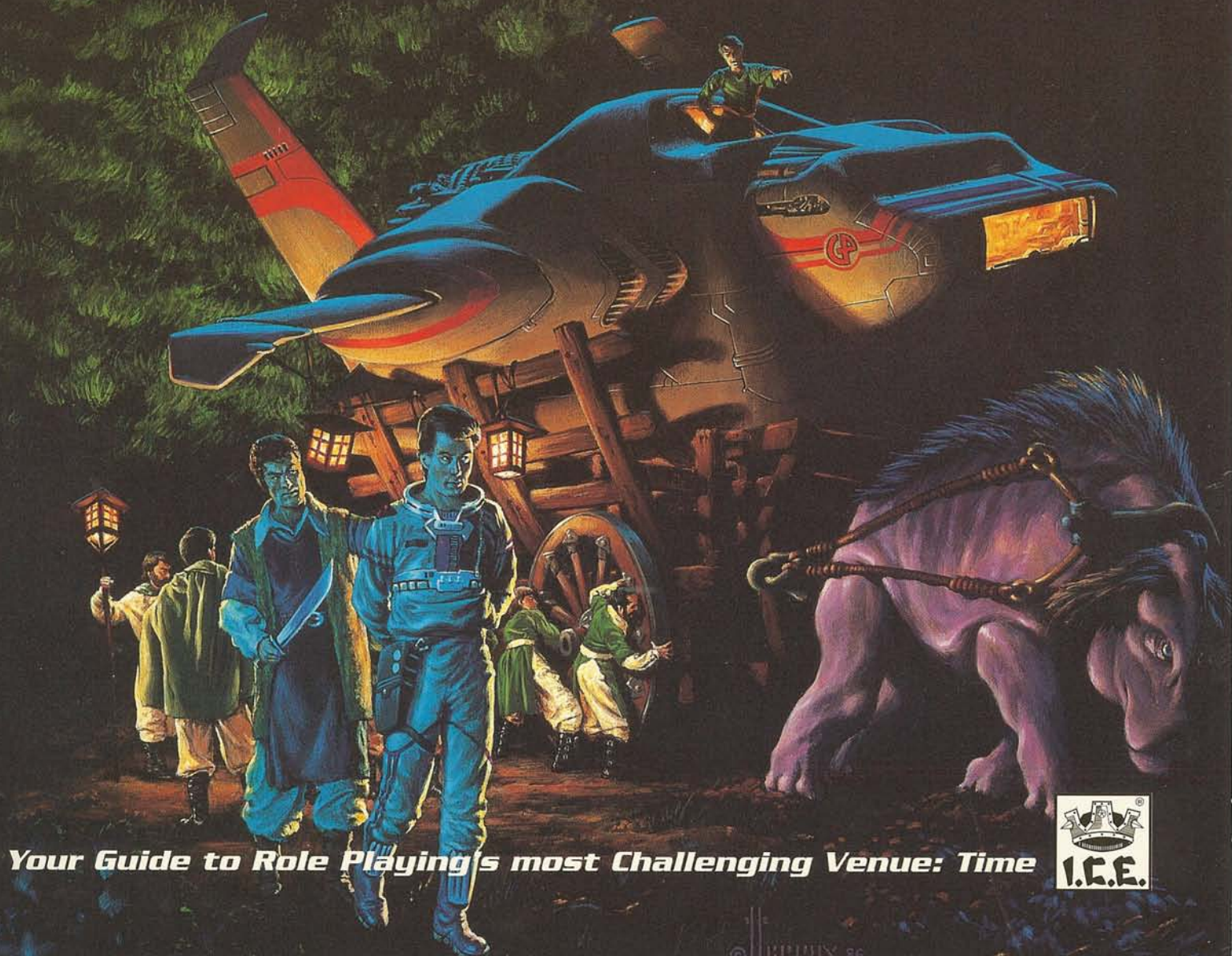A Genre Book for **Rolemaster**™ and **Space Master**™

#1303

TIME RIDERS™

By Earl Wajenberg

Your Guide to Role Playing's most Challenging Venue: Time

I.C.E.®

A Genre Book for Rolemaster™ and Space Master™

TIME RIDERS™

By Earl Wajenberg

Time Riders ™

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Traveling the Timestream

1.0 WELCOME TO THE TIMESTREAM

Indeed, welcome to the timestream! *Time Riders* gives you a peek into what is arguably the most fascinating and challenging role playing arenas of them all: Time. Backwards and forwards, from one epoch to another, you can witness humbling geological and biological transformations, see whole human civilizations rise and fall, and be a part of events only guessed at in our own, contemporary world. And *Time Riders* isn't just a journey through time, it takes you through space as well. True, earth's history is staggering and fascinating all on its own, but there's a whole galaxy of worlds to explore out there. Once in your space-time ship, there are truly no limits to where, when, and what you might encounter.

In the broadest terms, *Time Riders* is a role playing guide for time travel. Though it gives game statistics for ICE's *Rolemaster/Space Master* family of games, *Time Riders* provides information useful to anyone who wants to put time travel into game terms; whether it be for a single adventure, or an entire campaign.

AUTHOR'S NOTE

In *Time Riders*, I assume history is rigid; time travelers can not make events "unhappen." Every work on time travel must assume either rigid or flexible time, and this book uses rigid. It sounds more limiting at first, but in fact it raises fascinating tactical and strategic possibilities, and reduces confusion.

Time travel opens up vast ranges of settings, past and future. You can go bird-watching for pterodactyls in the Mesozoic, conspire in Renaissance Italy, tour the Pleiades, or trade in yet-to-be-invented technology. To help you organize this four-dimensional real estate, this book includes timelines of past history, book lists of historical adventure fiction, guidelines for writing your own histories of the future, and directions for crossovers between time travel adventure and the worlds of *Space Master*, *Middle Earth*, *Dark Space*, *Cyberspace*, *Outlaw*, *Robin Hood*, *Pirates*, *Vikings*, *Mythic Egypt*, and *Mythic Greece*. These are all settings published by ICE.

Time travel also opens up twisty labyrinths of logical and causal puzzles. *Time Riders* contains sections on temporal theory, for both players and the GM, that attempt to unscrew the inscrutable ways of Time.

Time Riders includes descriptions of notable time travelers you may meet, and of time patrols that defend temporal territories and regulate the time traffic. It also describes the various models of time machines so you can "Head 'em off at the past!"

1.1 WHAT GAME SYSTEM DO YOU USE?

Although the information in *Time Riders* is useful to any role player, regardless of the game system he uses, most of the game information found inside this book is based on the *Rolemaster/Space Master* systems. Because peoples' classic conception of time travel is rooted in the science fiction genre, the material found in our *Space Master* series of games is certainly more relevant to *Time Riders* than *Rolemaster* is.

If you only know *Rolemaster*, you're more than half way to knowing *Space Master*. And for the benefit of players who don't have access to *Space Master*, we've included an appendix at the end of this book which contains an *RM/SM* crossover character developement chart. In addition, section 14.2 defines all futuristic and datable skills for the benefit of players who aren't familiar with them.

IF YOU OWN SPACE MASTER

You're set. Most of the characters and the skills given in this book use *Space Master* guidelines. You'll run across a few characters with skills taken from *Rolemaster* or *Cyberspace*, but these should be pretty self-explanatory.

IF YOU ONLY OWN ROLEMASTER

As indicated, much of the game-oriented material in *Time Riders* is based upon skills and concepts developed in *Space Master*. However, a comprehensive *Space Master* skill list is given in Section 14.2, along with functional descriptions. In addition, Appendix III given at the end of this book provides you with a crossover character development chart which should allow your fantasy characters to start acquiring technological skills (and vise versa).

The most common technological armament you will find in the adventures is a standard stun gun. If you don't have access to *Space Master's* Stunner Attack Table, we suggest that you use a non-lethal attack table from RM, like "Bare Fist," and then double or triple the duration of any resulting stun effect.
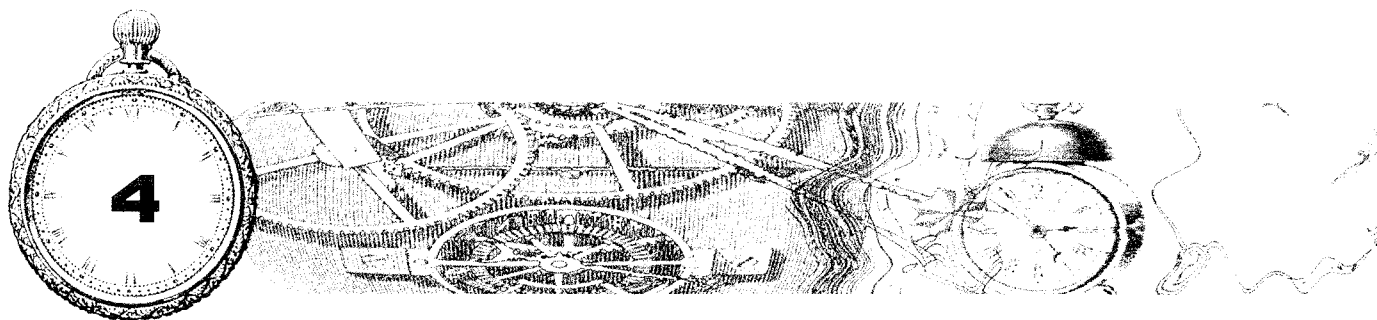
WHAT ABOUT THE OTHER GAMES AND SUPPLEMENTS?

At various points in *Time Riders*, reference is made to other ICE games and supplemental material, including the *Cyberspace* rules, **Middle-earth Role Playing** and *Mythic Greece*. These references are most often used to embellish points in the text or provide GMs with more opportunities for time travelling possibilities. Don't feel you need to get these products to fully utilize *Time Riders*. Nothing could be further from the truth! Let your knowledge of history be your guide. There are more time traveling scenario possibilities locked up in your own brain than we could ever supply you with in printed material.

Therefore, when references are made to products you don't have access to, don't despair. Just roll with it and fill in any gaps with your own knowledge of the subject at hand.

1.2 ACKNOWLEDGEMENTS
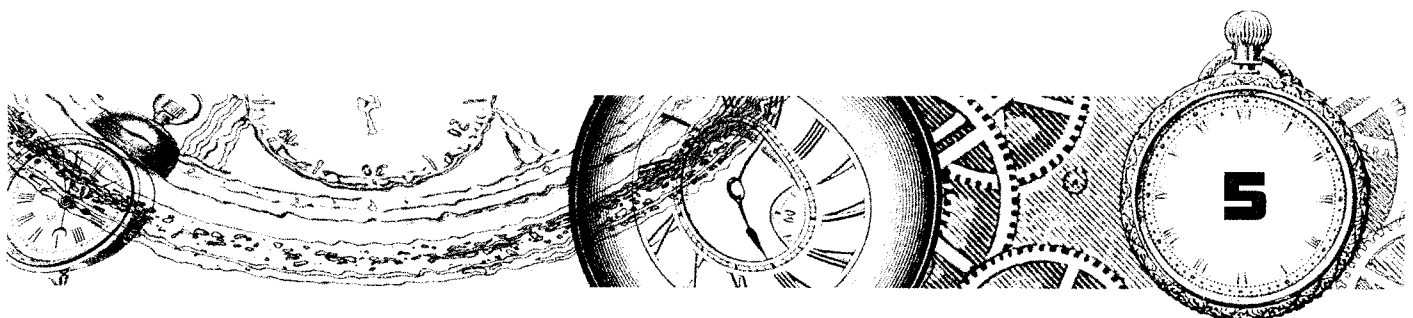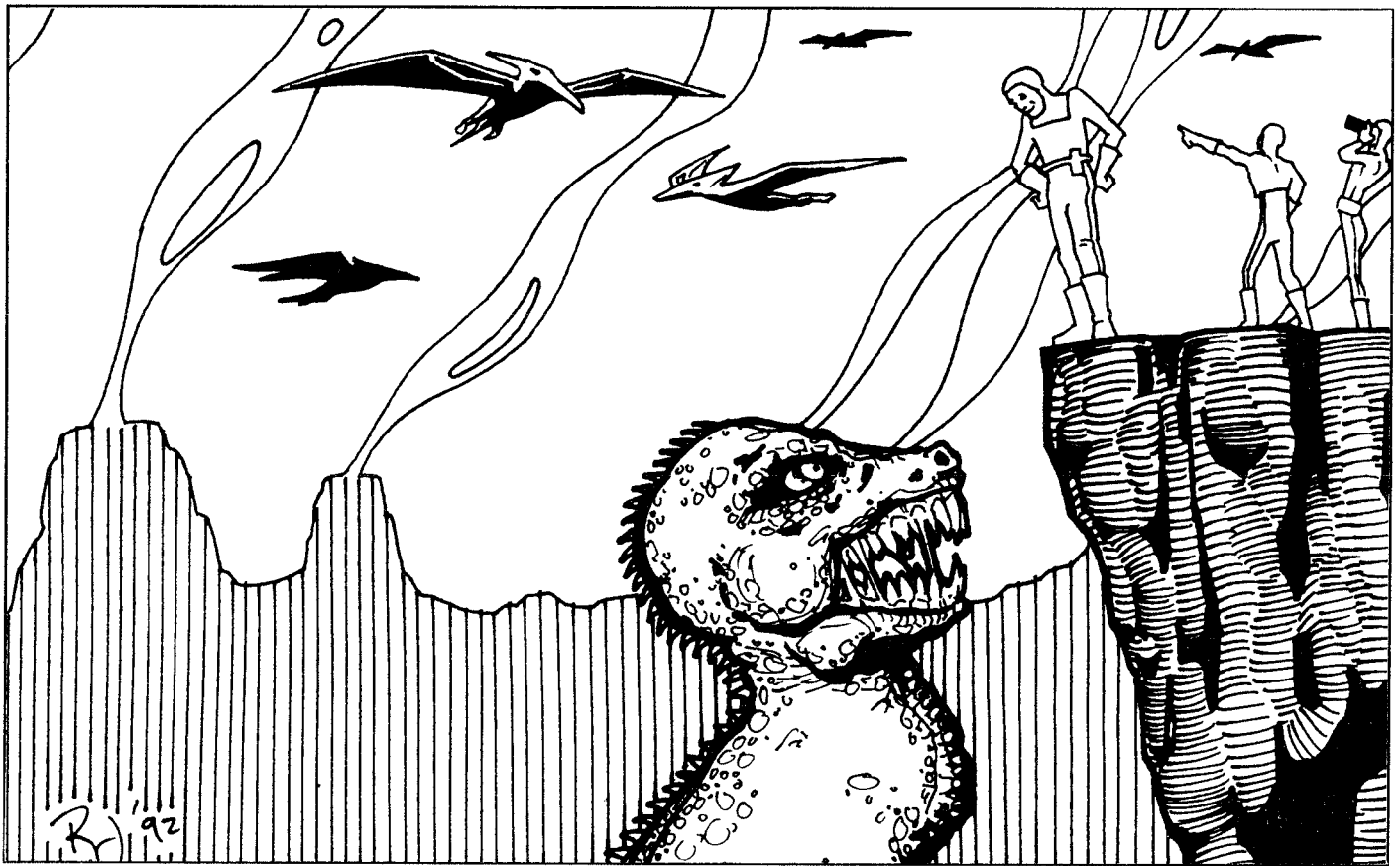
2.0 TEMPORAL THEORY FOR PLAYERS

This can be summed up in two pieces of advice: "Don't try to change history; you'll hurt yourself," and "The more certainly you know the future, the less you can do about it," as illustrated in the following dialogue between an experienced time traveler and a novice.

2.1 PARADOX AND TIMELOCK

"The first thing to learn is that you can't change history."

"Why not?"

"Basically, because an event cannot both happen and not happen. Here's a very traditional example: Suppose you hate your grandfather—"

"But I don't. I think he's a neat old guy."

"Quiet. Just suppose. Suppose you hate your grandfather and you have a time machine. You decide to go back in time and murder him in infancy."

"I see we're supposing I'm suicidal, too. And hate my mom."

"Are you? What would happen if you killed your grandfather when he was a baby?"

"He'd never produce my mom, so she'd never produce me. Three lives wiped out with one bullet."

"But who fired the bullet? If you were never born, you couldn't shoot a gun. Nonexistent people don't shoot guns. If you kill your grandfather, then you can't kill your grandfather. An impossible situation, a paradox. So you can't kill your grandfather."

"Well, but what's to stop me? Suppose I *do* hop in the time machine and go gunning for grandpa? At what point do I fail?"

"I don't know. I just know that you *do* fail. I know that *something* will crop up to thwart you, because your success would produce an impossibility. Maybe you get arrested for carrying a concealed weapon. Maybe the gun jams. Maybe the time machine has a flat and strands you in 1984. Maybe you get your genealogy screwed up and kill the wrong baby."

"Suppose I use my bare hands, and triple-check my time machine and genealogy. Suppose I'm ultra, ultra careful. Then what stops me?"

"Something. You have heart failure, or get mugged on your way to the scene of the crime. The best laid plans of mice and men gang aft aglay, you know."

"What?"

"Poetry. Robert Burns, 1759 to 1796. Charming fellow, though a bit of a rake. That's an 18th-century party animal. The line is Scottish for "No Plan Is Foolproof." Attempting infantile grandpatricide is like trying to calculate the last decimal of pi. It can't be done. I can't predict when you'll give up calculating pi, but I know you won't finish; I can't say what will save your infant grandfather, but I know you won't kill him. You'll get timelocked."

"What's a timelock?"

"A timelock is whatever piece of bad luck happens to you to prevent your changing the past. The heart failure, or the mugging, or the jamming of the gun, or the mistake in genealogy. The harder you try to change the past, the more drastic timelocks tend to be. It's like trying to walk through a wall. You can stroll into it and just bump your nose, or you can run full tilt into it and give yourself a concussion."

2.2 PREDESTINATION & FOREKNOWLEDGE

"What about the future? Can I change the future?"

"That's a controversial question of philosophy. Let's just say that, if you take up time travel, future and past become rather arbitrary labels, like left and right. They depend on where you are when you say them."

"I can see how time travel makes the future like the past. I go and live in it for a while, then come back. So then, say, the 30th century is in my personal past, though it lies in the future according to my desk calendar."

"Right."

"But how does the past become like the future?"

"Because there are parts of it that you have not *yet* been through, but, thanks to the time machine, you *may* go through eventually. You don't have any connection to the American Indians of the 10th century BC, do you?"

"Not that I know of."

"Right. Normally, they'd be inaccessible to you, but with the time machine you can go and visit them. But you haven't yet. That piece of the calendar past lies in your personal future."

"All right, but you still haven't answered my question. Can I change the future?"

"You can contribute to it, and you can also contribute to the past. But you cannot make either one different from what you know them to be. You cannot make something that happened to you NOT have happened to you, whether that event is earlier or later than now."

"You've lost me again."

"Suppose you visit the 30th century and find your home country being oppressed by a tyrant. When you arrive, he's been in power ten years. You can help the resistance movement overthrow him, but you can't undo the ten years of oppression. That lies in the past ... for you."

"So the more I know about the future, the less I can do to affect it."

"More exactly, the more you are affected by the future, the less you can do to affect it back. Knowledge is just one kind of affect, the kind you know about. Contrariwise, the less you have been affected by the past, the more freely you can operate there."

"How so?"

"Suppose you run into that tyrant in the 7th century instead of the 30th, in some tiny petty-kingdom in Dark Age Europe. You still couldn't prevent the ten years of oppression that had happened before you arrived, and you couldn't prevent the kingdom from forming part of, say, France someday, but you could still help overthrow the tyrant, and you still might win or might lose."

"What happens to someone in the 20th century, reading a history of France in the Dark Ages while I'm gone? Do they see the print waver back and forth? Does their memory waver back and forth too?"

"Not at all. Supposing the book to be both complete and accurate, *they* know whether you succeed or fail. If they read the book before you left, they knew before you arrived. But you didn't know."

"So was I foredoomed to fight the tyrant? Was the outcome foredoomed?"

"That's a philosophical question. Personally, I'd say no. Your adventure causes the account in the history book, not the other way around. The fact that you could have read about your adventure before you went back and had it—that's just part of the peculiarity of time travel."

"So, past or future by the calendar, if it's in my personal past, I can't change it. And I know ahead of time that no one else can change it either."

"Right. And anyone who tries, fails. Perhaps painfully."

"Sounds like I'd better be careful."

"Very good! Carelessly flowing information is every time traveler's nightmare."

"You make us sound like a bunch of spies."

"There are similarities. We have to be secretive, not only because loose talk stops clocks, but because it's good luck."

"What!?"

"Good luck. You'll find time travelers are a superstitious lot. We can always justify it. So, for example, I said keeping secret was good luck. I just meant that a general policy of being open would increase the chances of timelock. Suppose time travelers were common knowledge in Aristotle's day. That would unhinge the history of philosophy quite a bit! So Time is going to *keep* us a secret in any era that can't time-travel for itself, and if we don't go along with the gag, we may get bruised."

"All right. I promise to be careful. Now show me how the controls work."
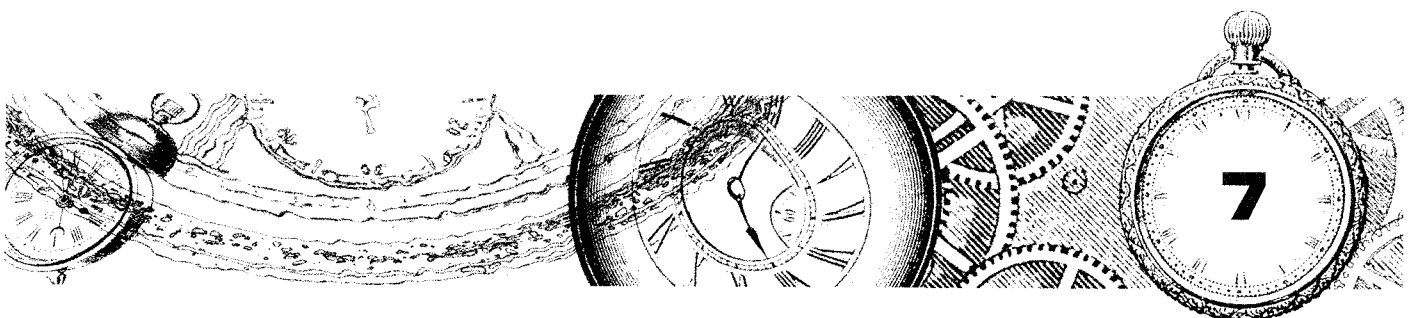
3.0 TEMPORAL THEORY FOR GMS

In the previous section, you have a short introduction to the way time works. (Be sure to read that section before reading this one.) Here, we look at some of the more elaborate consequences of time travel, and how to game them. Introduce these ideas to the players gradually, or let them discover them for themselves.

3.1 TIMELOCK

It is simply impossible for the PCs to do anything that changes their personal past—which includes much of the history of their society. If they try, they will fail. Otherwise, you would find your game's story line full of inconsistencies. The bad "luck" that ensures the PCs fail to change history is called "timelock."

Since you run the world, you are the one who has to make them fail. You have to run the timelock. You can do this gently, firmly, or harshly, as conditions warrant:

GENTLE TIMELOCKS

At this level, things just don't work out right, but nothing particularly weird happens. Helpful NPCs goof up or can't be found; enemy NPCs operate with smooth efficiency and luck. The PCs miss trains, can't find a working telephone, lose keys, have flat tires, sneeze at a bad time, and so forth.

Use gentle timelocks when the PCs are far away from the destined event, or when they do not realize that they are trying to change the past. For instance, they may not know that the Viking punk they are fighting is Erik the Red as a teenager; they can beat the snot out of him, but they *cannot* kill or maim him.

Alternatively, if you can only save Erik's life by a miracle, you might decide this is really Erik the Orange and let the PCs dice him, reassigning some other NPC to be Erik the Red.

You run a timelock by rolling dice only for cover, ignoring the numbers that come up, and making things happen the way they ought to. But in a gentle timelock, the players should seldom be sure they aren't just having bad dice.

FIRM TIMELOCKS

Make the timelock firmer the closer the PCs come to changing the past. PCs may not be able to tell gentle timelocks from random bad luck. At the next level, superstitious PCs should start seeing the omens. Their luck turns remarkably bad.

Suppose a distraught PC is a day in the past and insists on trying to phone his earlier self a warning he desperately wishes he had been given. Each phone he tries is busy or broken. Or he has no change. Or he gets a wrong number. Or his earlier self doesn't answer. Anyone who tries to phone for him has the same rotten "luck."

HARSH TIMELOCKS

These timelocks don't violate physical law, but they bring to mind certain cartoons involving a coyote and a roadrunner. The PCs' road is paved with banana skins.

Use these for farce, or for those occasions where the PCs are within inches of history's jugular. (Generally, you shouldn't *let* them get that far, but accidents will happen.) If a PC is feasting with young king Charlemagne and takes it into her head to shoot him, she will choke on the next grape she eats. If that doesn't dissuade her, she will find her gun stuck in her holster. If she pulls harder, it goes off, lasering her thigh. As she stifles a scream, a courtier passes her a cup of water for the choking and spills it on the hidden power pack. This is usually waterproof, but now develops a leak and shorts out, causing her costume to emit sparks and smoke. What she emits it up to her, but the laser is no good any more. Charlemagne is probably wondering whether to call for a doctor or an exorcist.

3.2 LIMELIGHT EFFECT

This is a diluted version of timelock. Time travelers find they have a hard time visiting major historical events; history's limelight seems to repel time machines.

It has to be this way. Too many time travelers cluttering the scene at, say, Stanley's discovery of Livingston, would disrupt history. ("Dr. Livingston, I presume. And who are all your friends here?") Since this is impossible, time-travelers usually fail when they try to visit historical events. One or two lucky exceptions can sneak through. Of course, you can let the PCs be the lucky ones; this will give them a lot of status in the time-traveling community.

The most common form of limelight effect is the way time travel keeps itself secret. The idea never even occurred to anyone until the 19th century, and was merest fantasy until the late 20th, so the PCs will find it easy to avoid blowing their cover in any period before hyperdrive is invented. This is easy for you to game; you just refrain from having them discovered.

If the PCs try to publicize their time-travel, you can simply have NPCs fail to believe them. Indeed, NPCs further back than 1800 may fail to understand what they are talking about. If the PCs try harder, use the same methods as for timelock.

Limelight effect only excludes time travel from general, public knowledge. Individual NPCs may, of course, come to learn about the PCs and time travel.

3.3 TIME-TWISTS

A time-twist is an awkward situation in which two people meet out of relative chronological order. Thus you and I may meet for the first time (for me) and second time (for you) on the same occasion. You meet me once, then time-travel back and meet me for the second time, earlier, before I meet you. (Either that, or I time-travel forward.)

These situations are awkward because (1) they are very confusing, and (2) they breed timelocks and fating. For instance, remember the Grandfather Paradox; you can *not* kill someone you have already met later. (Less drastically: "What were you about to say before that choking fit?" "Never mind. I forgot; you didn't learn that until tomorrow.")

For fating, see the next section.

On the other hand, characters may be able to buy some security through time-twists. ("Weil, if you've met me already but I've never met you before, then obviously I live at least long enough to meet you again. Got that?" "No, you explained it better the first time." "Well, I'll have had more practice by then.")

You can get time-twisted with things as well as people, but interpersonal time-twists are the most common. The whole reason for the League of Ages in-house calendar and the Timekeepers' protocol is to minimize the number and effect of interpersonal time-twists.
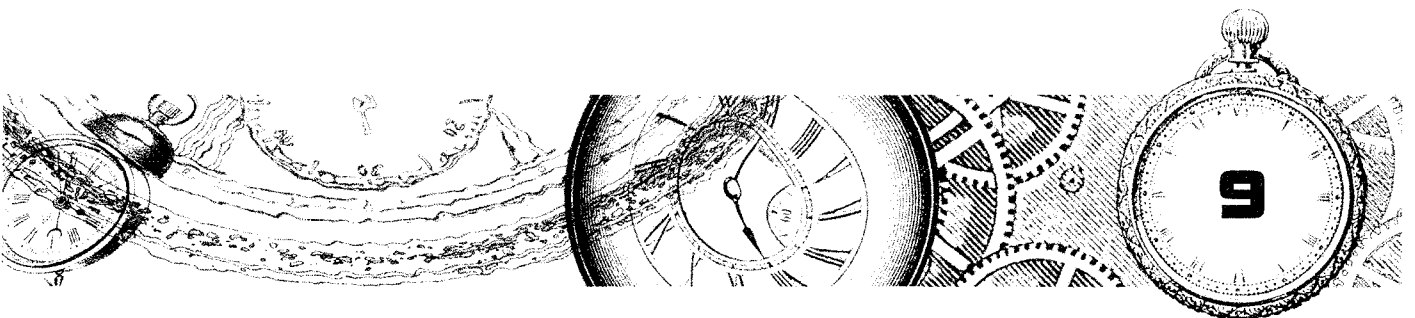
Think carefully before you introduce a time-twist into your game. Never let PCs get twisted with each other; it's impossible to play without a real time machine. (Or, if you do time-twist PCs, at least one player must cooperate with you closely.) If the PCs twist with an NPC, make careful note of what goes on, so you can orchestrate the next meeting.

Note that it takes at least two encounters to make a time-twist. With a pair, first one party, then the other, has the "advantage" of foreknowledge. With larger twists (called "time-tangles"), things are even worse.

3.4 FATING

Fating is the converse of timelock, a situation in which an event is forced, destined, fated to happen because its effects have already been felt. Fating crops up a lot in time-twists. ("What happened to your left ear?" "You shot it off." "Oh...Well, I haven't yet, but apologies in advance." "Hmph!")

Time-travelers generally do not like being fated, even though the fate can be a nice one. Whether the outcome is nice or nasty, the victim feels forced or tricked into the fated situation. Few people like feeling so helpless.

GMs should not like fating too much either. Once in a while, of course, it is a great plot device for manipulating the story and showing off, but fating has exactly the same gaming problem as prophecy—you must force some event to happen. This is harder than preventing an event, as with timelock. Generally, you must use heavy-handed methods to force the PCs down the right road. ("But I don't want to be king of a Pictish tribe." "Sorry, you suddenly suffer a schizoid attack and, in your alternate personality, have a brilliant military career...") Players don't like this much.

If you must use fating, make sure you can fulfill your prophecies using NPCs, or get the cooperation of some of the players.

3.5 LOOPS

You get a loop when event A happens because of event B, and event B happens because of event A. The classic case is in Robert Heinlein's novelette *By His Bootstraps*, where a man is taken to the future by his later self, then becomes his later self and goes back into the past to retrieve his earlier self.

Loops may simply happen in your game, or you can introduce them. For instance, the PCs may wonder why they didn't get attacked when they expected it. The reason is that at least one PC or friendly NPC will have occasion to pass through this time and place again and use the opportunity to foil the attackers. You reveal this later, of course, to groans of admiration.

But do not let the characters, PC or NPC, start loops deliberately. It makes them entirely too powerful. ("I'm starving!" "Hey, I've got an idea! Let's go over this dune and find the provisions we're going to come back and leave for ourselves.") Or only do so when you are in the mood for farce.

3.6 SAVING APPEARANCES

Also called Covering Your Tracks or Causal Substitution. This is an advanced time-travel technique for dodging fate or timelock. The general idea is to provide different, more personally acceptable, causes for events that would normally be evidence of disaster.

For example, suppose that, while you are in combat, your friend dashes around a corner. Moments later, there is the sound of an explosion and your friend's mangled body is thrown back at your feet. The end of a beautiful friendship? Not necessarily. Later in your travels, you somehow acquire a very realistic mock-up of your friend's body. You can now go back to the scene of the explosion, hide around the corner from your earlier self, grab your friend, and throw out the mock-up.

This does not change history. It merely changes the interpretation of evidence. A body landed at your feet; you thought it was your friend's but it was the mock-up all along, because of your later planning.

Note that saving appearances is stealthy, dangerous, tricky work. It often fails. If it does fail, a second or third try is even harder, because you now have three or four layers of history and earlier selves to dodge. In many cases, it is simply impossible and you run into timelock.

The Revisionists are engaged in a single, massive, coordinated, evil effort of saving appearances.

4.0 WHO GOES TIME TRAVELING?

There are four populations of time travelers; PCs can come from three of them. The four groups are the Freetimers, the League of Ages, the Timekeepers, and the Revisionists. Revisionists are strictly NPCs.

4.1 FREETIMERS

Freetimers are independent time travelers, not members or clients of either time patrol. Some have an organization backing them, but most are lone rovers and therefore eccentrics, rugged individualists. Some are on the run from enemies somewhere, somewhen. Others are pursuing enemies across time. Most are reasonably peaceable explorers or fortune-hunters, but some are definitely not nice to know.

You do not have to be from the future to be a freetimer. All you need is a time machine. True, most of these are made by future people, but they can be sold to, given to, found by, or stolen by people from any era.

Alternatively, an eccentric genius might invent a time machine centuries ahead of schedule. Your PC can be the genius or a sidekick. If the GM is willing to mix fantasy in with SF, freetimers can travel by magic from Once Upon a Time, or Over the Rainbow.

There is, of course, no formal organization of freetimers. But there is a wispy network of contacts and friendships ... and enmities. Time travelers become expert at recognizing fellow displaced persons, by anachronistic objects, speech, or habits, or by subtler clues and a general air of detachment and not belonging (though this is far from foolproof).

To keep in touch, friendly freetimers arrange rendezvous points. This may be single ("If you ever get in trouble, meet me at the general store in Opentoe, Indiana, August 12th, 1887, between noon and three.") or repeated ("Whenever you want to get together, come to the front steps of the British Museum at closing time, any Thursday in 1953. Just make sure its after January; I've used up the Thursdays in January.")

Even peaceable freetimers have edgy relationships with the time patrols. Some patrol agents are interfering sorts, wanting to know where you got your time machine, what your business is, when you came from, when you live, and so on—generally looking for an excuse to take charge or stop you from doing whatever you're doing.

On the other hand, some patrol agents are much more relaxed, willing to take a limited view of their responsibilities, or lend a hand to a fellow wayfarer. And, being associated with a big organization, a patrol agent can often give lots of help.

Having no organization, freetimers are the likeliest of time travelers to get their sequences snarled up. Of the four groups, they are most prone to time-twists, fating, and other strange temporal effects. However, since they work alone more, they can generally escape from these effects more easily than patrol agents can.

They are the most colorful, chaotic, and variable breed of time traveler.

4.2 THE LEAGUE OF AGES

The League of Ages is a time patrol. Depending on GM ruling, it may be the only time patrol. PCs can be League agents or clients. The League is a treaty organization, like NATO. Every League agent is primarily a temporal agent for some future government. These future governments have signed a treaty, the Charter of the League of Ages, stating that time travel within and between the jurisdictions of these governments, and time travel by these governments to earlier periods, will be regulated by the League of Ages. So the League is like a trans-temporal version of Interpol.

The dates for the home jurisdictions of the League members are up to the GM. What's definite is that the League started some time after the invention of faster-than-light space travel. If you have hyperdrive, you can use it to time travel, which is just what the League does.

Not all the time travelers from the League's period are League agents. They may be private citizens time-traveling as tourists or traders. They may be field historians or paleontologists working for universities, museums, or think tanks. But the League insists on the right to police their time travel, and in return does its best to ensure their safety.

Not every League agent is a citizen of a League signatory. The League often finds it useful to hire contemporaries (the temporal version of "locals") as contacts. They know the territory so much better, and have no trouble blending in. Contacts may then go on to become full-fledged agents.
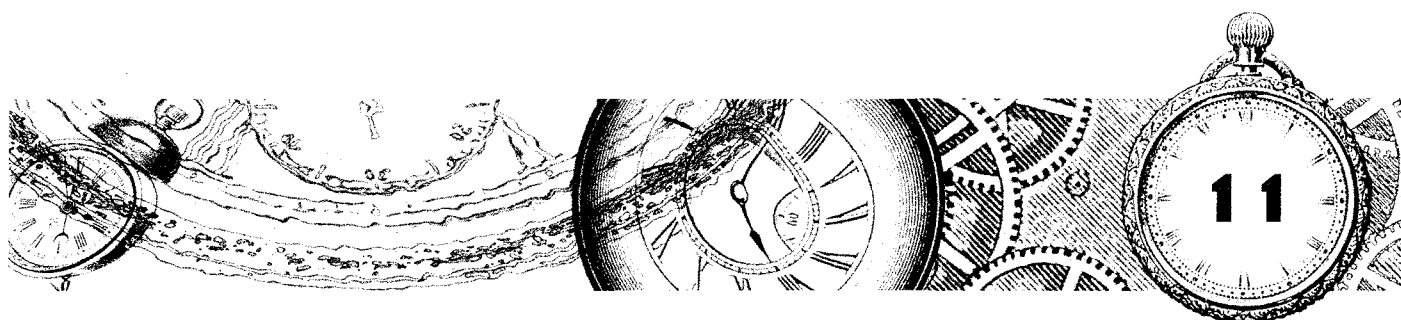
So, for instance, your character could be a Victorian merchant who discovers that his eccentric friend who disappears for months at a time is really a time traveler, a League of Ages agent, and wants him for a contact. Later, the agent wants him to help track down a time-traveling criminal in the Victorian period. Later still, the agent has to rush off to another era and needs some help. Who better to bring than your handy and temporally experienced character? Congratulations, you're a deputy agent; if we get out of this one, you can sign up and take the training.

Such contemporary agents work for the League itself, not for any of the League signatory governments. League agents from the home periods can be faced with problems of cooperation and loyalty. Two League signatories may be friends at one time and enemies at another; their agents, coming from different times, may meet. ("You work for the Pleiades Confederacy? I'm with the United States of Orion. We're at war with you. At least, we were when I left." "I know nothing about that.") Under those circumstances, agents are supposed to politely ignore each other unless they have been put on the same case. If they are on the same case, the headache about conflicts has presumably been resolved by the higher-ups within the League.

THE LEAGUE CALENDAR

To minimize causal snarl-ups, the League has its own internal calendar. This has nothing to do with the flow of real-world time; it is a purely organizational calendar. The object of the calendar is to keep League agents roughly synchronized with each other, regardless of their trips through time. Otherwise, travelers may get out of sequence with each other and you may find that you have met me three times before, but I have met you only twice so far. The missing meeting is in my future and your past; it is a potential source of timelocks and fating.

The League calendar is based on Plenary Councils. Every, uh, now and then, the League holds a meeting of all the top officials, where they pool information and make lots of administrative decisions. *Immediately* after the meeting, the top officials update their subordinates, making sure they meet the subordinates *after* the last time they met, not before.

In between Plenary Councils, agents try to keep track of how many times they have encountered one another. "Hello. Let's see, we've met twice since the 18th Plenary, right?" If the answer is "no," then the two agents are out of synch. League discipline requires they have as little to do with each other as possible.

Obviously, League discipline also requires you keep track of who you have met and how many times.

The League is very particular about keeping things in calendar order. Exceptions to the rule have to come from very high up the chain of command. Calendrical violations can get you called up before a review board and possibly dismissed from service.

THE LEAGUE HIERARCHY

League agents have the following ranks, in ascending order: Deputy Agent, Agent, Senior Agent, Lieutenant, Captain, Major, Colonel, Brigadier General, Lieutenant General, General, Governor.

The head of the League is the Governor Temporal. The rank and form of address is also "governor." The governor has a staff of secretaries, assistant secretaries, and governor's aides, mostly high ranking.

Next come the Temporal Legates. These are not actually League agents and so have no rank in the League. They are the representatives of the signatory governments TO the League. They are addressed as "Your Excellency," in the manner of ambassadors, and bring their own staffs with them. Collectively, they can give orders to the Governor Temporal; individually, they can only persuade, recommend, and advise.

The governor, the legates, and their staff, are sometimes called the "Lords Temporal" in League slang.

Next come the Department Heads, all generals, and the Division Heads, all Lieutenant Generals. The departments and divisions of the League are:

Security — policing time travel
Internal — among League agents
League — for civilian travel within the League period
Protectorate — for civilian travel as far back as 1800
Early — for civilian travel in the rest of history
Prehistoric — for civilian travel before history

Etiology — analyzing causal situations and keeping sequences straight
Field Observers — scout and spy work
Analysts — work in temporal theory
Archivists — controlling the information flow

Commerce — trade and tourism, by period
Research — field history and paleontology, by period
Modern — star travel to the founding of the League
Industrial — 1500 AD to the invention of star travel
Medieval — 500 AD to 1500 AD
Late Ancient — 700 BC to 500 AD
Early Ancient — 3300 BC to 700 BC
Prehistoric — the pre-human past to 3300 BC
Fleet — in charge of the time-ships

Use "Pilot" instead of "Agent" as the form of address in the Fleet department.

Most adventures take place in the lower ranks; protecting and rescuing traders, tourists, and researchers, as well as tracking down smugglers, pirates, and criminals. But even after you've been kicked upstairs, you can run into espionage and diplomatic intrigue.

LEAGUE TIME MACHINES

These are described in more detail in Section 7.1. The League time-travels using time ships. These are variations on starships, driven by a temporal drive adapted from a hyperdrive. Temporal drive can be used for interstellar travel as well as time travel.

League time ships are shiny discs strongly resembling flying saucers. (Indeed, the League worries that it may be responsible for the saucer stories.) They come in a variety of sizes, and their camouflage screens sometimes glow brightly as the result of minor malfunctions.

Time traveling with the League is much like space travel. Directly or by shuttle, you board a spaceship. Once well away from the atmosphere and any nearby traffic, the ship launches into hyperdrive; the stars wink out, replaced by a few dim violet specks. Only, when the ship comes out of hyperdrive, it generally comes to the same planet it left, years or centuries later or earlier than it left.

League agents and clients spend a lot of time and energy arranging secret drop-offs and pick-ups with these ships. Night makes good cover. League ships have radiation screens that absorb microwaves, for radar-proofing. These screens also glow sky-blue or pale gray, to mask the ship for daytime take-off and landings.
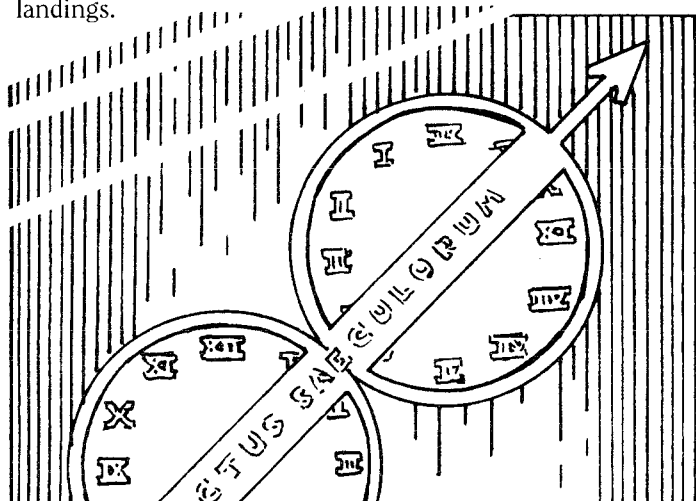
THE LEAGUE SEAL

The symbol of the League of Ages is two linked rings bearing the Roman numerals of a clock face, one in mirror image. A broad double-headed arrow runs through the rings, like the pin of a brooch, and bears the title of the League.

Most commonly, the title is in Latin, "Pactus Saeculorum," but "League of Ages," "Lieue des Epoques," "Syndesmos peri Epoche", "Zeitalterbund," "Shidai Tongmeng," and many other languages are used.

A smaller version is a double-headed arrow athwart a clock face, bearing the word "Pactus."

4.3 THE TIMEKEEPERS

The Timekeepers are a time patrol based further in the future than the League of Ages. The GM may use them as the only time patrol, but they were intended as half of a pair; having two time patrols around offers more potential complexity. PCs may be Timekeeper agents or their clients.

The League is an alliance; the Timekeepers, on the other hand, are virtually a government, almost a temporal empire. They do not depend on consent; they enforce compliance. Unlike a real empire, they have virtually no territory. Their domain is simply and solely Time. Within the time and space of their jurisdiction, they regulate what time travel goes on.

They regulate absolutely nothing else. The subject states of the Timekeepers can wage war on each other, make what laws they like, trade as they like, oppress, reform, enslave, and rebel against each other, create or extinguish whole nations. The Timekeepers don't care, so long as they can control the temporal traffic. And the Timekeepers levy no tribute. Given this much freedom, and having seen the results of unregulated time travel, the subject states seldom try to rebel.

Within that iron monopoly, the Timekeepers are oddly less restrictive than the League. They do not try to keep travelers synchronized as a matter of principle, but only as a matter of expedience. They do not try to hide future fashions and technologies from time travelers of earlier periods, as the League does. (But both League and Timekeepers hide these things from contemporaries, "locals," as a general rule.)

Not all time travelers from the Timekeeper's period are Timekeeper agents. They may be private citizens time-traveling as tourists, traders, or researchers. But their anachronistic activities are regulated by the Timekeepers, who also try to protect them.

Like the League, the Timekeepers try to regulate all temporal traffic into and out of their home period, ensuring the safety of both time travelers and the contemporaries they visit. Neither patrol ventures into the other's home period without permission. On the other hand, the League lays claim to a "Temporal Protectorate" from 1800 to their own founding, which the Timekeepers do not acknowledge.
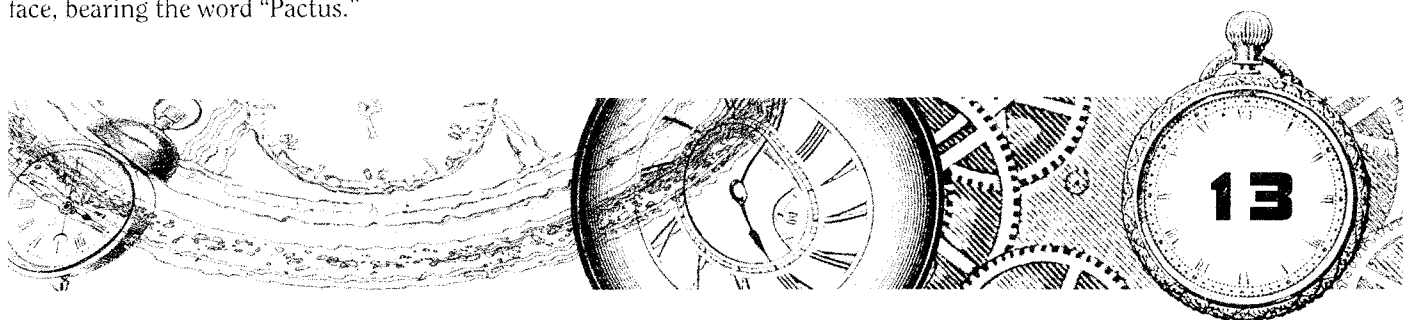
Naturally, the two patrols sometimes run into each other back in the pre-time-traveling past. Then there can be culture clash. League agents tend to regard Timekeeper agents as careless and sloppy in their methods. Timekeepers tend to regard League agents as stuffy and picky and, most infuriatingly, quaint. Both patrols like to keep their eye on freetimers, but the League is more likely to try bossing the freetimers around. Timekeepers travel in the Temporal Protectorate without asking League permission. This ticks off the League's higher-ups, but they don't take any action about it. League field agents in the Protectorate bluster, grumble, or shrug off the "trespassing" according to their individual characters.

In short, the League is a bit intimidated by the Timekeepers. Coming from later in history, the Timekeepers have better technology and know more about the League than the League does itself. On the other hand, the League knows that the Timekeepers can't interfere a great deal in League affairs, for the usual reasons of timelock. So the two patrols coexist with a certain amount of unease, most of it on the League's part.

Timekeeper agents are not always from the Timekeepers' home period. They often recruit contemporaries, just as the League does, and for the same reasons—contemporaries blend in perfectly and already know the territory.
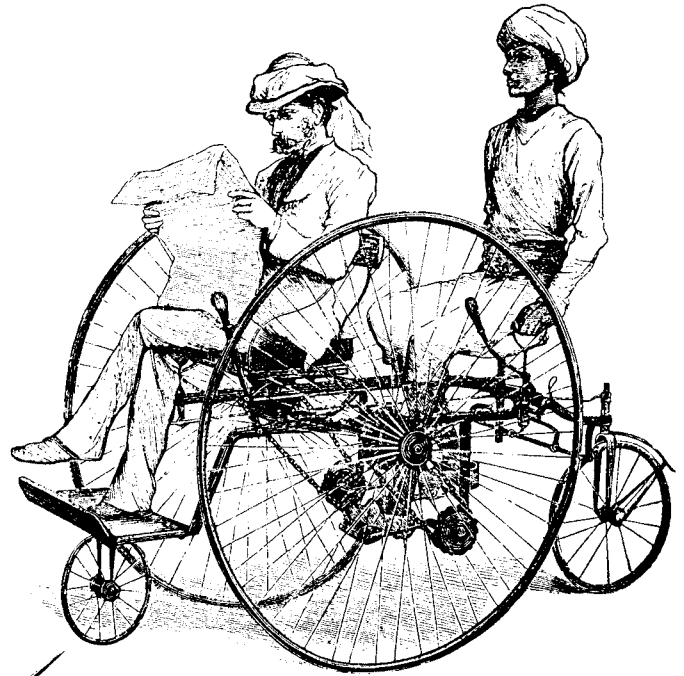
TIMEKEEPER ETIQUETTE

The Timekeepers can afford to be looser in their temporal tactics by observing a code of silence. Agents are trained not to mention political or technical developments that lie in the future of the time they are in. They are careful not to discuss their previous time-trips, unless they are sure the other parties were either not involved or are already involved.

Suppose you are staying at a country house in Regency England with a Timekeeper friend. In an expansive mood, she begins reminiscing about other time trips. Unless she is sure you have already seen the 20th century or later, she will *not* reminisce about her adventures in Greenwich Village in the 1960s. She will also not talk about the exciting times the two of you had in 12th-century Constantinople unless she is sure that the Constantinople affair lies in your personal past, not your future.

To find out, she will ask, somewhat obliquely. ("Ever been to Constantinople in the 1100s?" And you smile and say, "Of course," or look cautious and say, "Uh, no," depending.) If you lie when you answer, on your head be the consequences.

But typically a Timekeeper will *not* reminisce in this way. It's easier and safer not to talk about other times at all. Timekeepers buy their greater freedom of operation at the cost of watching their tongues. And of course physical clues are equally bad form. They are, in general, good actors. If you want to see a fiendish poker game, get four Timekeepers together with a pack of cards.
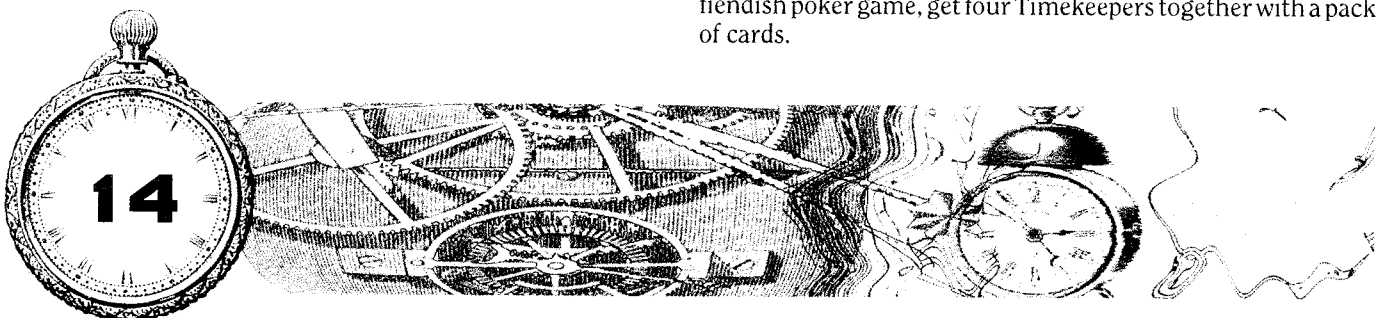
THE TIMEKEEPER HIERARCHY

The Timekeeper agents commonly encountered in the field have the ranks Agent, Senior Agent, Sergeant, Lieutenant, Captain, and once in a while Major. Lower ranks do not have to salute, use "sir," or other such ritual. They do not even have to obey unless they are on the same assignment with the agent of higher rank.

For more details about Timekeeper organization, see Section 6.2. Timekeeper organization is a secret from the League of Ages, so be sure you don't disperse the information to characters who wouldn't know it.

TIMEKEEPER TIME MACHINES

Timekeepers generally use portals. These come in various sizes and can be disguised in various ways. But there must be machinery at each end to make the portal work. So the Time-keepers must use time ships to deliver one half of the portal system to the past time.

Early-model portals come in twin pairs, both too bulky to move without a truck. Each portal can only connect to its twin. Later models are smaller and more flexible about connections between portals, along with other advanced features.

Looking through a portal is like looking through an ordinary doorway, except what is on the other side is another place and time. If the connection breaks while something solid is in the portal, it gets forcibly thrown out one side or the other, not cut in half.

The Timekeepers also have transtemporal communicators, which the League does not. For more information, see Section 7.3.

THE TIMEKEEPER SYMBOL

The Timekeeper logo is the astronomical symbol for Saturn, Kronos in Greek, that is Father Time. They add a couple of short uprights to the crossbar to make a three-tined crown.

4.4 THE REVISIONISTS

These are Bad Guys, intended only as NPCs. They are optional; time travel offers plenty of other villains—pirates and smugglers, fugitives from future justice, pursuers after fugitives from future injustice, and so on. But the Revisionists are organized, an evil empire, if the GM wants one. They come from even further in the future than the Timekeepers.

The Revisionists would like to change history. Of course, they can't, so they try to subvert it instead. How? That's a little tricky. In fact, "tricky" is the Revisionists' middle name. Their strategy uses an advanced time-travel technique that novice time travelers do not usually figure out at once. (Translation: players have to wait for the GM to demonstrate it or to send an NPC to explain it.)

Their tactics are better-known. They are intensely secretive and devious. Revisionists ruthlessly manipulate perception, memory, and emotion in their victims and dupes. They try to set up very long-term conspiracies, secret societies, bodies of arcane knowledge, and booby traps.

General time-traveling rumor has it that Revisionists have both very good luck and very bad luck, in strange mixtures. Both time patrols (League of Ages and the Timekeepers) hate them like poison and join forces against them.
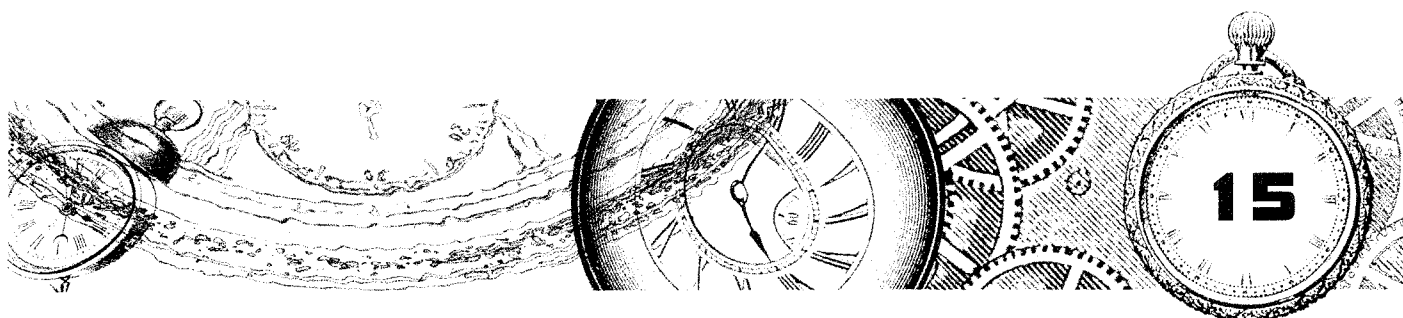
5.0 WHY GO TIME-TRAVELING?

If you can't change the past, why bother to go there? Well, astronomers and astronauts can't change the sky, but they still have business there. You can go to the past to get a closer look at it, or to work with the parts that have not yet affected you. Here are some sample occupations for time-travelers:

RESEARCH

The first people in line at the time machine will be the academics—historians, archaeologists, and paleontologists. They will be frantic to go back and attend Shakespeare's opening nights, investigate the culture of Renaissance Italy, photocopy the lost books of Aristotle, record Etruscan speakers, watch people build Stonehenge, learn Proto-Indo-European, gather dinosaur eggs, catch trilobites, and find out what happened at Roanoke.

Some researchers may be members of a time patrol. Much more often, they are private individuals. They may be freetimers or the clients of a time patrol.

Historians and archaeologists are impossible to distinguish when they time travel; they are lumped together under the title "field historian."

TOURISM

Hard on the heels of the academics, and paying much better, come the tourists and the tour guides they pay. Consider the glamor and nostalgia of taking a cruise down the Nile during the Middle Kingdom, touring the Parthenon when it was fresh-built, or going to a Shakespeare opening night like the ones mentioned above. (Research and tourism easily overlap.) For another overlap, many people would jump at the chance to go on a dinosaur safari. (In fact, if you go on a dinosaur safari, you'd better be good at jumping!)

Like the researchers, the tourists and tour guides are usually private citizens, who may or may not be traveling under the protection of a time patrol.

TRADE

Mingling freely with the tourists and often doing business with them are the time-traders. They deal in all sorts of tangibles from across time—mint-fresh Ming vases, personally commissioned Renaissance paintings and Greek statues, pet eohippoi, stuffed coelurosaurs, and, in a much lower price range, such things as contemporary costumes (Roman togas, Medieval tunics, 1960s' miniskirts, and the like). Going still lower, there is the relic-like stuff such as alleged "locks of Samson's hair," "Nefertiti's rouge box," and "Charles Dickens's old pen points." If you believe all that, you'll probably want to buy the "skull of John the Baptist as a child."

These temporal imports are called "chroniques." The ones from the past are sometimes called "antiques" but that confuses them with the ones that simply aged, so they are usually called "chroniques." Chroniques from the future are called "postiques" and can cause a lot of trouble. Time patrols keep a very tight rein on trade goods from the future, especially machinery and *most* especially weaponry. And the time patrols have good reason; postiques breed timelocks (see the Temporal Theory section).

Traders, too, may be freetimers or the clients of patrols. If they are freetimers, the patrols tend to be suspicious of them and try to get them under their thumbs. The freetimer traders resist this, of course.

SMUGGLING & PIRACY

Wherever you have trade, you have its illegal variations. There are very stiff quotas and tariffs on most chroniques, so naturally there are people who seek to avoid paying these. There's a wealthy black market for postiques, especially postique weapons. And there are people who don't care how they get their chroniques.

Temporal smugglers and pirates try to pass for law-abiding traders and tourists most of the time. Sometimes, the pirates play on fear and fly the Jolly Roger (or the equivalent) openly on their time machines. All, of course, are freetimers.

FUGITIVES & EXILES

History is a great place to hide in, if you can get there. Likewise, it is a great place to stash someone if you don't want them in the way and aren't sure you want them dead. These time travelers are, of course, very difficult to find. If they're fugitives, they don't *want* to be found. If they're exiles, the exiler has taken pains to hide them. Bumping into them is always dramatic and often dangerous.
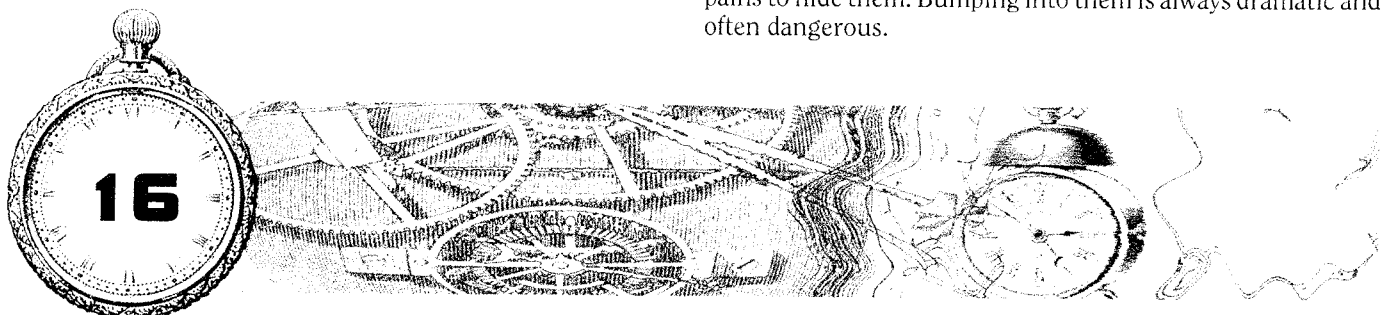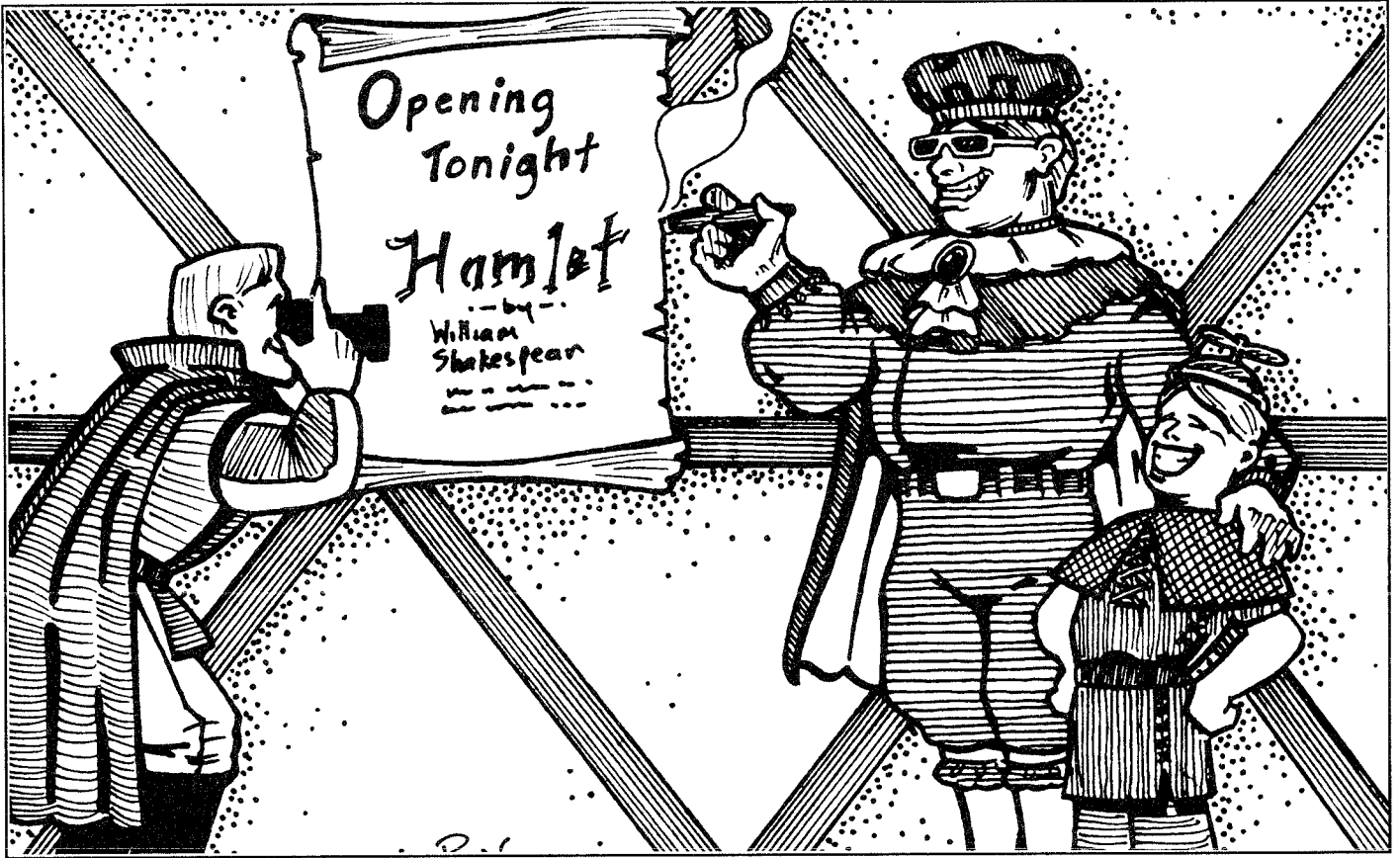
TIME-PATROLLING

All the above folk create a need for time patrols. You need patrol agents (either from the League or the Timekeepers) to protect the researchers, tourists, tour guides, and traders, to hunt down the smugglers and pirates, to hunt down some fugitives and rescue others (depending on the patrol's loyalties), to drop off some exiles and rescue others (again depending on politics), and often to protect the contemporary people from all these other time travelers.

NOSTALGIA

Mingled in with the tourists are folk looking for the Good Old Days. They differ from the ordinary tourists in that they would like to settle down and live out their lives in these ideal eras. Sadly, the Limelight Effect works against their plans.

There are many candidates for Golden Ages: Neolithic Prehistory, Solomonic Israel, Periclean or Socratic Athens, Ptolemaic Egypt, Ashokan India, Republican Rome, Ming China, Arthurian Britain, Carolignian France, Pre-Colombian America or Polynesia, Renaissance Italy, Victorian British Empire, 1950s America, etc.

Unfortunately for nostalgic emigres, these ages turn out to be golden only for a certain social class, or a given discipline. Victorian Britain was great *if* you were gentry; art and philosophy flourished in Socratic Athens in the middle of the Peloponnesian Wars. Some ages turn out to be hardly golden at all; others (like Arthurian Britain) may not even exist.

Nostalgia hunters are a sad and wistful lot. Unsympathetic time travelers put them down as fools.

Even sadder are the desperate or neurotic time travelers hunting for their own happy past. They generally find it was not so happy to live through as it is to remember. But first and foremost, that happy past is already occupied—by their own younger selves. They can only watch from outside. Patrol agents often wind up rescuing these folk from a timelock and taking them straight to a counselor.

6.0 THE SECRET HISTORY OF TIME TRAVEL

Reveal the information in this section at your discretion. If the PCs are freetimers, give it to them in little bits and pieces. If they work for the League of Ages, pick a point in the League history that is "now" and let them learn everything up to "now" whenever it is plausible and convenient. If the PCs work for the Timekeepers, you can let them gather this information in any order you like.

Time travel started shortly after the invention of hyperdrive. (The date of this invention is up to you, the GM. In *Space Master*, the first hypershunt would occur in PreImp 1190, that is 11,455 AD.) Since the early 20th century, relativity physics showed that if you could move faster than light, you could also travel in time. Time travel is just a particular navigational maneuver in hyperdrive. Granted, it is a difficult maneuver.

There were several exploratory timeflights, but it was difficult to regress more than a few hours. Eventually, either Ainn Dinnis or Philp Brarry invented the true time-drive. (In *Space Master*, around PreImp 1100, or 11,545 AD.) It is hard to say who did it first, time travel being what it is. Probably they both invented it independently. There followed a "heroic age" of time travel, lasting about a century. (That is, the "heroic age" freetimers came from and mostly returned to the subsequent century.)

Note: *Discussions in the following sections use the terms meta-dating and meta-time. They come into play when a person or organization is involved with time travel. Meta-dating is a chronological time-keeping scheme that doesn't correspond to a conventional calendar. Rather, meta-dating is a personal or organizational chronological sequence that corresponds to the series of causes and effects in the order that they occurred for that person or organization. Similarly, meta-time is a person's or organization's own perception of the passage of time for themselves.*

6.1 THE LEAGUE OF AGES

Though full of color and incident, this heroic age also brewed a nasty collection of logistical and social problems. Marin Linoire, later nicknamed "the Crone," stepped forward with a solution—regulation, in the form of an interstellar, transtemporal treaty organization, the League of Ages.

Naturally, one cannot use a normal calendar to date the history of a time patrol. Fortunately for the chronicler, the League insists on keeping its own in-house calendar in as strict a sequential order as it can manage. The major events in the League calendar are meta-dated by reference to Plenary Councils. These are gatherings of all the top League officials, at which data is pooled, policy is decided, and all League actions in the collective personal past of the Council is deemed to be "past" in meta-dating.

Here, then, is a brief in-house timeline of the League of Ages:

1st Plenary Council:
The founding of the League. This takes place in Geneva, Switzerland (in PreImp 1000 if you use *Space Master*, 11,645 AD, during the Wars of Integration). Most other Plenary Councils take place at later dates, usually in chronological order, at a variety of locations.

4th Plenary Council:
Contact with the Timekeepers is announced to all League agents.

5th Plenary Council:
The League defines human history from the 1st Plenary back to 1800 AD as the "Temporal Protectorate" and claims jurisdiction over this period—no temporal commerce there without League permission. The Timekeepers send a representative to this Council but never acknowledge the claim.

1st Emergency Council:
This takes place between the 8th and 9th Plenaries (in meta-date; it is out of chronological sequence). It is called to alert all League Agents to the existence of the Revisionists and to begin planning strategy against them.

9th Plenary Council:

The League writes up a treaty and an alliance with the Timekeepers, for mutual aid against the Revisionists.

2nd Emergency Council:

This takes place between the 9th and 10th Plenaries. The League declares war on the Revisionists. The Timekeeper representative promises support but the Timekeepers never officially declare war.

14th Plenary Council:

The League judges that it has successfully stymied the Revisionists and declares the History Lock, i.e. its victory. The Timekeepers send no representative. After a long meta-period of disorder, the League settles back down to holding Plenaries in chronological order.

23rd Plenary Council:

Caught in a hopeless snarl of tactical timelocks and jurisdictional conflicts with its fellow patrol, the League breaks off relations with the Timekeepers to let tempers cool and causal chains play themselves out.

28th Plenary Council:

The League resumes relations with the Timekeepers.

44th Plenary Council:

After a long meta-period of growing less and less cooperative, the Timekeepers break off relations without explanation.

3rd Emergency Council:

This takes place between the 46th and 47th Plenaries. It is called to inform agents of the outbreak of the "Time Troubles," the time-traveling side of a prolonged series of interstellar wars. Since the League is a treaty organization between what are "now" belligerents in the war, some councilors call for the dissolution of the League. However, the League elects to continue its functions outside the war zones.

If you are using the *Space Master* history, you could locate the Time Troubles some time in the "future" of the *Space Master* milieu, for instance during the break up of the Imperium. Alternatively, you could put the Time Troubles during the rise of the Imperium (PreImp 270 to 0, 11,375 to 11,645 AD).

7th Emergency Council:

This takes place between the 59th and 60th Plenaries. A lot of time, causality, and meta-dating has gone by. The League has gradually shifted from a neutral party in the Time Troubles to a supra-governmental police organization, verifying and enforcing that time travel is used only for non-military purposes. This Council is called to acknowledge the end of the Time Troubles and to call for a constitutional convention.

60th Plenary Council:

The last Plenary Council. The League of Ages reorganizes and becomes the Timekeepers. The Timekeepers are no longer a treaty organization among time-traveling governments, but rather a self-appointed sovereignty, taking time travel as its province.
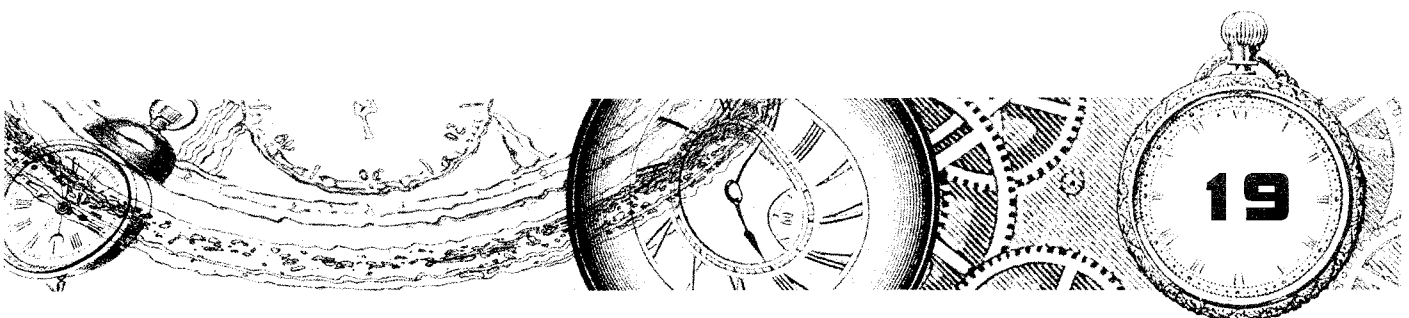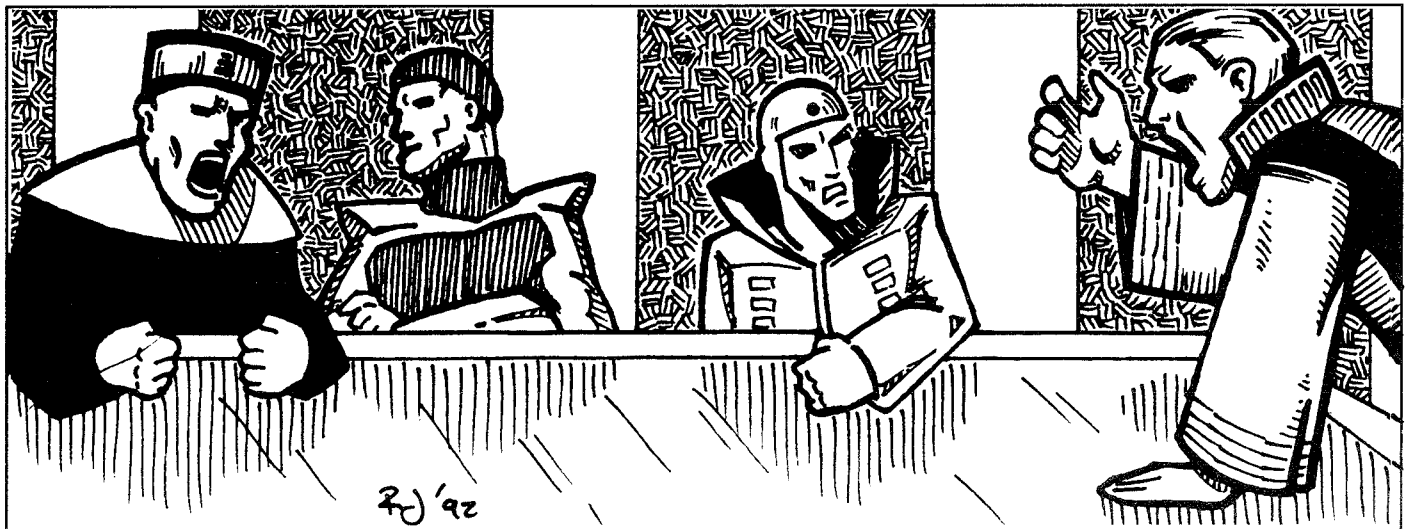
6.2 THE TIMEKEEPERS

The League learned a lot about temporal tactics during the Time Troubles. So, when it reorganized into the Timekeepers, it used a more flexible system of meta-dating.

When Timekeepers get together to plan or execute a mission, they assign the session to one day of an imaginary week. As a general rule, sessions later in the week have access to information from sessions earlier in the week, but not the other way around. However, Timekeepers make exceptions to that rule a lot more easily than the League does.

Within each day, sessions are held in no certain order, but the general flow of information should run chronologically according to the target eras. So, for example, the Tuesday sessions manage historical and archaeological research; the Timekeepers try to do all their Tuesday work on the 16th century before moving on to the 17th. They do police work on Thursdays; they try to do all the 35th-century cases before they do any of the 36th-century cases.

They do not care if 45th-century Timekeepers and 58th-century Timekeepers wind up working on the same teams, or that one team member may have already been on an assignment that another team member has yet to go on.

The Timekeepers can be more relaxed about their own internal sequences for several reasons. One is that they observe a code of professional etiquette ruling that you never talk about other assignments or home-time history without good cause. Another reason is that Timekeepers use mental and medical techniques to block agents' memories in a selective manner; an agent won't accidentally give away anachronistic information because, unless their subconscious sees an urgent need, they won't remember it while on an assignment.

The Timekeepers' Days of Councils are:

Sunday:

Strategic sessions for dealing with outside temporal affairs—the war with the Revisionists, relations with the League of Ages, and any other time-traveling powers, such as powerful freetimers, time travelers from distant planets or ages, or other powers.

It may seem strange that this comes first, and so has the least background information. But these are councils for deciding Timekeeper policy on whatever situations may arise in the (Timekeepers') future, so it is in fact useful to stay unbound by that future.

Monday:

Tactical sessions for dealing with outside temporal affairs, usually Revisionists and troublesome freetimers. Like ordinary Mondays, this one is confused, hectic, and full of jangled nerves. Monday sequences are notoriously jumbled up.

Tuesday:

Sessions for planning research trips by field historians, paleontologists, and the like. These sessions come after the two political and military ones so the researchers can know which parts of spacetime are safe to poke around in.

In general, Tuesday sessions follow one another in neat chronological order according to the subject—first the coal age, then the dinosaurs, then the age of mammals; first the ancients, then the medievals, then the industrials, etc.

Wednesday:

Sessions for regulating crosstime commerce. The traders and tour guides are obliged to keep out of the way of the diplomats, soldiers, and researchers, and so their sessions come later in the planning, so they know what parts of spacetime to avoid.

Commercial trips to "primitive" (non-time-traveling) periods get handled in chronological order according to destination, just like research trips.

Commercial trips to League periods are ticklish and often get forbidden. Trips to periods *after* the Timekeepers are either secret or so rare as to be legendary.

Commercial trips within the Timekeepers' home period get handled chronologically by destination, like outside trips, but are very heavily regulated and watched over.

Thursday:

Police actions are run on these sessions. Most police duties are responses to Wednesday time-trips, so police work has to come "later." Also, the police need more causality behind them so they can gather clues from it.

They try to handle cases in chronological order according to the scene (that is the time) of the crime, but these things often involve more than one time, so sequences get messy. Sometimes, it's as bad as Monday.

Friday:

Emergency rescues are planned on Friday. Like police actions, rescues are responses to other folks' time trips, so they come later in the imaginary week. This also gives the rescue teams access to the most information.

Since most emergencies happen at sharply defined points in space and time, the rescue teams manage to stay more in chronological order than the police agents.

Saturday:

No one quite knows what happens in the Saturday sessions—at least, no one who will tell. The popular speculation is that the Timekeepers use Saturday sessions to finish up their work and hand it on to whoever comes next. There's a rival rumor that the Timekeeper leaders spend Saturday getting ready for a second imaginary "week."

6.3 REVISIONISTS

To the best knowledge of the League and the Timekeepers, the Revisionists are the temporal arm of some ruthless empire-building power of the far future. The Revisionists would like to re-write history. Since that is impossible, they are trying to write over it, so to speak. They use the method of "saving appearances" described in Section 3.6.

In general terms, the Revisionists go about planting caches of resources for themselves and booby traps for their enemies. These boons and banes take the form of schemes that stay hidden and out of the history books for ages, until they are needed in the Revisionists' own era. The Revisionist goal is to fill the undocumented stretches of history with so many of their schemes that, in their own time, it becomes obvious that all history was really just a preparation for their own victory, and the documented parts were nothing but camouflage.

If the Revisionists win, this is what history always really was. The Revisionists want a history where most people are Revisionist agents or tools, working in vast, interlocked conspiracies for the ultimate Revisionist victory. The history known to the PCs (and players), the history of the human community working out its own fate, however stupidly or violently, still happens since nothing can "unhappen." But it turns out to have always been a facade, a scaffolding on which to erect the Revisionist history. And the PCs (and players) will turn out to have been part of the small population of dupes condemned to enacting the facade history while layer upon layer of subtly hidden nightmare rages behind the scenes.

Here are some examples Revisionist schemes:

CANNON-FODDER COLONY WORLDS

As a simple example, the Revisionists' leaders need soldiers. In particular, they may need the cavalry to come charging over the hill to rescue them at some crucial point in a far-future battle. If they can get word to their temporal agents (the Revisionists), this can be arranged.

The Revisionists regress a few centuries and find a planet that, even in their own day, has not been explored. They then comb through the obscure parts of history—say medieval Europe or the American wild west—and snatch several dozen people. They brain-scrub these unfortunates and recondition their minds for a fierce warrior culture fanatically loyal to certain mythical leaders. They help this culture grow to a useful level of population and weapons technology, monitoring carefully all the while, then produce the proper mythical leaders. These lead the adoring, fanatical hordes onto the troop ships, or through the teleport gates, to the battle.

From the battle commander's viewpoint, it looks like magic. He applies for temporal reinforcement and, a minute later, a whole new civilization comes out of left field to his rescue...*if* the Revisionists succeed. Should the PCs come across the hidden colony when it is still manageably small and disillusion the warriors, then no help will come. The warriors' planet may even become a Revisionist enemy. And the PCs will be on the Revisionists' black list.

STAGING AGES

The Revisionists also try to establish realms in the histories of Earth and other major human-settled worlds, but on a smaller scale. They use isolated and neglected areas, like the Old Stone Age, or places tucked away from the big civilizations— Himalayan valleys before the 19th century, Australia or the Pacific before the 16th century, ancient Siberia or Africa, and so on.

Here, they found cities or small kingdoms. Here, they build ships and weapons (using off-world materials so as not to leave holes in the geologic record). They also train troops, store supplies, and have laboratories, military camps, and asylum for weary Revisionists. The locals, meanwhile, are pressed into service as serfs and slaves. No word must/will leak out about this little kingdom, so the slaves' mental and physical freedom is sharply limited.

And this kingdom can't last forever. It has to stay out of the history books, so at some point the Revisionists pack up their anachronistic machines, tear down their hidden city, and leave. The slaves? The lucky ones are hauled along to the next hidden redoubt. The rest are killed, to leave no witnesses.

These secret cities are good places for PCs to stumble across or hunt down. There, they can work mayhem, try to rescue slaves, or just try to escape with their skins and brains intact.
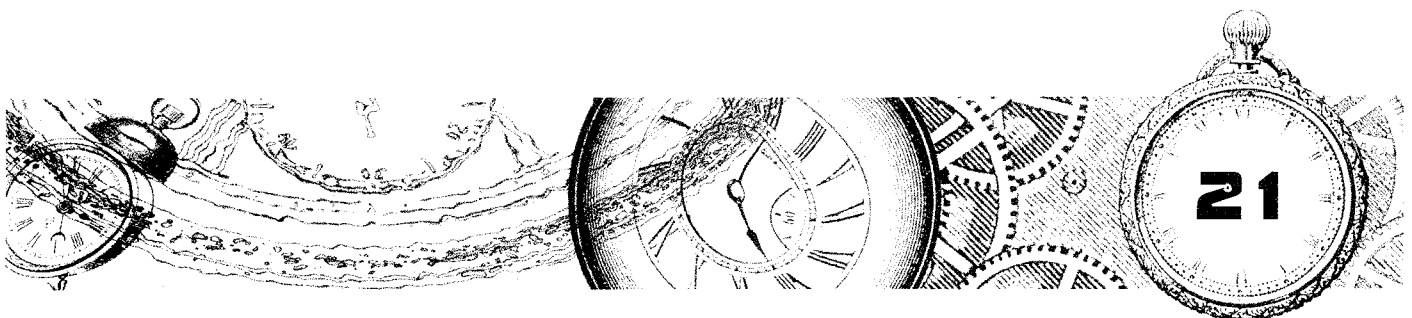
GENETIC TIMEFIGHTING
AKA: "Designing Your Enemy's General"

If some leader of the League, or the Timekeepers, or another Revisionist enemy, is being a conspicuous nuisance, the Revisionists may study his or her genealogy and go back to manipulate the genes of this hero's ancestors.

This is a tricky job. The genetic flaw must be subtle enough to pass unnoticed through the generations, to let the leader enjoy normal health up to the point in life where the Revisionists target him, perhaps to pass unnoticed through the eugenic testing of hi-tech ages. The Revisionist agents must get tissue samples of the ancestors in question. Then they must create engineered retro-viruses, tailored for the hero's ancestors and no one else. Then they must infect the ancestors.

But the job is not impossible, and then, shortly after the Revisionist agents leave on their mission of retroactive sabotage, this annoying hero will come down with a rare degenerative disease, or succumb to a rare poison or allergen or germ that most people shrug off, but which other Revisionists have left about an area the hero was likely to be.

Luck or counter-espionage can give the PCs a lead on such a plot. Their motive could be very simple: one or all of them might be the target of this genetic backstab.

GENETIC TIMEFIGHTING II
AKA: "Designing Your Enemy's Population"

On a greater scale, with more sophisticated genetics but less selection of target, the Revisionists can put subtle weaknesses into all the people of a continent or planet. This makes them vulnerable to a tailored protein or polysaccharide that the Revisionists' masters can use in fine-tuned biochemical warfare.

BIOLOGICAL TIME WAR

This plot involves the use of retroactive plagues.

Revisionists can use sub-human organisms in their temporal genetic tricks. Centuries before hostilities begin (as long ago as the PCs' era), they can spread mutagens over the grass or soil bacteria or pollinating trees of their future enemies' planet. A genetic clock counts down the generations and eventually, in the midst of the war, the world turns poison.

Both this and the previous ploy require mass inoculations of tailored retro-viruses or other mutagens. This is a big operation. The PCs can be usefully employed in destroying stockpiles, reporting their discovery to the League or the Timekeepers, or coming along a few years later and quietly spreading a lot of anti-mutagen.

CYBERNETIC TIME WAR

This is a retroactive sabotage similar to the previous dirty tricks, but it uses retroactive computer viruses and nanobots. Only this form involves planting back-door controls in enemy software, so that, at a pre-determined time or signal, the computerized equipment suddenly crashes or starts obeying Revisionist commands.

On the hardware level, Revisionist agents can hide systems of microscopic machines, "nanobots," in a huge number of places, where they wait their masters' signals to corrode metal, cut connections, jam signals, re-write programs, or whatever else may be required of them.

PSYCHOLOGICAL TIME WAR

This is the subtlest form of temporal sabotage—involving a retroactive mass psychosis. It is also the hardest to use, but it can be devastatingly slick if it comes off. Using futuristic psychological methods, often combined with psionic powers, Revisionist agents start and encourage a collection of fads and rumors in the target population. At the crucial time, these come together in a popular out-burst of panic, or hero-worship, or apathy—whatever is necessary to make the population blindly accept a Revisionist as leader or not feel like fighting.

PCs are unlikely to be able to spot such a scheme themselves. They will need luck or highly-trained NPCs or counter-espionage reports to point it out to them.

ACES HIDDEN IN THE CLOCK

A common strategy for the Revisionists is founding small secret societies of Revisionist sympathizers called Secret Brotherhoods. They resemble witches' covens, with Revisionist agents playing the role of the Devil. A Revisionist shows up every few years on a secret schedule and gives the cell of sympathizers enough foreknowledge to let them enjoy a bit of power. In return, the sympathizers are supposed to help any unexpected Revisionist who shows up in trouble and gives them whatever the secret password is. In between, the little society keeps its numbers up by carefully recruiting new members as old ones die off. Sometimes, they run in families.

Some of these secret societies may really believe the Revisionists are demons. Others may know more exactly what's going on. Either kind makes an unpleasant surprise for PCs pursuing a Revisionist. They may also have standing orders to kill off or otherwise inconvenience any non-Revisionist time travelers they come across.

These little cell-groups know about each other, occasionally help each other, often compete for Revisionist favors, and constantly try to steal one another's foreknowledge. If the Revisionists win, then it turns out that most people throughout history are members of this secret web of hidden societies. Only a few folk, like the PCs, are not included. "Until" then, the PCs may be able to exploit the paranoid, competitive nature of the cell-groups to play them off against each other.

MORE ACES HIDDEN IN THE CLOCK

Less common but more formidable than the Secret Brotherhoods are Revisionist agents who use futuristic rejuvenation techniques and do most of their time traveling the hard way—forward only, at the rate of 24 hours a day. These people are immortal infiltrators.

These people spend a lot of time waiting and making preparations for the events they know are coming, for example the founding of a time patrol or some other organization inconvenient to the Revisionists. They then join the organization, getting in with a beautifully tailored cover-story, and wait for the crucial moment to betray them. Happy is the PC who uncovers such a long-term mole ahead of schedule.

These long-term operatives also make good contacts for Revisionists who do actual time travel, and can be involved in any of the other forms of Revisionists strategy mentioned here.
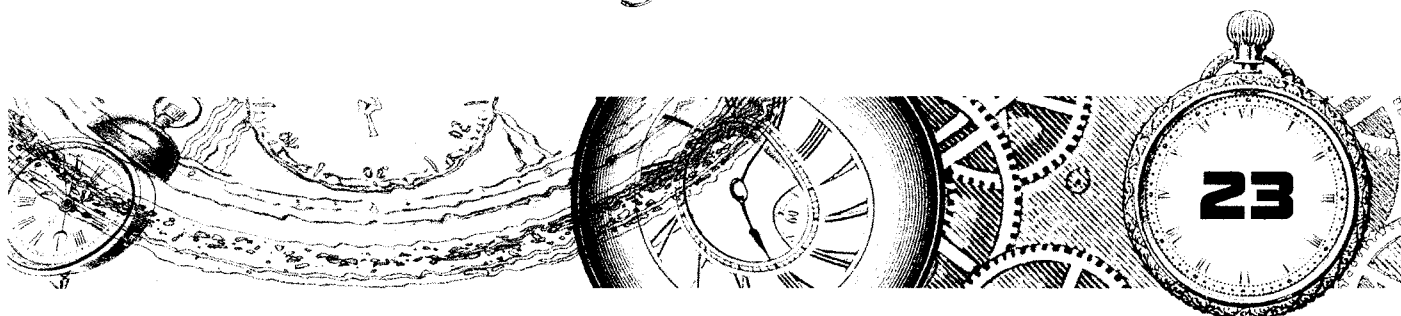
7.0 TIME MACHINES AND EQUIPMENT

This section contains descriptions of the time machines used by the various time travel organization and example freetimers.

7.1 LEAGUE TIME SHIPS

The League of Ages uses flying-saucer-like ships to travel through time. In *Space Master*, the same skills apply to these ships as to interstellar craft with hyperspatial drives.

> **Note:** *The following League ship descriptions give a subjective evaluation of their weapon systems. It is up to the GM to decide on the sort and quantity of these weapon systems based upon the starship combat system he uses in his game. In fact, it may not be necessary to define these capabilities if the GM does not use starship combat in his game.*

League ships come in a few well-defined classes:

Wanderyear Class: These are temporal couriers and shuttles, with a standard crew of two and a maximum passenger quota of ten plus luggage. They are the workhorses of the League, lens-shaped craft, 5 meters thick and 15 meters wide. They have light arms and shielding, and a top speed of 50 years/hour.

Century Class: These are fighter craft. They are the same size and shape as Wanderyears but have room for only three people, much heavier guns and shielding, and a top speed of 200 years/hour.

Millennium Class: These are temporal gun-boats. They are shaped like elongated lenses, 10 meters thick, 20 meters wide, and 45 meters long. They have a crew of ten, still heavier guns and shielding, and a top speed of 150 years/hour.

Millennium, Century, and Wanderyear class ships all assume their cruising speed on entering time-drive, coast to the destination date, then drop out. They can maneuver in space while time-traveling. In fact, they must, to keep up with the moving planets.

Eon Class: These are large, heavy-duty transports, with a crew of thirty, lots of storage/passenger space, and the same shielding and guns as a Millennium ship. They are shaped like giant boomerangs, 40 meters thick, 250 meters long and wide. They may carry enormous cargo or passenger pods, 80 meters wide and 40 meters thick, between their arms. Their advanced drives are capable of continuous acceleration, rather than a single thrust at start or stop; they can built up speed at 400 years/hour per hour.
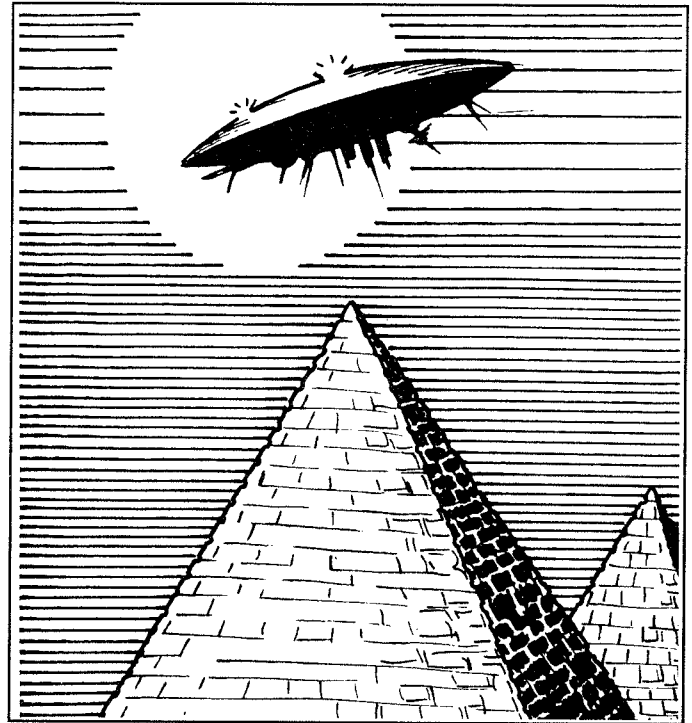
An Eon-class ship can reach the origin of humanity in 16 hours, the end of the dinosaurs in 17 days, the beginning of the dinosaurs in 33 days, the origin of life in 18 weeks, the origin of Earth in 21 weeks, and (theoretically) the beginning of time in 36 weeks.

There are only five Eon-class ships recorded: the Apatosaur, the Stegosaur, the Triceratops, the Pteranodon, and the Plesiosaur (informally "Patty," "Steg," "Tops," "Terry," and "Nessie"). There are rumors of a secret flying time-fortress, the Tyrannosaur.

Clockracer Class: Special high-speed courier/fighters, with a crew of two and Century-plus class guns. They are shaped like miniature Millennium ships, 5 meters thick, 15 wide, and 30 long. Like the Eon ships, they can accelerate through time; their rate is 2000 years/hour per hour.

A Clockracer can reach the origin of humanity in 7 hours, the end of the dinosaurs in 7.5 days, the beginning of the dinosaurs in 16 days, the origin of life in 8 weeks, the origin of Earth in 9.5 weeks, and (theoretically) the beginning of time in 16.5 weeks.

To get the travel time for a Clockracer or an Eon ship, divide the distance in years by the acceleration, then take the square root. This gives travel time in hours. Both classes of ship accelerate half way and decelerates the remaining half.
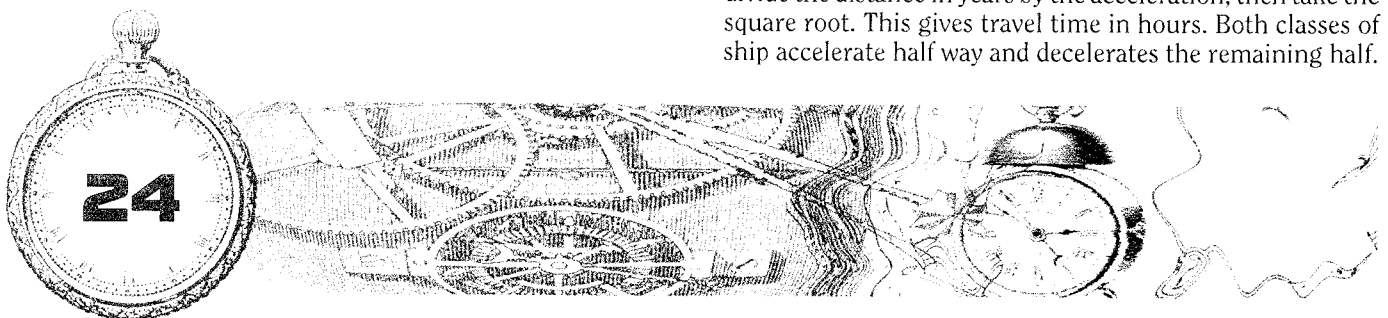
7.2 TIMEKEEPER PORTALS

The Timekeepers use "temports," temporal teleportation portals. These come in various sizes and can be disguised in various ways. But there must be machinery at each end to make the temport work. So the Timekeepers must use time ships to deliver one half of the temport system to the past time. They typically use a small, fast timeship very similar to the League's Clockracer.

In *Space Master*, repairing temports requires the Power Systems Technics and Engineering skills. Understanding them requires the Tachyon Physics skill.

Looking through a temport passage is like looking through an ordinary doorway, except what is on the other side is another place and time. Both sides of the passage are passable. That is, you can step through on the north side to the south side of the destination, or through the south side to the north side of the destination.

If either passage is tilted, then gravity mixes as you step through, which can make movement tricky. If air pressure is different, there will be a breeze through the passage.

The edges of passage glow a bright blue-white. They feel spongy, with a hard core and an electric tingle, if touched. If the connection breaks while something solid is in the portal, it gets forcibly thrown out one side or the other, not cut in half.

Typically, either unit of the portal can initiate the passage, provided the other unit is on and operating correctly. However, the receiving unit must be "open," that is, set to allow the passage. A temport can be turned on and working properly but still closed to passage. A temport must be turned on, set (if it does not have a fixed partner), and opened, in that order.

Early-model portals come in matched pairs and are very bulky. Each portal can only connect to its partner. Later models are more flexible, and can connect to any portal for which the place and time are precisely known. In still later models, one or both portals become smaller and more portable. As models get later, they also become more flexible in the shape of passage and may include options like force-field armoring.

Here is a list of well-known models:

T3

The T3 temport is an early model. The machinery at each end weighs about three tons and is about the size of a car. It produces a square passage three meters on a side. The passage appears between a pair of parallel metal poles, three meters long. These must be at least three meters apart, since the size and shape of the passage are inflexible. The poles are connected to the rest of the machinery by thick cables.

Each T3 unit can only contact one other, its partner. So a T3 leading to 18th-century Paris cannot be made to lead anywhere else except by having someone in the 18th century pick up the T3 unit there and move it.

T3s are used for low-risk, low priority trips, such as trade, tourism, and some forms of research. They are cheap and relatively easy to maintain. (+10 on Power System Technics, for *Space Master* campaigns.) T3s dominate the publicly used time stations run by the Timekeepers in their home period.

T8

The T8 temport is a smaller, lighter version of the T3. It is portable, each unit fitting in a suitcase, even if a rather large, heavy suitcase. The passage is 1 x 2.2 meters, very like an ordinary doorway. It appears between a pair of light, telescope-folding poles that must be in a five-meter range of the rest of the equipment, but are not physically connected. Like T3s, the T8s come in bonded pairs.

The T8 temport is used by League agents early in the League's general flow of causality. It is soon replaced by the T10.

T10
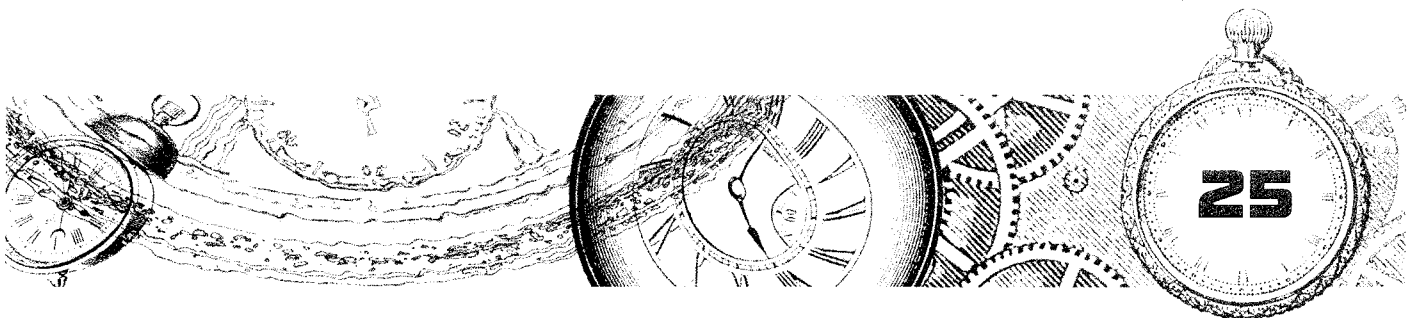
The T10 temport is the workhorse of the Timekeepers. Its components can fit into a back pack or a large brief case. Most importantly, it has "flexible linking"; that is, any T10 can contact any other working T10, provided the initiating operator knows the ID code, time, and location of the receiving T10, and provided the receiving T10 is open.

The operator must specify the time quite closely, at least to the minute. However, the operator only needs to know the location roughly, to the star system. The responding temport does not need the coordinates of the initiating temport.

The passage produced is 1x2.2 meters. It appears by a one-meter telescoping metal pole, typically laid on the ground, with the passage above it. The passage must be within five meters of the rest of the equipment.

T10-A

This is a deluxe version of the T10, with a flexible passage. The passage takes the form of a rectangle, each pair of sides varying in length from five centimeters to three meters. It is projected from a small globular unit at one corner, typically a bottom corner.

The T10-A can connect to a T10 unit, automatically sizing its passage to that of the T10.

Most Timekeepers work with T10s; the T10-As are more expensive and you have to persuade your boss into letting you have one.

T10-D

This is a multiple version of the T10-A. It can keep open as many as four passages at once. It is for special operations.

T10-W

This is a giant version of the T10-A. Its passage varies from one meter to eight meters on a side. It is used for evacuations, large vehicles, large research specimens (like dinosaurs), and military maneuvers. It is not at all common. It can connect to a temport with a smaller passage, such as a T10, but the regions between the edges glow bright blue-white and are impassible.

T10-CW

This is a compound T10-W, one able to join with other T10-CWs to produce enormously large passages. They add their passages together like laying tiles side by side. There must be the same number of units on each side of the passage, all units on a side with the same settings.

T24

This is a very advanced temport, the size of a hardback book. It projects a passage (three-meter range) of any shape or size, from a one-centimeter circle up to a three-meter square. It can connect to anything from a T3 to a T10-W. It is reserved for very special operations.

T77

This is probably legendary. If it really does exist, it is a temport that does not need a receiving partner to create a passage, though it can also make normal connections. It is supposed to look like a T24 and to come from very far in the future.

7.3 TIMEKEEPER TIME COMMUNICATORS

Temporal Communicators are hand-held walkie-talkies about the size of a pack of cards. They work on a simplified version of the principle behind the temports; they can be linked one to another across spacetime. Some advanced models have flexible linkage, like the T10 temports, but most have a fixed link back to a switchboard in the far future. They then connect to each other through the switchboard.

Timelock raises its ugly head on the communications lines in the form of static bursts and feedback screams. These get worse the closer two communicators are in time. Communications across minutes or hours is essentially impossible. Across days and months, it's difficult. Years are usually easy, and longer periods seldom present problems unless the people at either end insist on risking timelock.

The cross-time channels are essentially impossible to tap, but most units have a simpler cross-space channel for agents working together in the same time. This is something subtler than radio, but futuristic technology can still listen in on it.

7.4 THE HOLMES-FIELD DEVICE

Besides the temport and the time ship, there is a third species of time machine, the Holmes-field device. This is invented in the late 19th century by an eccentric genius, Ashleigh Holmes. Many freetimers use versions of the Holmes-field device.

If you are within a Holmes field, you see exterior time rushing or crawling by, either backwards or forwards, depending on the strength and polarity of the field. From outside the field, you are nonexistent for all mundane purposes. The Holmes field has several advantages and disadvantages over more orthodox time machines.

On the plus side, the Holmes-field machine is easy to build (once you know the trick), and is thus easy to maintain. If you were stranded in the Roman Republic, it might take you a few months to re-create the necessary technology, but you could probably make yourself a crude Holmes-field device.

Holmes-field devices come in a variety of sizes. The bigger they are, the more power they can use; the more power they use, the faster they can move through time. Pocket-watch Holmes machines can move you across days handily; airplane-sized machines can shuttle to the dinosaurs in a few hours. (Faster than the speeds of League time ships!)

Because of their variable size, Holmes-field devices can be built into a wide variety of vehicles—space ships, airplanes, boats, cars, back-packs, belts, pocket-watches, and so on. The original Holmes-field time machine (arguably The Original Time Machine) was a sled-like affair with a mass of machinery in the back, controls in the front, and a seat in the middle.

The Holmes field is an exotic variation on the gravitational field; as a consequence, it naturally follows the gravity field of the planet you're on, so the planet doesn't spin out from under you, or anything awkward like that. Using the same gravitational aspects, you can use a Holmes-field device to fly, though it is too slow for interplanetary distances. (To fly and time-travel simultaneously is very tricky. Then the planet may indeed leave you behind. At least, you tend to move erratically.)

On the minus side, Holmes-field machines are comparatively fragile. They often wear out, break down, and strand the operator. They require constant tending and maintenance, and they seldom work right after taking combat damage. (Note that they often work *wrong* after light to moderate damage, and may lurch off in the wrong direction, or at the wrong speed, or jerk to an unexpected stop after a few years' travel.) If you move through time and space simultaneously, a wide variety of forces can throw you off course, even thunderstorms.

Exactly because a Holmes-field device stays fixed in the gravity field, it may leave you suspended in the air (if the floor or ground moves down in the course of exterior time), or embedded in earth, rock, or masonry (if the floor or ground moves up).

If you are left up in the air, you have a choice between dropping, trying to follow the surface down while still time-traveling, or trying to switch from time-travel to flight fast enough to avoid a fall. Any of these can give you a rough landing. You could also try combining the Holmes-field device with a flying machine of some sort, but note that antigravity devices combine with the Holmes field to produce the same erratic effect that you get by flying with a Holmes field alone.

Holmes-field devices are thrown off by each other as well as by artificial gravity fields. As a result, you cannot have a "twin-engine" time machine using Holmes-field devices, though you can have a spare device, inactively waiting, for backup. If two Holmes-field time travelers collide *en route*, both are thrown off course.

If you are left inside something solid, you can try to fly out of it while time-traveling, or you can try braking to a very gradual stop. Trying to fly often throws off your aim. If you brake to a stop, you automatically pop out the nearest surface of the solid. The further you are from the surface and the faster you stop, the harder you pop out. Since it's dark inside solid objects, you may not want to risk this unless your head, at least, is sticking out. Whatever you do, you want to get out of the solid object before the air in the field runs out.

Although a Holmes machine in flight is unapparent to most senses and sensors known to the 20th century, it is very easy for other time travelers to spot one. Even motionless and turned off, a Holmes-field device gives off hard-to-shield echoes for sensors that can scan for them. So it is hard to hide from other time travelers.

At high temporal speeds, it is hard to aim a Holmes machine at a precise date. As was said, a medium-sized model can easily take you to the Mesozoic period, but you would find it difficult to locate the same century twice. Jump a thousand years and you will have difficulty landing on just the right day the first time.

Almost anyone can use a Holmes machine in a cookbook fashion—following written instructions for travel and maintenance. But to improvise with the thing requires a true understanding of the principles involved, and that requires a deep understanding of physics far in advance of the 20th-century level.

Also, Ashleigh Holmes and many of the other time travelers who circulate this device take steps to keep the Holmes-field principle obscure, lest time travel should become too easy. (Luck or fate appears to be on their side in this.) Many Holmes-field devices are disguised with misleading bits of monkey-puzzle, irrelevant machinery that looks important but isn't. And many have self-destruct devices to discourage tampering or experimentation.

All in all, you can see why the time patrols would rather use their more expensive but more reliable time machines. But you can also see why the Holmes-field device is popular with adventurous individual time travelers.

7.5 FREETIMER TIME MACHINES

Freetimers use a mix of temporal technologies. Many have ships or temports, like the League or the Timekeepers. The Timekeepers even sell temports to private individuals and institutions that they license and monitor. And many freetimers use Holmes machines. This section briefly describes some notable freetimer vehicles.

RV TRILOBITE

The Research Vessel Trilobite is a time ship of the Smithsonian Institute, designed for field paleontology. It uses a Clockracer time drive and has a top temporal acceleration of 1000 years/hour per hour. The Trilobite can reach the origin of humanity in 14 hours, the end of the dinosaurs in 15 days, the beginning of the dinosaurs in 32 days, the origin of life in 16 weeks, the origin of Earth in 19 weeks, and (theoretically) the beginning of time in 33 weeks.

It has the hull of a Millennium-class time ship, but carries no weapons or the massive power systems needed for them; this lets it build up its high temporal speeds. It carries a crew of 15 and a wide variety of scientific equipment. It operates under the protection of the League of Ages.

CENTURY ROAD

This is a time-traveling cross between a theme park and a tourist agency. Century Road is laid out on a winding course through a plush stretch of parkland. Lining the road are hotels, museums, gift shops, and theaters, each "themed" for a particular epoch, laid out in chronological order. Decor, meals, and staff costumes are all period. Mixed in with the more ordinary attractions are a hundred T3 temports, linked to the eras represented in the park. Hotel services include guided time-tours, along with all the requisite briefing, costuming, and translation services. Century Road reaches back to the Old Stone Age and forward to a point two hundred years from the invention of time travel. It operates under the protection of the Timekeepers.

THE DAWN TREADER

Named after the ship in the children's novel by C. S. Lewis, *Voyage of the Dawn Treader*, this is a Holmes-field dirigible. It is about 30 meters long, with a maximum crew of ten and very little cargo space. The hull is painted blue, with golden heraldic lions on either side. The steering vanes are Gothically webbed, and the whole decor is Victorian, but the craft is actually a technological mix. The "gas-bag," for instance, is really filled with blocks of futuristic lighter-than-air solid and is thus puncture-proof. The ship has a top ground-speed of about 320 kph (200 mph).
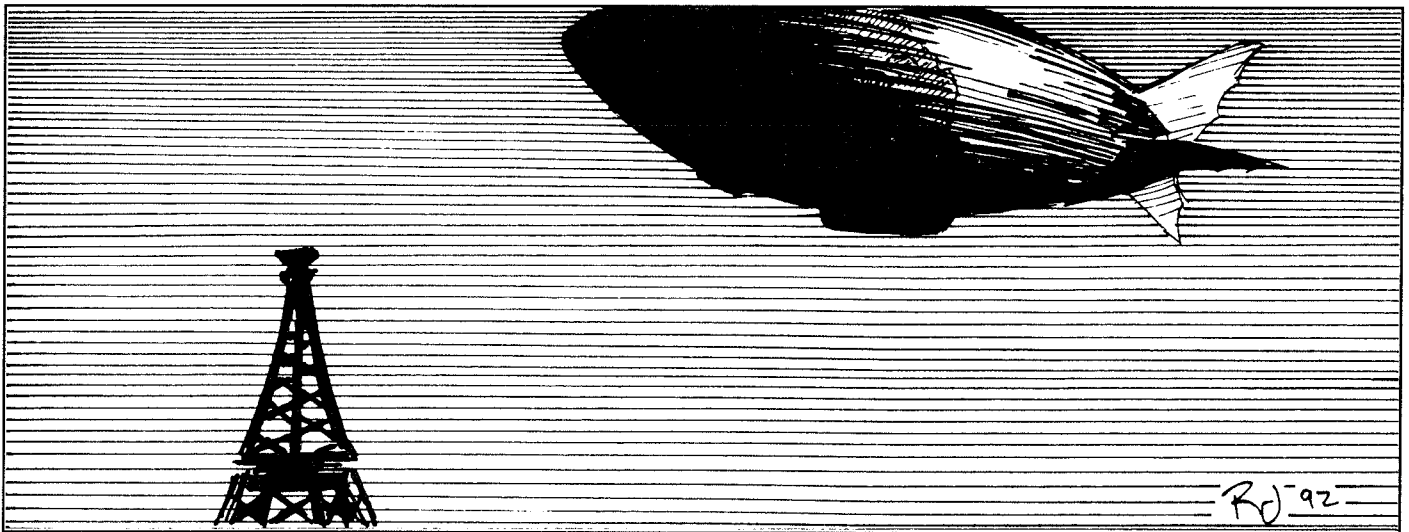
The Dawn Treader circumspectly cruises antiquity, trying to stay out of sight and (as you might guess) being very lucky at it. The crew are field historians. They are also widely known in the time-traveling community for helping people in trouble. They tend to collect orphans from the wretched parts of history and deliver them to future charities (since the ship is too small to become a floating orphanage.) The Dawn Treader turns out to have been commissioned by Rev. Malachi Liddle (see Section 9.12) although he heard of it for years before he realized he was going to bring it about. The time patrols keep scolding the crew for interfering, but they also keep accepting the orphans.

DOOMPACER AND FATERUNNER

These are robot horses with internal Holmes-field devices. You can ride them through time. Doompacer appears to be a stallion, Faterunner, a mare. Both are pure white, as nimble as goats and as strong as oxen, on top of their abilities to fly and time-travel. They understand all major earth languages, as well as Intrinsic (see Section 8.1). However, their comprehension is limited to the subject of transportation. They understand both "Take me to coordinates X, Y, Z, T," and "Take me to Gaius a week after we left him." They stay loyal to a given owner until given away or abandoned for seven years.

They do not tire or require food or fuel. If they should be damaged, you would need very high Cybernetics Technics skills to repair them. They are exceptions to a couple of rules about Holmes-field devices: they fly and time-travel simultaneously without difficulty, and they readily pinpoint an hour a thousand years away, or a day ten million years away. They fly together without interfering. Their origins are lost in legend, but are presumably from the far future.

THE PETRA SAPPHIRE

This artifact is named after the ancient Middle Eastern city of Petra, described in a poem as "a rose-red city half as old as Time." It looks like a fist-sized star sapphire of deep rose pink, slightly egg shaped. It speaks and understands Intrinsic (see Section 8.1), though it only converses about transportation. It obeys anyone who holds it. It can whisk you from one point in a planet's history to another in a few subjective seconds; the trip feels like a brief tumble in free-fall. It will take its bearer and anything the bearer can pick up. It can also whisk you across space, though not between star-systems, and not time and space simultaneously.

For all anyone can tell about its mechanism, it may just as well be magical. If it uses a Holmes-field, that field is somehow shielded from sensors. It is enormously valuable to time travelers and ordinary folk alike, and has been stolen and fought over endlessly, back and forth across history. You may run across it almost anywhere, anytime, in any ornamental set-

ting—typically a crown, a scepter, or a medallion. Its origin is even more obscure and mythical than that of Doompacer and Faterunner; rumors say that it was the product of advanced aliens.
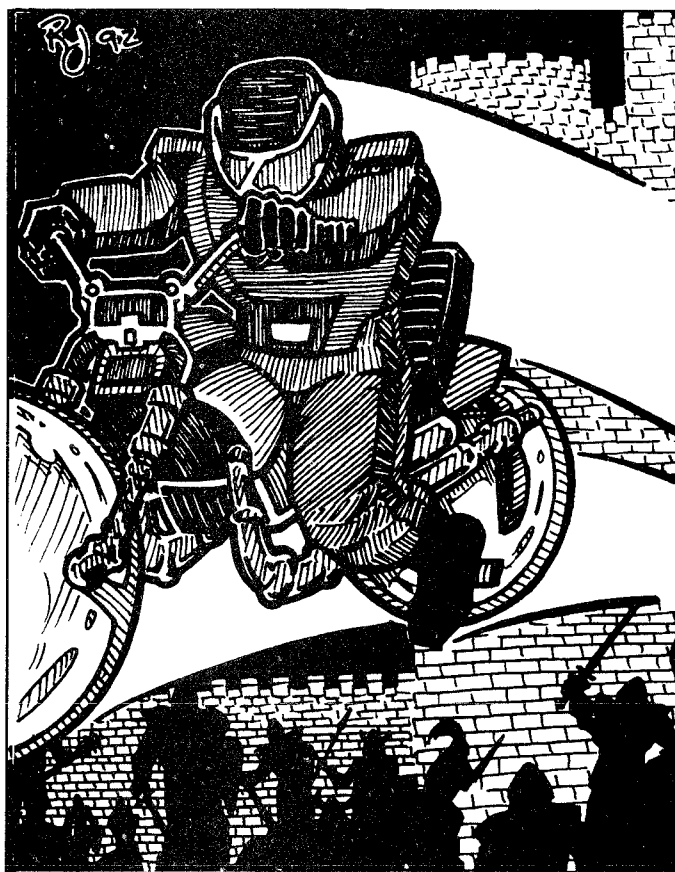
ANDERSON SPECIALS

These are time-traveling skycycles, based on the Holmes-field device. They look like large motorcycles with spheres in place of the wheels, and carry two (three, with the sidecar). They have a top air-speed of Mach 2 (2390 kph, 1480 mph). The passengers are protected from the supersonic winds by a force-field envelope. This force-field also stops bullets, but not lasers or other ray-guns; mortar shells are too much for it, too. They do not time-travel and fly simultaneously, but they can switch from one to the other instantly. In fact, they automatically start and finish time-trips set on "hover." Rumor has it that the time patrols have bought several pieces from the mysterious Mr/Ms Anderson.
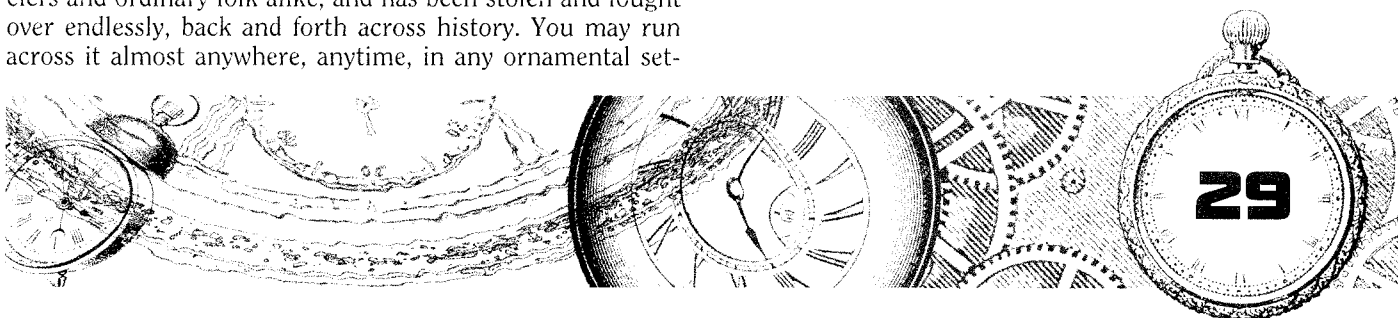
7.6 REVISIONIST TIME MACHINES

Like freetimers, Revisionists use a mix of technologies. As a general rule, they use time ships to move large quantities of people and equipment. Individual agents use temports and miniaturized Holmes-field devices (a time machine on a chip, so to speak).

They hide the miniature Holmes machines by taking them apart into three or four easy-to-assemble sections. This entails a major re-design of the device not typically found outside Revisionist circles.

7.7 EQUIPMENT LIST

The following list describes the various pieces of temporal technology used by the different populations of time travelers. The related skills are from *Space Master*. Because of space limitations, it does not list all the handy gadgets a time traveler might pick up.

LEAGUE OF AGES AND EARLY FREETIMERS [7.7.1]

The League's time travel is based on a variation of the faster-than-light hyperdrive. In *Space Master*, this time-drive is invented in the year PreImp 1000 (10,545 AD); all the League's temporal equipment dates from this period or later, up to Imp 762 (12,490 AD).

TIME-DRIVES

The central mechanism of a time ship, moving the ship backward or forward through time. It can also be used as a conventional hyperdrive, to move the ship through space faster than light. In fact, it typically performs both functions simultaneously. See the preceding section on League Time Ships for details of particular time ship models.

Usage Skills: Hyperspace Astrogation, Hyperspace Pilot.
Repair Skills: Power System Technics.

STEALTH DRIVE

A variation on the time-drive, it is less detectable than a conventional time-drive (-50 penalty on detecting the ship with tachyon or gravitic spectrometer.) Ships equipped with stealth drive time-travel at only 50% the temporal speed of conventional time ships.

Usage Skills: Hyperspace Astrogation, Hyperspace Pilot.
Repair Skills: Power Systems Technics.

TACHYON SPECTROMETER

A sensor system on a time ship for detecting other time ships. It has an effective range of 2 years in time or 2 light-years in space. It cannot detect time machines other than time ships. The tachyon and graviton spectrometers complement one another.

With a successful roll, the operator can determine of the following things about the target: direction, distance, spatial speed, recent track through time, or model (if familiar).

For etiological reasons, the tachyon spectrometer cannot detect time machines moving through time in the opposite direction to itself. So, if your ship is moving into the past, you cannot detect time machines moving into the future or aging normally, and vice versa.

Usage Skills: Sensor Analysis.
Repair Skills: Electronic Technics, Tachyon Physics.

GRAVITON SPECTROMETER

A sensor system on a time ship for detecting other time machines. It has an effective range of 5 light-years. It can only detect time machines that exist at the same time it does. The graviton and tachyon spectrometers complement one another.

With a successful roll, the operator can determine of the following things about the target: direction, distance, temporal speed, type (ship, temport, or Holmes-field device), or model (if familiar).

For etiological reasons, the graviton spectrometer cannot detect time machines moving through time in the opposite direction to itself. Thus, if your ship is moving into the past, you cannot detect time machines moving into the future or aging normally, and vice versa.

Usage Skills: Sensor Analysis.
Repair Skills: Electronic Technics, Tachyon Physics.

HAND SCANNER

The League of Ages version of a standard multiscanner. It includes miniature versions of the graviton and tachyon spectrometers, in addition to the EMP and neutrinic analyzers. It is the size of a book (various sizes for various models) and performs all the functions of a multiscanner, plus graviton and tachyon spectroscopy. Unlike the big shipboard systems, it cannot give information on direction or temporal speed of time machines. Its range is 100 km.

Usage Skills: Scanner Analysis.
Repair Skills: Electronic Technics, Tachyon Physics

TACHYON BEACON

The nearest approach in the League to a transtemporal communications device. It looks like a canister about half a meter long. Pull the switch on its side and a red light shines for ten minutes; meanwhile, it gives off a blast of tachyonic radiation detectable by tachyon spectrometer 500 years or light-years away. A Timekeeper tensen (see below) can pick it up 1000 years or light-years away. It's a rescue flare.

Usage Skills: none.
Repair Skills: Power System Technics, Tachyon Physics.

TIMEKEEPERS AND LATE FREETIMERS [7.7.2]

The Timekeepers come from farther in the future than the League of Ages. Their technology dates from this later period and is not available to the League. Timekeepers can use League equipment, but it is antiquated by their standards. In *Space Master*, Timekeeper equipment dates from the year Imp 762 (12,490 AD) or later.

The skills for using or repairing Timekeeper equipment are of later date than the same skills for League equipment. Characters with League-era skills are at -50 if they use those skills on Timekeeper equipment (until they become familiar with it). Characters with Timekeeper-era skills are at -20 if they use those skills on League equipment (unless they've studied antiques).

TEMPORT

Opens a doorway connecting two points of spacetime. There must be a temport operating on each side of the door. See the preceding section on Timekeeper Portals for detailed descriptions of the different models of temport.

Usage Skills: None (Hyperspace Astrogation for temport alignment).
Repair Skills: Power System Technics, Tachyon Physics.

TIME-DRIVE

Timekeepers use time ships as well as temports, but much less than the League of Ages. Most Timekeeper ships are for special operations or for moving temports around.

Usage Skills: Hyperspace Astrogation, Hyperspace Pilot.
Repair Skills: Power System Technics.

TEMCOM [TEMPORAL COMMUNICATOR]

A cross-time walkie-talkie. It usually looks like a small box about the size of a deck of cards, but units can be built into tensens, temports, or other devices. Some models have small vision plates for TV contact, or data feeds for computer networking. Typically, temcoms contact each other through a permanent connection across time to a switchboard in the Timekeepers' era.

Usage Skills: None (Electronic Technics for non-routine calls).
Repair Skills: Electronic Technics, Tachyon Physics.

TIMECASTER

Resembles a League tachyon beacon but can encode a short message, usually spoken, but it can sometimes be composed of computer data or images.

Messages sent by a timecaster can be received by a Tachyon Spectrometer and then outputted on the simplest of computers by means of a standard interface.

Usage Skills: Electronic Technics.
Repair Skills: Electronic Technics, Tachyon Physics.
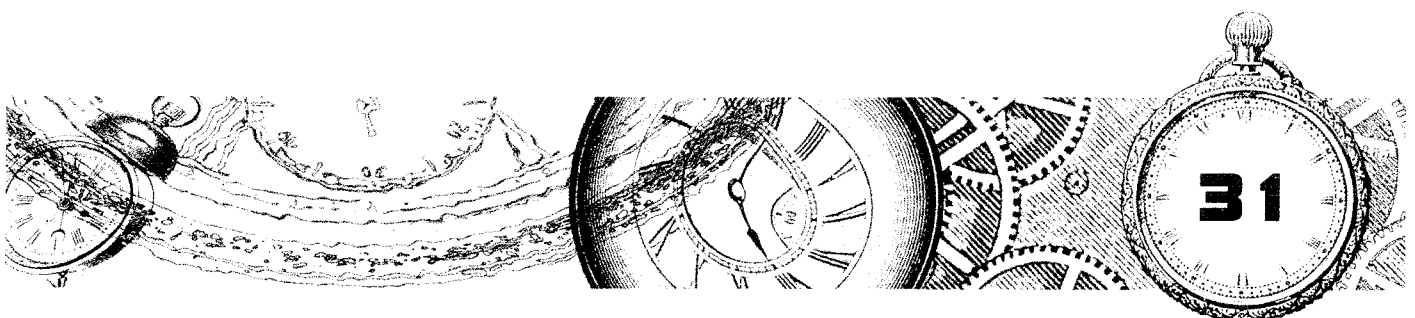
TENSEN [TENSOR SENSOR]

Combines the functions of tachyon and graviton spectrometers by direct measurement of the spacetime curvature tensor. In addition to the spectrometers' functions, the tensen can trace the connection from one temport to another, if both are in range. The big shipboard versions have a range of 10 years or light-years. Smaller versions, built into Timekeeper versions of multiscanners, have a range of 500 km.

Usage Skills: Sensor Analysis (for shipboard) or Scanner Analysis (for hand-held).

Repair Skills: Electronic Technics, Tachyon Physics.

JAMMER

Disguises (or at least hides) the operation of a temport from tensens, tachyon and graviton spectrometers, and similar detectors by broadcasting bursts of gravity waves and tachyons similar to the ones these detectors suffer in spontaneous timelock feedback. Jammers are built into the cases of the temports they serve, as a general rule; separate units are about the size of a briefcase. Their mechanism resembles that of a timecaster.

Usage Skills: Electronic Technics.

Repair Skills: Electronic Technics, Tachyon Physics.

CRASHGATE

A combat model of temport, used for piracy, smuggling, espionage, and sometimes rescue work. Using it, the operator ("gatecrasher") can open a temport that is on but closed. The gatecrasher must be familiar with the target temport's computer languages in order to use the crashgate effectively.

The gatecrasher gets only one roll against a given temport. Critical failure trips an alarm on the target temport. Success means the gatecrasher can access that temport freely at any point in its history between the last time and the next time its security codes are reset. Critical success means the gatecrasher has +30 to access any temport of that exact model.

Usage Skills: Computer Technics, Hyperspace Navigation.

Repair Skills: Power System Technics, Tachyon Physics.

HOLMES-FIELD TECHNOLOGY [7.7.3]

Holmes-field technology was invented in the 19th century by an obscure genius. It is tricky, cranky, and subtle, but uses components available through most of historical time. However, the design principles of Holmes-field technology are not well-known even in the Timekeepers' era. It requires no skills to use, but a lot of skills to repair or adapt.

HOLMES-FIELD DEVICE

A machine that moves itself and its cargo through time by varying the four-velocity through spacetime, using an exotic variation on artificial gravity (the Holmes field). Many models can also be used to fly through space. These devices come in many sizes and can be installed in many different vehicles. The device itself looks like a snarled mass of twisted wires and oddly sculpted chunks of metal and crystal; most devices include radio tubes, clockwork, or both. Much of this is window-dressing or self-destruct apparatus to discourage investigation and tampering.

Usage Skills: None, but GM may require instruction or a roll against Agility.

Repair Skills: Advanced Math, Electronic Technics, Mechanical Technics, Tachyon Physics.

FOGGER

Part of the works of some Holmes-field devices. It creates gravitic turbulence while the time machine is in flight, hiding it from tensens and gravitic or tachyonic spectrometers. (-50 to detect the Holmes-field device with any of those devices.) Unfortunately, the turbulence also produces a slightly rough ride and may throw off the time machine's time and place of arrival. (Make an Agility roll to avoid a 5% error in time or distance traveled.)

Usage Skills: None.

Repair Skills: Advanced Math, Electronic Technics, Mechanical Technics, Tachyon Physics.

HOMING LINK

A device that broadcasts a signal across time by subtle distortion of the gravity field. It can be detected by an attuned time compass, a tensen, or a graviton spectrometer. The machinery can fit into a shoe box, a mass of wires and curiously twisted iron rings, many strongly magnetized. It requires no power and has no controls but an on-off switch.

Usage Skills: None.

Repair Skills: Advanced Math, Electronic Technics, Mechanical Technics, Tachyon Physics
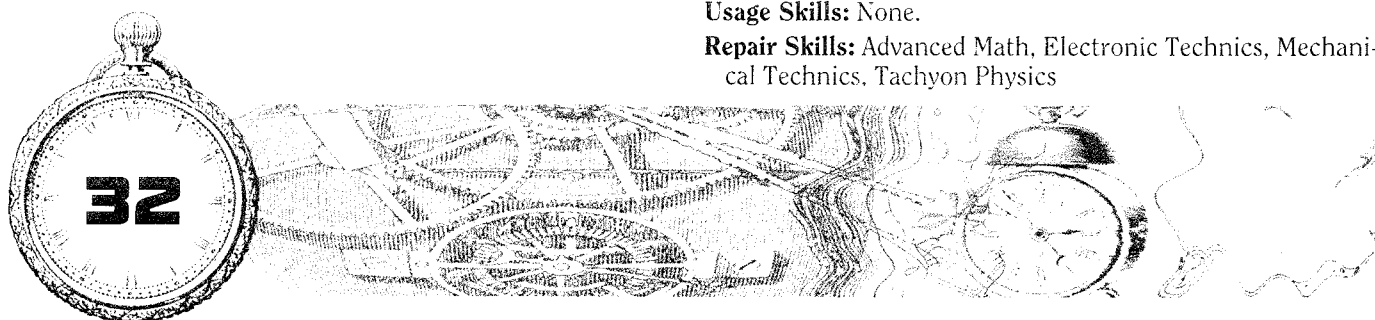
TIME COMPASS

Part of the works of some Holmes-field devices. Hook the controls to the time compass, start the time machine, and it moves automatically to the homing link. A time compass must be tuned to a specific link, which involves physically connecting the two. The compass and the link stay synchronous with each other; for instance, if you use the compass two month after tuning it (by its clock), you arrive at the link two months later by the link's clock. (The link's clock stops if the link is turned off.)

Usage Skills: None.

Repair Skills: Advanced Math, Electronic Technics, Mechanical Technics, Tachyon Physics.

PIGEON

A miniature time machine with a built-in time compass. It shuttles between homing links and is used to convey messages between two times. It is a 20 cm (softball-sized) mass of coiled wires and glowing radio tubes. It can travel about 1000 years on a single charging.

Usage Skills: None.

Repair Skills: Advanced Math, Electronic Technics, Mechanical Technics, Tachyon Physics.

HAWK

A miniature time machine with a camera, for short spy flights. It travels to a pre-set place and time, takes its picture, and travels back to its destination. It looks rather like a Holmes pigeon, except for the camera attachment, and has a range of about 400 years.

Usage Skills: None.

Repair Skills: Advanced Math, Electronic Technics, Mechanical Technics, Tachyon Physics.

OWL OR NIGHTHAWK

A Holmes hawk with a built-in Fogger. It is about twice the size of a hawk, and has a range of about 700 years.

Usage Skills: None.

Repair Skills: Advanced Math, Electronic Technics, Mechanical Technics, Tachyon Physics.

FOUND IN A TIME TRAVELER'S BAG [7.7.4]

Time travelers, for the most part, are an eccentric lot. They're full of surprises and never cease to amaze their traveling companions and acquaintances. This is particularly true for Freetimers. Jumping from one time period to another, they pick up a lot of obscure knowledge and curious knickknacks.

Though they have various levels of usefulness, here are some trinkets that you might find while rummaging through a time traveler's bag.

• Loose change and small bills of various times and places.
• Driver's and pilot's licenses for ground cars, air cars, airplanes, space ships, and time ships.
• A small bag of unset cut gems.
• Assorted almanacs.
• A world history on microfiche, publication date scratched out. Jeweler's loupe (to read microfiche).
• Laundry ticket for a load left in San Francisco in 1938.
• Eight loose plain gold rings.
• Small first aid kit with penicillin powder and analgesics.
• Library book (*Civilisation* by Kenneth Clark), due back 18 July 2123.
• "Lucky" medallion from 8th-century Tibet.
• Dictionaries and phrase books for French, Middle English, Martian, Etruscan, Neanderthal.
• Several date books, badly organized, with scratchings-out and irritated remarks in the margins.
• Bowie knife, flash-light, 20 meters nylon (?) rope.
• Letters of introduction from assorted patrol agents, freetimers, field historians, and tour guides.
• Membership card, H. G. Wells Fan Club.
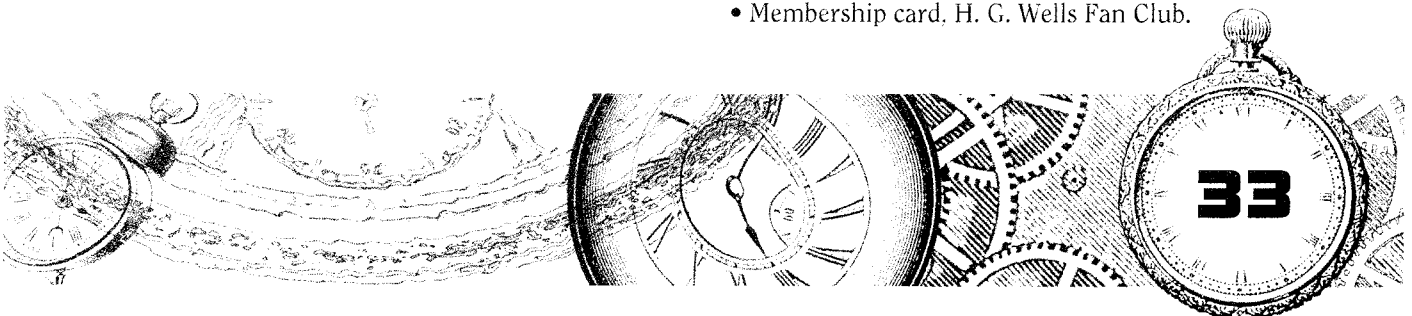
8.0 TEMPORAL CULTURE

Like any other professional class, time travelers have their own subculture. It is, of necessity, very loose and cosmopolitan. Still, it has its own customs and taboos, arising from the mechanics of time travel. Its general character is secretive and confused—secretive because of the dangerous nature of both knowledge and ignorance in time travel, and confused as a result of the secrecy and the ambiguities of sequence. This gives the GM a wide range of possible atmospheres, from darkly paranoid to dizzying vertigo to Lewis-Carroll-like whimsical.

Time travelers are a superstitious lot. They talk a lot about things being lucky or unlucky. The sophisticated ones explain that this is just short-hand. "Unlucky" just means "likely to produce timelocks." But unsophisticated time travelers often have charms in their pockets, funny little phrases and rituals from the Bronze Age, and other descents into genuine superstition. In between these educational levels, lots of time travelers tend to regard things and people from the future as unlucky. They also tend to be on the lookout for signs and omens.

Some claim there is a logical justification for the omens. For example, there is the "timelock alarm." This can be any handy device with a lot of random possibilities. Simple ones are a pocketful of coins, or three 10-sided dice. Complex ones are hi-tech gadgets with digital displays and random number generators. The idea is that the time traveler firmly resolves "I will not do X if the alarm goes off." The alarm "goes off" by having all the coins come up heads, or rolling triple zero on the three 10-siders, or some other unlikely event. The theory is that you offer Time (or Fate or the Universe or whatever it is) two ways of preventing you from doing an impossible deed. One is the normal bad luck of a timelock; the other is the low-probability "portent" from your alarm. You just hope it's "easier" for Time (or whatever) to use the alarm than to fry you with the timelock.

Many sophisticated time travelers sniff at these alarms and dismiss them as a thinly rationalized superstition. Other equally sophisticated travelers remark that of course these alarms don't work unless you believe in them and are really going to act on them. The debate is, in every sense, eternal.

The firm resolve needed to use a timelock alarm is part of another feature of temporal culture. If a plan starts out well, many time travelers take this as a "good omen" and follow through on the plan with great rigidity. They feel that timelock is likelier to strike early in a plan. If you get past that dangerous point, you are safer sticking to the plan than starting a new one.

Other time travelers feel this implies an unrealistic intelligence on the part of Fate, but they may still follow plans rigidly. If you are rigid, you minimized the influence of anachronistic information and effects, and thus minimize the risk of timelock. This rigidity fits well with the organization mentality of the time patrols.

Because time travelers are so anxious to avoid timelocks and time-twists, they get very fussy about exactly what they want to talk about when they meet. They want to find out if they've met in the right order or are in a time-twist. On the other hand, they don't want to know or tell anything that might be "prophetic," for fear of timelock. This can lead to a maddening hedging and edginess in conversations:

> "We've met before, haven't we?"
> "I've met YOU before, anyway. Uh, under the, um, thing. You know."
> "What thing?"
> "Don't you remember it?"
> "I might if you gave me some more clues. How many guesses do I have?"

Of course, time travelers who travel together or meet by appointment don't have these problems as much. But people in the same line of work do tend to run into each other, and time travelers come to recognize one another, even if they've never met before. (Or even if one of them has never met before.) Any number of little anachronisms can give give you away:

> "I like your magic medallion. I saw it selling for $1.29 at Sears in 1953."
> "Your Etruscan is excellent, but you still have an American accent."
> "I couldn't help noticing your polyester toga."
> "Pssst! Your multiscanner is slipping out of your loincloth."

But now that you've spotted a fellow time traveler, what do you do? Sometimes, circumstances make that obvious, but other times they don't. Many travelers prefer to be ignored by other travelers, and to ignore them in return. Even if they need help, there is dithering about time-twists and so forth. A time traveler working under cover may be very annoyed at anything tending to break that cover.

Time travelers working alone are often highly qualified experts, whose high qualifications have earned them a lot of independence. These may be academic field historians or solo patrol agents. Either way, they tend to be masterful people with strong opinions. They may want to commandeer or brush off the PCs.
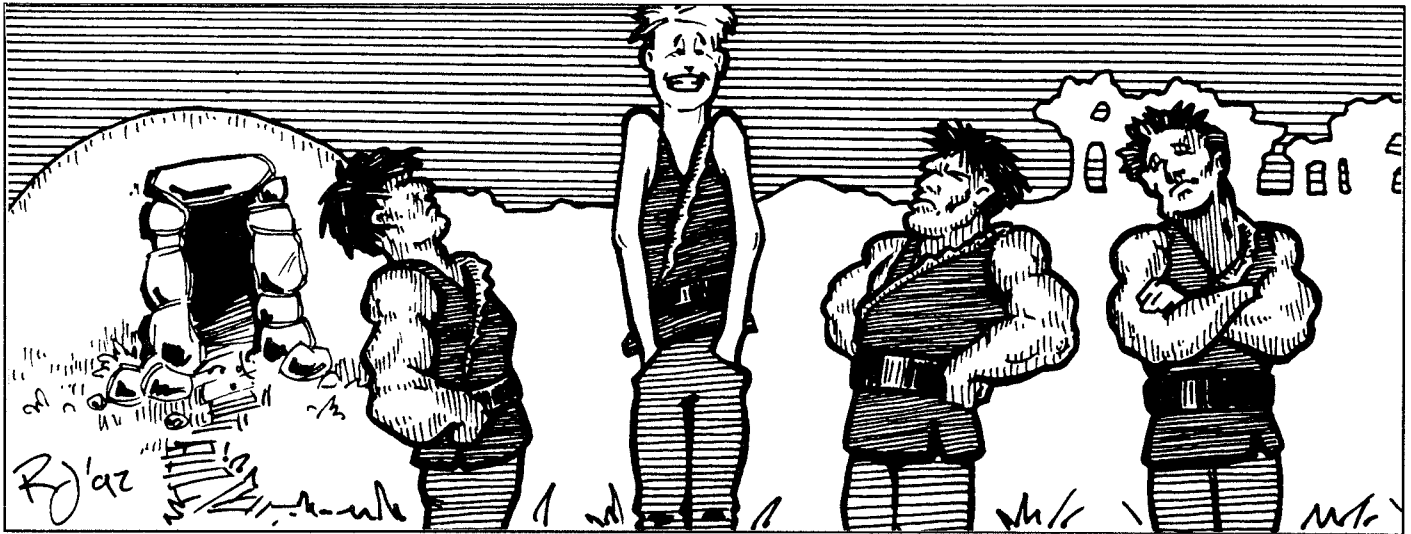
If these expert time travelers come from a future with very long life-spans, they may have gone into deep cover and spent the last twenty years or so working in the past. PCs will discover such folk only by great good luck, or by being very good themselves, or if the long-term investigators choose to reveal themselves.

8.1 FIELD TACTICS

Time travelers' culture includes a large bag of tricks for working in the past. It also includes a lot of perpetual arguments about which tricks should be in the bag. (Generally, these arguments apply only to travel within human history. If you're a dinosaur naturalist, all you need is camping equipment, a little light artillery, and some fast transportation.)

APPEARANCE

If you travel at all far into the past, you are likely to be the wrong race, too tall, too clean, and too healthy; you'll have too many teeth, not enough scars, and none of the right tattoos. Your hair-style and clothes will be weird. The right clothes, a haircut, and dirt are the only items that are easy to get.

There are four solutions, which can be used together or separately:

1) Forget it, you lack the skills, knowledge, and equipment. You will only look weirder if you try to blend in. Try to look normal enough to keep from being attacked, then resign yourself to being eccentric.

2) Use enough costuming and makeup to look superficially normal, then keep all your contacts with the contemporaries brief and superficial. This may not be possible and is often unrewarding.

3) Misdirect their attention. Supply a reasonably normal explanation for your weirdness. For example, if you are a European exploring ancient China, tell them, "I'm Scythian" or "I come from west of Mongolia." You can then tell them that your strange medical or sanitary practices are just the way people do things in Scythia. You might be able to pass off some of your hi-tech equipment the same way. The ancient Chinese may look down on you as a foreigner, but it beats telling them, "I haven't been born yet."

4) Finally, you can work like fury at improving your disguise skills and your background knowledge, and maybe you really will blend it someday. Except for your accent.

Time travelers argue among themselves a great deal over the best methods of disguise. Some are very dogmatic about one of the four approaches just listed. Others insist that the approach must be tailored to the situation. Still others have an artistic preference for one or another method and will sacrifice some safety or convenience in order to keep it.

LANGUAGES

There are thousands of languages spread across history, and that's just counting humans. There are three solutions to the language problem:

1) Learn them. Of course, no one can learn all the languages, but at least learn the language of the place you're going. This is the best solution and the hardest work. Perhaps you can find some hi-tech equipment or techniques that will make the task easier, like futuristic teaching machines or memory-boosting drugs. (But GMs tend to be stingy about such things, since they can be used for many things besides language.) Another problem is that, unless you have futuristic help, you will never be able to speak a new language without an accent.
2) Use a translator machine. This is fine as long as you don't lose the machine. Also, you may have to hide the machine, since it will usually be anachronistic technology and cause embarrassing questions or even timelocks. Finally, translators sound funny. Even if the machine uses your voice, there will be your original voice audible underneath. Even if the machine can mask your original voice, your lips won't move with your speech; you'll look like a foreign movie.
3) Learn Intrinsic. This is a language discovered in the far future, based directly on brain structure. Anyone, at least any human, can understand Intrinsic. They can even start speaking it back to you in a few seconds. So, if you learn Intrinsic, you can always make yourself understood, and you can understand anyone else as long as they answer in Intrinsic. Great! But it is, admittedly, very weird. Some people take it for magic. Whether they do or not, they may be frightened by it. And the League of Ages and Timekeepers don't like to see Intrinsic used loosely, since it is very anachronistic, even in their home eras, and might breed timelock.

Time travelers get just as exercised over language techniques as they do over methods of disguise or the use of timelock alarms.

If you have to learn some languages, you should at least concentrate on the ones that are spoken most widely. This section includes a table of useful languages and where/when they are used.

Language	Time and Region
Early Cro-Magnon	c20,000 BC to c15,000 BC, around the Mediterranean.
Magdalenian	c17,000 BC to c11,000 BC, around the Mediterranean. (Also called Late Cro-Magnon.)
Akkadian	c5000 BC to c1200 BC, in Mesopotamia, the Levant, Egypt, and nearby areas.
Megalithic	c4000 BC to c2500 BC, around the Atlantic Rim and the Mediterranean.
Sanskrit	c1500 BC to c1000 AD, throughout India, especially among the educated.
Phoenician	c1200 BC to c800 BC, around the Mediterranean and Mesopotamia.
Aramaic	c800 BC to c300 BC, around the Mediterranean and Mesopotamia.
Koine Greek	c300 BC to c200 AD, around the eastern Mediterranean and, later, throughout the Roman Empire.
Latin	c100 BC to c1600 AD, throughout the Roman Empire and, later, among all educated Europeans.
Mandarin	c600 AD to the present, throughout China. (Also called Pei.)
Arabic	c600 AD to the present, throughout northern Africa and the Middle East.
Urdu & Hindi	c900 AD to the present, through Persia and the northern Indian subcontinent.
Swahili	c1200 to the present, in central Africa.
Spanish	c1500 to the present, throughout the Spanish colonies, notably Latin America.
French	c1700 to c1900, throughout Europe, much of Africa, and scattered places throughout the world.
English	c1800 to present, throughout the British colonies and empire and, later, throughout the world.

EQUIPMENT

One of the big issues among time travelers is permissible equipment. Futuristic equipment can be very effective, but there's a widespread feeling that it can be "bad luck," drawing down timelocks that make you lose the equipment so there is no danger of its being invented ahead of schedule. ("Laser-rifle, huh? I had one of them once. It was amazing, the way it fell apart from molds. Rain forest, South America, 1870s.")

Some people, of course, don't believe this "bad luck" jive. Others are willing to put up with the risk of timelock for the utility of the futuristic equipment. Others feel they can protect against any bad luck by being reasonably secretive about using the equipment. Some feel that it's safe to use futuristic equipment if you are so far back in the past that the contemporaries have no chance of figuring out how it works. (That is, it's safer to let Archimedes see your laser-rifle than to show it to Thomas Edison.)

HEALTH

Germs are different in different eras. Had your Black Death shots? More generally, you don't want to trust your health to any contemporary doctor before around 1850. Don't let earlier doctors do more than bind wounds and set bones. Besides inoculations, you will want to take plenty of antiseptics and antibiotics, perhaps disguised as herbs and spices. If you must use local help, don't let them bleed you. Herbal remedies are semi-reliable. Wine is a fairly good antiseptic.

8.2 RUMORS

Because information flows so erratically through the time-traveling community, it is full of rumors. This section contains a list of rumors and rumor-forms for you to choose from.

- *[Fill in the empire]* would never have happened by itself, it was engineered by *[fill in the person or patrol]*.
- If you looped tight enough to actually converse with yourself, you would die.
- Thus-and-such oddity is left over from an expunged history. (A crackpot theory since it assumes history can really be changed.)
- *[Whosis]* is really *[whatisname]* at a later/earlier date.
- The Timekeepers are really the League at a later date.

- The Revisionists are really the Timekeepers at a later date.
- The Revisionists are the temporal arm of *[your favorite enemy state]*.
- *[Famous vanishment case]* was abducted by the Revisionists.
- *[Famous vanishment case]* went time-traveling.
- *[Famous vanishment case]* is really *[some famous time traveler]*.
- *[Some famous time travelers]* is really *[some OTHER famous time traveler]*.
- Leonardo da Vinci / Daedalus / Nostradamus is really a time traveler.
- *[Some organization]* wiped out the dinosaurs accidentally/deliberately.
- *[Famous time traveler]* beat the Limelight Effect and got to *[famous event]*.
- *[Famous time traveler]* / "This guy I heard of" got some crucial piece of information by going back and giving it to himself.
- *[Famous time traveler]* / "This guy I heard of" got a vital piece of equipment by going back and giving it to himself (said equipment having no earlier or later existence).
- *[Famous time traveler]* / "This guy I heard of" got the plans for his time machine by going back and giving them to himself.
- *[Famous time traveler]* / "This guy I heard of" is his own ancestor.
- *[Famous time traveler]* / "This guy I heard of" is, after a sex-change, his/her own spouse.
- *[Famous time traveler]* / "This guy I heard of" took a predestined object/person and was hellaciously Fated to bring it back.
- *[Famous time traveler]* / "This guy I heard of" took a predestined object/person and used it as an invulnerable shield.
- Enemies X and Y are predestined to become the parents of the wildly unpopular Z.
- The human race exists only because time travelers tinkered with the genes of Australopithecus africanus.
- The human race is descended from a pair of stranded time travelers, aka Adam and Eve.

9.0 BIG-TIME TIME TRAVELERS

This section contains descriptions of non-player characters that the player characters may meet in their temporal wanderings. You can use them as permanent companions and adversaries, supporting roles for a particular adventure, or temporal celebrities often heard of but seldom met. Professions and skills are mostly drawn from *Space Master* and *Rolemaster*.

Most of these NPCs have the skill Temporal Theory. This measures their understanding of effects such as timelock, Limelight Effect, and fating. This skill is for NPCs only; PCs should role-play this skill in most cases, rather than just roll dice against it and look expectantly at the GM for explanations.

9.1 KATHERINE CARTER

A freetimer, the loyal companion of Ashleigh Holmes. She is a skinny, wiry little thing, pale-skinned, dark-haired, and small-featured. She comes from Elizabethan London, where Holmes discovered her disguised as a man (or boy), working as an ostler (horse-keeper) at the Rose Theatre. Kate is expert at disguising herself as a boy, and then goes by the name "Jake."

Holmes rescued Kate from poverty and took her back to Victorian London, and thence into the giddy world of the timestream. Kate is immensely grateful for this, which rather embarrasses Holmes. She has a hot temper and a sharp tongue, even with Holmes. (Holmes has joked that she is the original of the Kate in *The Taming of the Shrew*.) She operates on pure intuition, with the result that she often seems to understand basic temporal theory very well, but not if anyone tries to explain a situation to her logically. (This frustrates Holmes.) She has learned a few basic maneuvers with Holmes-field devices but only those Holmes has personally demonstrated to her.

Kate's real expertise lies in the thievish skills. She can sneak, hide, snitch, and pick mechanical locks very well. She's learned Houdini-like contortion tricks since she started time-traveling. She is quite good with guns and knives, and she has picked up street smarts for a great number of bad neighborhoods through history. She speaks several languages, all badly, larded with several brands of thieves' cant.

Profession / Level: Thief/Scout / 10

Stats:

St: 77 Qu: 99 In: 94 Pr: 44 Em: 81 Co: 98
Ag: 22 SD: 64 Re: 41 Me: 71 Ap: 65 Hits: 94

Skills:

Acting	100	Brawling	25
Climb	90	Contortions	95
Disarm Trap	85	Disarming	85
Drive	70	Forage	90
Interrogation	80	Knife	90
Perception	90	Pick Locks	90
Projectile Pistol	50	Propaganda	70
Quick-draw	70	Ride	60
Sniping	80	Stalk & Hide	85
Swim	70		

Languages: English, French, German, Latin, Greek, Intrinsic

9.2 AINN DINNIS

A freetimer explorer, one of the reputed inventors of conventional hyperdrive time-travel. She is a short, plump woman of middling appearance, with pale skin and short brown hair. She looks like an office worker. In large part, she is, since much of her work is done on drafting terminals, but she also has all the necessary physical and mental training to be a hyperdrive pilot.

happy to use her strategic historical position against the patrols. ("You can't regulate me! I'm what has to happen before you have anything to regulate!") She regards piracy and other time-crime as a personal insult.

See also Philp Brarry. The two pioneers have heard of each other but invented their time-drives independently. Either will resent any suggestion that they derived their ideas from the other. (These coincidences do happen in science.) If they ever meet, they'll either get along famously or despise each other on sight.

Profession / Level: Engineer / 24

Stats:

St: 54	Qu: 65	In: 101	Pr: 57	Em: 70	Co: 41
Ag: 85	SD: 88	Re: 101	Me: 90	Ap: 42	Hits: 44

Skills:

Air Pilot 80	Advanced Math 95
Astronautic Skills (all) ... 95	Electronic Technics 95
Electronics 95	General Physics 100
History 70	Navigation 80
Power System Technics 100	Power System Theory ... 100
Star-Gazing 75	Tachyon Physics 120
Temporal Theory ...... varies	

9.3 ASHLEIGH HOLMES

A freetimer and *the* Time Traveler documented by H. G. Wells in his novel *The Time Machine*. (The time traveler's name is never given in the novel. You need not take the events of the novel as accurate, either.) Ashleigh is from late Victorian England, a slender, bony individual of indeterminate middle age, and is fair-skinned and beaky-nosed.

Ashleigh is a 19th-century scientific genius, who leaped over centuries of physics and invented time travel far ahead of "schedule." In fact, Ashleigh is the inventor of the versatile, if cranky, Holmes-field time machine. The concept was utterly beyond any other mind of the period, and was consequently ignored. Ashleigh decided to follow the idea into oblivion and thence into the timestream.

The Holmes family has a way of getting into print; Ashleigh's two younger brothers are Sherlock and Mycroft Holmes; Sherlock in particular is known through the works of his companion, Dr. Watson, publishing under the name of his literary agent, Sir Arthur Conan Doyle. Ashleigh is just as brilliant as the rest of the family, but is interested in physics rather than detection. Like baby brother Sherlock, Ashleigh is very good at disguise. This comes in useful because Ashleigh is a woman. She finds it handy to pass as a man in deeply chauvinistic eras like her native Victorian. She was, of course, engaged in just such a charade when she showed her time machine to H. G. Wells.

She travels in a small, saucer-shaped craft rather like a jalopy version of a League of Ages Wanderyear ship. In fact, the craft is named "Wanderjahr" and is arguably the first time ship. (It is, of course, tricky deciding which time machine is "first.") The drive in this ship is a mare's-nest of experiments and personal touches, sometimes including Holmes-field devices.

Ainn is usually found within a few centuries of her home era, somewhere in the star-faring future. But her bizarre time-drive designs may land her at any point in spacetime. She is not very knowledgeable about time theory; if you catch her early in her explorations, she may not even know if history can be changed. Since she is the first time traveler, she regards it as something like a running gag that she keeps meeting later time travelers who are more experienced than she. She finds this sometimes amusing, sometimes irritating. (Would Wilbur Wright like being lectured by a jet pilot?)

Ainn is an independent agent, with money enough to own a small, single-pilot starship and with intelligence, imagination, and daring enough to re-design its hyperdrive into a time-drive. She may give the opening impression of being dowdy, old-fashioned, and ignorant, but be not deceived. She learns, especially about technical matters, at a phenomenal rate and may easily come to surpass PCs on temporal theory in the course of a single adventure. She has nothing against the patrols but tends to side with freetimers in disputes. She is

Profession / Level: Researcher-Engineer / 26

Stats:

| St: 51 | Qu: 83 | In: 100 | Pr: 84 | Em: 60 | Co: 90 |
| Ag: 89 | SD:100 | Re: 102 | Me:100 | Ap: 50 | Hits: 98 |

Skills (Scientific):

Advanced Math 100	Air Pilot 75
Electronic Technics 90	Electronics 100
General Physics 100	History 90
Mechanical Engineering 100	Mechanical Technics 100
Navigation (temporal) ... 105	Tachyon Physics 120
Temporal Theory 120	

Skills (Adventurous):

Acting 90	Ambush 90
Climb 30	Contortions 40
Crime Technics (1800s) .. 90	Falsification 90
First Aid 70	Forgery 80
Interrogation 100	Perception 105
Pick Locks 55	Projectile Pistol 90
Rifle 90	Stalk & Hide 85
Swim 50	Tracking 90
Trickery 80	

Languages: English, French, German, Spanish, Italian, Latin, Greek, Intrinsic

Holmes has the family temper: basically benign, capable of great suavity, but slightly arrogant and vain, and tactlessly critical when irritated. What chiefly irritates her is people who think they know more than she about time. Ashleigh's opinion of the League of Ages and Timekeepers matches Sherlock's opinion of the London police: a herd of well-meaning bumblers. And, just like Lestrade, the time patrols sometimes turn to Ashleigh for help—tricky rescue work, or unsnarling a particularly nasty time-tangle. Nonetheless, agents of both patrols often complain of the Holmesian disdain for regulation procedure. Low- and mid-level Revisionists dread the name of Ashleigh Holmes, and high-level ones grind their teeth at it.

Besides her brilliant brothers, Ashleigh leaves behind her almost equally brilliant husband, Arthur Sinclair. He was, like her, a scientist. (She sometimes travels under the names Sinclair or St. Clair.) But she has lived through his death, by cholera, shortly before her invention of time travel. She will never, never use time travel to visit him; it would be too painful, not to mention the problems of timelock. Like Sherlock, Ashleigh Holmes has a sidekick, Katherine Carter.

9.4 CHRYSTAL LYDLIGHT

A freetimer from late 20th-century America. She is a tall, heavy-set woman with long sandy blonde hair and a pleasant face. She generally wears a flowing, unbelted white gown or robe, and a number of necklaces with amulets and medallions. She looks about thirty but has long ago lost track of her cumulative age.

Chrystal has no time machine. Instead, she has discovered a psionic means of do-it-yourself time travel. She first stumbled upon it while attempting a combination of auto-hypnosis, sensory deprivation, and past-life regression, fueled by an obscure designer hallucinogen. Now, given ten minutes' uninterrupted concentration for warm-up, she can move through time in the manner of a Holmes-field engine. She can carry only those objects she can physically lift, and so could take no passengers larger than children, or a medium adult in an emergency.

Chrystal is a tourist and fancies herself an occultist. She prefers to call herself a "pilgrim." She wanders history (chiefly the Renaissance and the 19th century) looking for interesting occult events and people. She would love to meet John Dee, Alistair Crowley, or Madame Blavatsky, but hasn't managed to yet (due to Limelight Effect). More than once, she has had to flee witch-hunters. She is always on the lookout for her own incarnations; any character she comes to like goes on her list of probable previous (or subsequent) selves.

Chrystal has no clear understanding of timelocks or other aspects of temporal theory, and is very sloppy about staying under cover. She has no qualms about using a digital watch or a flashlight, or playing music on a chip-recorder, in 17th-century London. She speaks no languages except English and Intrinsic. Many time travelers, especially patrol agents, regard her as a nuisance (her casual use of Intrinsic particularly galls the patrols), but she means no harm and her peculiar trick can come in very handy. Some folk would like to study her psionic time travel, since it is apparently unique.

Profession / Level: Mystic-Scout Semi-Telepath / 12

Stats:

St: 42	Qu: 49	In: 84	Pr: 91	Em:100	Co: 50
Ag: 41	SD:102	Re: 40	Me: 45	Ap: 55	Hits: 27

Skills:

Driving 40	Drug Tolerance 75
Foraging...........................35	History (occult) 90
Meditation 95	Navigation (temporal) 75
Star-Gazing......................45	Swim 20

Psions: Chrystal has developed her telepathic skills in the Field of Self-Mastery, and knows those lists to 10th lvl. However, her Teleportation list allows her to time travel instead of spacially travel. For her Teleportation list psions, replace ranges in meters to days and km to years.

Languages: English, Intrinsic

9.5 FINNUR "the Door"

Note: *Finnur uses some equipment from ICE's Cyberspace game. The benefits imparted by these pieces of equipment have already been factored into his skill bonuses.*

A freetimer and smuggler from a future time. He is a stocky man of dusky complexion and no definite race, usually dressed in black. When not in period costume, he wears a shiny black vest and pants, and shaves his head. He shuttles between his favorite time, the 20th century (particularly the wars), and the 16th and 17th centuries (again favoring war zones). He collects art objects from the past, sells them to collectors in the future, and uses part of the proceeds to buy anachronistically good explosives and ammo. (He is too careful of timelock to sell futuristic guns.) He sells the fireworks in the past war zones and uses the proceeds to buy the art. He also sells predictions, always valuable to people in wartime.

His cybernetic enhancements include a Nerve Booster and a stun beam built into his left arm. But the trick that earned him his name (though few people know it) is that he has a Timekeeper-style temport built into him. At any time, Finnur can open a door back into his home base; the door appears at his right hand. He very much prefers to do this in private, of course. To move back into the past, Finnur uses a number of stolen T10 temports hidden in various places.
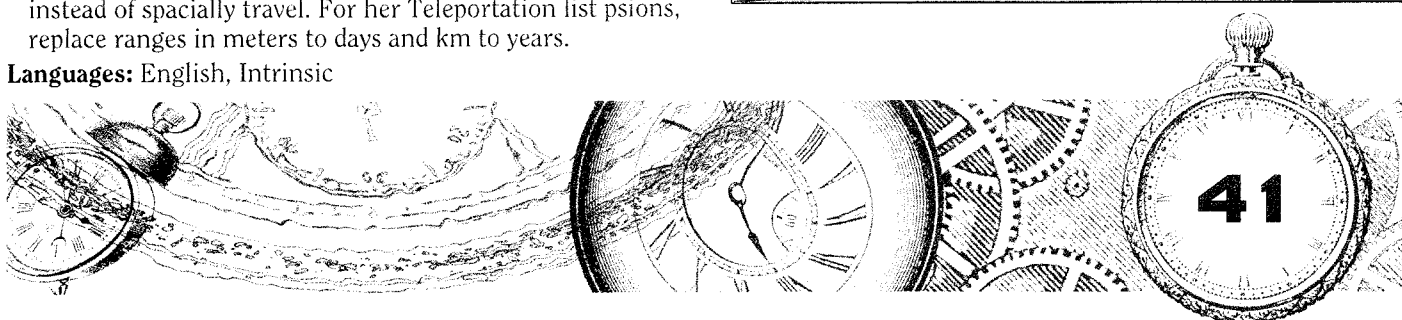
Finnur is as crooked as his path through time. He sells his ammo, art, and foreknowledge to any buyer, and steals art as freely as he buys it. He kills unwanted witnesses to his Door trick, if he can't get privacy for it. Once an art supplier runs dry, he may steer the hapless dupe to destruction with false predictions, for security and for laughs. Some Renaissance folk and a few 20th-century folk think he is a devil or witch of the blackest dye, and they are right about character, if not about species or technique.

Profession / Level: Killer/Armsman / 12

Stats:

St: 81	Qu: 80	In: 96	Pr: 85	Em: 33	Co: 82	
Ag: 100	SD: 80	Re: 77	Me: 75	Ap: 70	Hits:120	
CIRS: 11						

Cyberware: Neurological Activity Controller, Direct Neural Interface to NAC (temport control), Nerve Booster Rtg 10, Weaponhand (concealed stunner)

Skills (Military):

Adrenal Defense	75	Ambush	80
Adrenal Moves (speed, strength)			75
Brawling	80	Combat Pilot	90
Crime Technics (1900s)	85	Disarming	55
Projectile Rifle	95	Stalk & Hide	90
First Aid	70	Martial Arts (striking)	80
Weapons Technics (modern & future)			70

Skills (Time-smuggler):

Acting	90	Appraisal	85
Cyber Attunement	40	Falsification	70
Forgery	80	Hyperspace Pilot	80
History (military, 1500s, 1600s, 1900s)			90
Interrogation	65	N-Space Pilot	50
Temporal Theory	80	Trading	70
Trickery	75		

9.6 GIMILIK

A Revisionist agent, and a rather typical specimen. Gimilik, however, has a particular specialty in disguise. His usual appearance is severely dull—middling height and weight, lightly tanned skin, brown eyes, lank dark brown hair, the face a mathematically average one. He always carries a concealed futuristic make-up kit with which he can change skin, hair, and eye color. Furthermore, he has cybernetic implants in his face that let him change the contours at a moment's notice. Other implants in his throat let him assume any of a dozen voices.

Gimilik may be found anywhere in modern history, flitting from one scheme to another with a Holmes-field device. This time machine is built into a small back-pack and is shielded from casual sensor scans by League or Timekeeper technology. The device flies, too, with a maximum ground speed of about 320 kph (200 mph). He can take a maximum of one passenger with him.

Gimilik maintains part of the Revisionists' system of secret societies. He visits the various cells in the European powers and their colonies, delivering orders from his superiors and imparting the bits of foreknowledge Revisionists use to pay these minions. He also spends a lot of time scouting out the home areas of these cells, gathering the future information he needs to make his payments. From time to time, Gimilik's superiors send him to research genealogies or family histories, or to get tissue samples or sneak an injection into someone. And once in a while, he is sent to rub out troublesome time travelers (like PCs).

Gimilik believes the Revisionists' imperial goal is so great that all history should lead up to it, and he's doing his bit to make it so. He regards everyone else as fools. They do not realize they are just part of the window dressing that disguises the *real* history he and his fellows are writing with their schemes and cells and long-range traps. The way to get Gimilik mad is to let him know you have a secret he doesn't know. Of course, his superiors have many such secrets, and much the same outlook, so he feels a perpetual resentment toward them, and they show persistent smugness toward him.

Profession / Level: Criminologist / 8
Stats:

St: 72	Qu: 81	In: 89	Pr: 50	Em: 42	Co: 75
Ag: 93	SD: 83	Re: 75	Me: 76	Ap: 51	Hits: 89

Skills (Undercover):

Acting 95	Driving 60
Crime Technics (1500s – 2500s) 80	
Assault Laser 70	Interrogation 70
Martial Arts (striking) 60	Perception 80
Pick Locks 75	Propaganda 65
Riding 70	Stalk & Hide 70
Swimming 45	Trickery 85

Skills (Transtemporal):

Air Pilot 75	History (modern) 90
Navigation (temporal) 85	Temporal Theory 75

9.7 HARLS LAMBER

A general of the time patrol (either patrol, or possibly both; GM's pick). He is a neat, quiet man with brown skin and wooly black hair. He is of normal height and appearance, but athletic. His job is temporal security. He can be encountered in situations of cross-time diplomacy and intrigue, or in planning and executing large-scale cross-time rescues, or in waging large-scale combat against Revisionists or time pirates.

He has access to any patrol time machine, of course, but also owns an Anderson Special. He uses both the Anderson and patrol machines quite well.

Lamber's grasp of temporal theory is profound, and he has a matching ability to coordinate masses of details. His knowledge of history is very broad, but only moderately deep. That is, he knows a fair bit about every period, but knows only a few periods in depth. His technical skills include both primitive and hi-tech first aid, and many skills relating to communications. He has a wide array of combat skills. At one time or another, he has picked up most of the languages popular with time travelers, including Intrinsic.

The PCs are not likely to team up with Lamber unless they have become very high level. Otherwise, they will encounter him as a temporal celebrity, or passing out assignments, or charging over the event horizon to rescue them. He is polite but aloof and, should the PCs get troublesome, firm. If they happen to meet him in a more social context (e.g., during diplomatic intrigue), they may penetrate some of the aloofness; then they find that he is aggressively protective. He is also scholarly; he reads articles on temporal theory with great interest and dreams of someday retiring to become an explorer in Early Antiquity.

Profession / Level: Administrator-Armsman / 20
Stats:

St: 100	Qu: 84	In: 81	Pr: 90	Em:100	Co: 80
Ag: 100	SD: 99	Re: 99	Me: 86	Ap: 81	Hits:130

Skills (Strategic):

Administration 80	Diplomacy 90
Interrogation 75	History (world) 80
Temporal Theory 80	

Skills (Tactical):

Ambush .... 10 ranks	Adrenal Defense 20
Adrenal Moves (all) 45	Brawling 75
Disarming 85	First Aid 60
Foraging 75	Martial Arts (both) 95
Sniping 70	Weapons (many, various) 90
Weapons Technics 90	

Languages: Anglic, English, French, Latin, Greek, Aramaic, Mandarin, Urdu & Hindi, Intrinsic, and a little of everything else
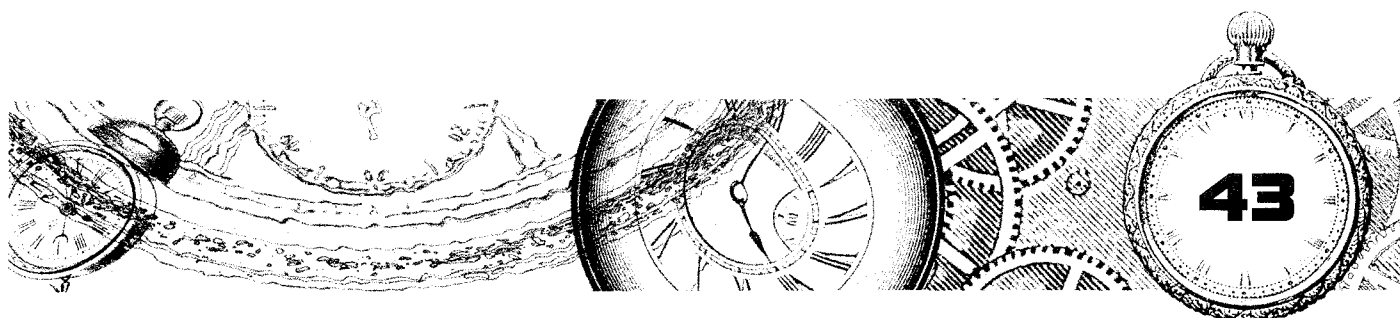
9.8 IRIS EISLEY

A field paleontologist from the far future. She is short, wiry, and deeply tanned, with blond hair cropped close. She is usually encountered in the depths of the Mesozoic era, leading a safari, collecting live specimens, and making observations. Her safaris may not be large, but they are well-organized and resourceful. She generally has some masterful grad students helping her, since she is much more interested in her work than in running the camp. If you run across her in any other era, she is just coming back from, or heading out to the Mesozoic.

She works for a prestigious academic institution, and is either freetiming or time-traveling under the aegis of a patrol, but in any case she is very independent and views her nominal superiors and patrons as services and resources. Although perpetually absorbed in her work, she is actually very good at quickly estimating character, in humans and other animals. As a result, she can pick good grad students to run her safaris, keep universities and zoos and time patrols either happy or intimidated, and tame dinosaurs.

Although she is interested in all aspects of paleontology and evolutionary theory, her specialty is dinosaur behavior. She studies it in the field and uses the results to tame specimens for zoos, or to use as beasts of burden in the field. Her safaris usually move on a mixture of air-jeeps, skycycles, and pack dinosaurs. She is very protective of the dinosaurs and makes sure they eventually go free or to good homes. (She does not try to tame big carnivores like Tyrannosaurus. She'd become a snack before she had a chance to socialize much with it.)

She will help distressed PCs to the limits of ordinary decency, but the way to win her heart is through an interest in her work or her beasts. Since her avocation is dino-busting, she is physically tough, and she is a good shot through practice with tranc-dart and stun rifles.

Profession / Level: Researcher-Explorer / 13

Stats:

St: 81	Qu: 99	In: 99	Pr: 64	Em: 70	Co: 86
Ag: 90	SD: 79	Re: 100	Me: 80	Ap: 84	Hits: 84

Skills:

Administration	85	Advanced Math	65
Animal Training (dinosaurs, etc.)			65
Brawling	35	Chemistry	65
Climb	60	Drive	55
First Aid	55	Foraging	65
Navigation (cross-country, seaborne)			80
Perception	70	Planetology	90
Ride (dinosaur)	40	Stalk & Hide	80
Swim	40	Tracking	55
Weather-watch	75	Zoology (prehistoric)	90

9.9 KLENNER "The Clamp"

A freetimer trader/smuggler. He is a heavy, muscular man of European stock, with a blunt face and a wide grin, but it isn't a pleasant grin. He runs a legitimate temporal trade between the Modern period (and into the interplanetary future) and his home era, which he shares with the Timekeepers.

Klenner owns a small time-ship similar to a Wanderyear, and uses this to set up and maintain a system of T10-class temports. Using these, he runs a legitimate business in pricey chroniques, mostly artwork and curiosities. But the legitimate trade is cover for an even more profitable smuggling operation. Most of the contraband is just more chroniques, shipped without paying tariffs and often stolen in the first place. But Klenner also moves things like drugs from extinct plants, fugitives from future justice, and forged documents that need to be realistically aged. He is also willing to use his futuristic technology to raise money in his target eras, say by running bootleg liquor in the 1920s, or drugs in the 1990s, or slaves or guns in the 1800s.

Klenner has the usual economic skills of a businessman, a general idea of world history, and an excellent picture of modern history. His understanding of temporal theory is adequate. He also has the acting, sneaking, and hiding skills you'd expect in a smuggler. He's a good time-ship pilot and knows how to use temports. For combat, he's familiar with fists, knives, and guns.
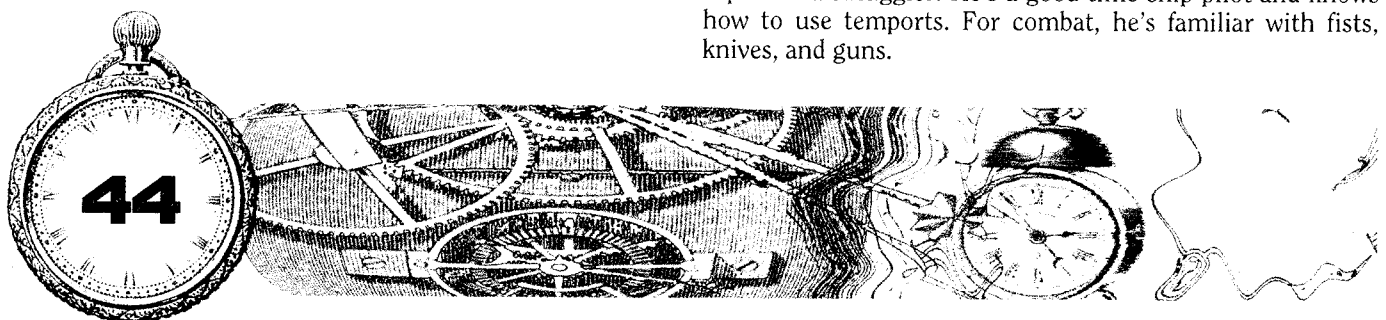
Most people who hear of "Klenner the Clamp" suppose his nickname refers to his tight grip. Actually, it refers to a psionic power he cultivates. When he makes a deal with someone, he gives them a prolonged, tight handshake, locks eyes with them, and says, "It's a deal, then," or "So you promise me X," or something like that. In so doing, he lays a geas on his victim. If they voluntarily break the promise, they find themselves subject to nameless anxieties, sleepless nights, fatigue, and loss of appetite, until they have lost half of their hit points. They will stay at that level (or lower) until they fulfill their promise, or until some other more powerful mentalist can fix them up. This is the "hold on people" that earns the Clamp his name, but the fact is not generally known.

Klenner, as you've gathered, likes to work through intimidation. He's an avaricious, unscrupulous bully, with no qualms about hurting other people, and little fear of a fight. But he has not yet become known as a smuggler. That knowledge will set the Timekeepers on him immediately or sooner. In fact, if Klenner has an anxiety of his own, it's that the Timekeepers are already watching him, waiting for the slip that brings him to their attention, so they can close in without timelock.

Profession / Level: Criminologist-Semi-Telepath / 11

Stats:

St: 79	Qu: 61	In: 92	Pr: 100	Em: 40	Co: 86
Ag: 90	SD: 96	Re: 84	Me: 70	Ap: 47	Hits:125

Skills:

Acting	70	Appraisal	80
Crime Technics (1800s – 2300s)			80
Diplomacy	55	Forgery	50
History (1800s-2300s)	70	Hyperspace Astrogation	65
Hyperspace Pilot	50	Knife	70
N-Space Astrogation	60	N-Space Pilot	55
Martial Arts (strike)	65	Seduction (intimidation)	70
Temporal Theory	65	Trading	45
Trickery	45		

Psion: Knows all Field of Control psion lists to 10th level in addition to his special "geas" ability described above (he may only use this once per week and he spends all his inherent PP in the process).

9.10 KORA SI

League of Ages time-ship pilot. She is a tall, willowy, Asian woman, young, athletic, and pretty. Since she is a pilot, she can be found anywhere from the League's home era back.
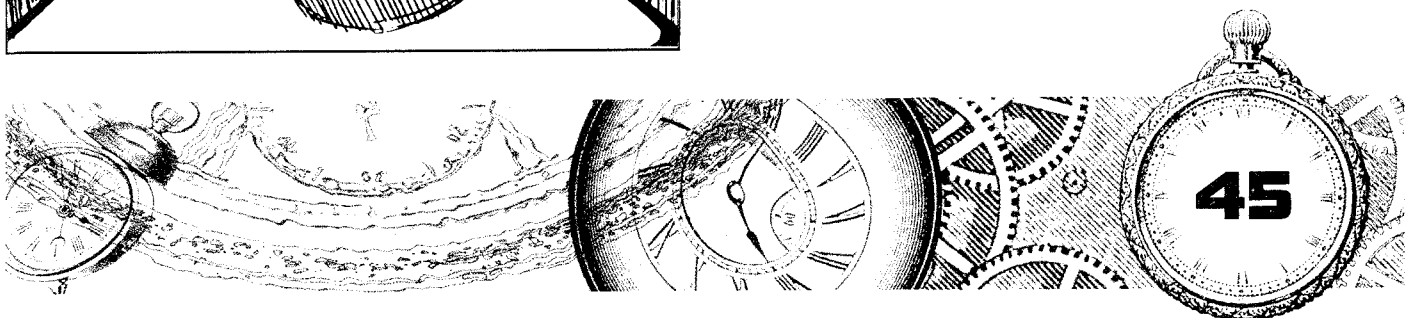
She can fly any time-ship of the League, but she likes the fast, maneuverable ones best. She will leap at a chance to fly a Clockracer. She is intrigued by Holmes-field devices, but distrusts them since she doesn't understand the mechanism and knows they are fragile. She has heard of the Timekeeper temports, but is doubly uninterested in them—they're futuristic for her, hence risky, and they take all the fun out of it.

Kora's knowledge of history is rather sketchy, but her grasp of physics and temporal theory is very firm. She also knows time-ships and their drives inside out, and by extension is expert with ordinary hyperdrives. Her main skills and the love of her life are flying and piloting. She is also good with guns, both ship guns and personal ones. At GM's discretion, she may even have a psychic knack of anticipating emergency actions by a fraction of a second. This would make her very hard to hit; she'd keep ducking just before you shoot.

Kora is a hot-shot. She loves to exercise her speed and dexterity. She revels in excitement. She doesn't actually seek danger out, but she doesn't fear it much (enough?) and looks back on near misses with relish. She enjoys dancing through the four-dimensional maze of Time, evading the timelocks. She loves making the covert touch-downs and take-offs that are her main business, and has a predatory pleasure in matching piloting and gunning skills with time-pirates or Revisionists. Most people find her fun and stimulating at first, but it takes a lot of energy to keep up with her. However, she makes a good team mate.

Profession / Level: Pilot / 12

Stats:

St: 71	Qu:100	In: 99	Pr: 64	Em: 45	Co: 82
Ag: 100	SD: 60	Re: 86	Me: 85	Ap: 89	Hits: 79

Skills:

Adrenal Moves (speed)	75	Advanced Math	85
Air Pilot	85	Astronautic skills (all)	70
Combat Pilot	50	General Physics	80
Heavy Energy Projectors	55	History	45
Laser Pistol	75	Power System Technics	75
Tachyon Physics	75	Temporal Theory	80

9.11 KUAN

A time-pirate captain. He is stocky and muscular, an 18th-century West African. He is usually found in the 15th to 19th centuries, often connected with sea trade.

Kuan started out as a young warrior, rising quickly to high status and wealth by selling enemy tribesmen to European and American slavers, and by assisting in their capture. One day, however, the tables were turned and Kuan himself was captured and sold into slavery. The slave ship broke up in storms off the Skeleton Coast, and Kuan, to his great surprise, found himself several miles inland, with other survivors. He hid and spied a white man appearing and vanishing "magically," bringing in shipwreck survivors. He was a freetimer with a Holmes-field device in a back pack.

Kuan then and there determined to learn this white shaman's powers. He persuaded the freetimer to take him away with him, and soon became his traveling companion. He greatly expanded his world-view, came to some comprehension of temporal theory, and, unfortunately, learned that his tribe was wiped out twenty years after he was captured. Kuan felt rootless and powerless, a combination he detested. To escape this, he stole a Holmes-field device from his mentor and set off on a life of piracy.

Kuan quickly switched from Holmes-field devices to (stolen) temports, though he still has his first Holmes machine, now mounted in a 21st-century speed boat. (This craft is powered by fuel cells. Kuan runs it mostly on sugar and rum.) He uses the boat to maintain and modify his temport system, which mostly connects seaports of the Caribbean, Africa, the Indian Ocean, and the east coast of South America.

He has a small fleet of pirate ships, scattered over the seas and centuries. He, or one of his men, joins a target ship's crew, then uses knock-out gas to disable them. After the crew and passengers are dumped overboard, more of Kuan's men rendezvous in mid-sea (guided by radio beacon) and take the treasure to a port with a temport. Then they sink the ship with an explosive charge. Part of the loot goes to time-smugglers, who provide Kuan with the futuristic tools he needs.

Kuan also pirates time-traders. Most of his men are semi-contemporary and think Kuan a wizard or genius inventor, but others are from the time-traveling future. Some of these lieutenants have modified the temports to "gate-crash" into other peoples' temports. Starting with commercial trade and tourist portals, the pirates infiltrate the Timekeepers' portal system, locate traders' temports, and install remote triggers that let them open these portals at will.

Kuan uses his own share of the profits to maintain a luxurious home in 19th-century Madagascar. He never brings his pirates there, unless they are officers. He is familiar with his own stretch of history, but hazy about the rest. He is an excellent warrior, expert in fist, spear, sword, and gun. He is also good at leading violent thugs. He has considerable powers to charm, persuade, lie, and act. He bends these abilities strictly toward his own power and wealth, expecting his life to be spectacular, if short. The patrols, particularly the Timekeepers, would be happy to oblige him on this last point, especially about the "short" part.

Profession / Level: Rogue / 14

Stats:

St: 99 Qu: 91 In: 85 Pr: 97 Em: 27 Co: 85
Ag: 94 SD: 72 Re: 85 Me: 80 Ap: 76 Hits:104

Skills:

Ambush .... 8 ranks	Acting 65	
Adrenal Defense 15	Brawling 85	
Climb 60	Diplomacy 55	
Dueling Pistol 75	Forage 75	
History (1400s-1800s) 65	Interrogation 75	
Marine Pilot 60	Martial Arts (striking) 85	
Navigation (marine, transtemporal) 70		
Sailing 80	Spear 70	
Stalk & Hide 70	Swim 55	
Sword 75	Temporal Theory 60	
Tracking 75	Trading 85	
Trickery 50		

Languages: Tribal, Swahili, Spanish, French, English

9.12 MALACHI LIDDLE

A freetimer pilgrim from Victorian England. He is a white male in late middle age, thin and gray-haired. His long, pale face often bears an anxious expression. He is an Anglican priest and, when in his home time, generally wears the black clothes and clerical collar that go with the job. When he time-travels, he generally visits Europe and the Mediterranean in Late Antiquity and the Middle Ages.

His first time machine is a Holmes-field device, given to him by a grateful time traveler whom he rescued and nursed back to health. Rev. Malachi knows nothing about its workings, but fortunately he knows that he is ignorant, and it's a very self-sufficient machine. In fact, it's heavily automated. It looks like a four-foot-wide sphere, strapped about with three broad brass bands at right angles to each other, a bit like an old armillary sphere. Inside this ball-shaped frame is a mass of coils and reciprocating widgets, giving off blue sparks and dull orange glows. When not in action, it stands on four telescoping legs. Otherwise, it flies through time or space, towing the reverend with it. He usually hitches it to a cart or pony-trap, like a donkey. It takes verbal instructions (only from Malachi). He addresses it as "Jenny," treats it like a clever beast, and on the whole gets on with it well.
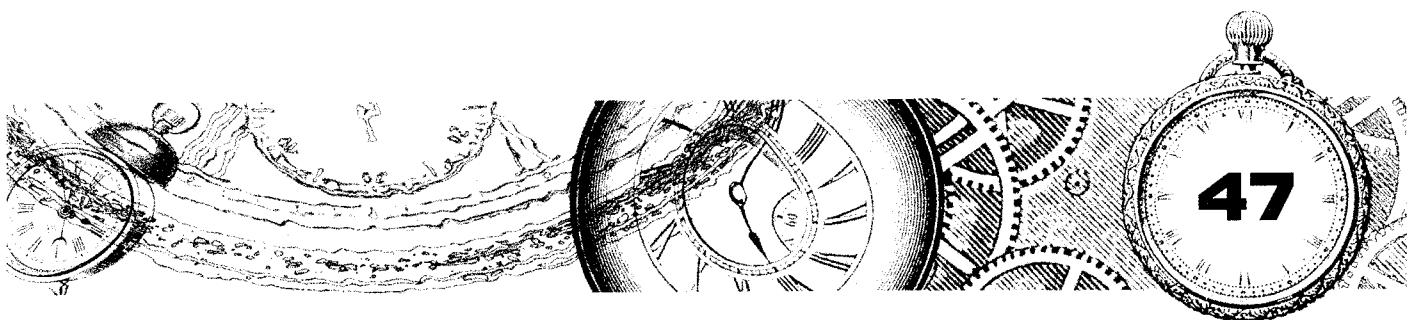
Rev. Malachi, as was said, is a pilgrim. He is looking for the great moments and persons of Christian history. In this, he is bucking the Limelight Effect. He understands this, and so is not discouraged that, so far, he has only managed to meet (briefly) St. Dunstan of Canterbury. He has also met Eusibius of Caesarea, Boethius, Abelard, and Albertus Magnus; they aren't official saints, but they're well worth talking to. He rather suspects that the bishop he encountered in 4th century Turkey was St. Nicholas (that's right—Santa Claus), but he isn't sure.

Rev. Malachi started his time-traveling career knowing French, German, Latin, Greek, and Hebrew. He has since added Aramaic, Syriac, Akkadian, and Egyptian. He has been careful to pick up medical skills and supplies from as far futureward as he can; his first aid skills are 21st-century. His knowledge of history is excellent, especially in his chosen eras. And by now he understands temporal theory as well as many patrol agents.

Rev. Malachi could not pursue his pilgrimage with an easy mind if he was doing it purely for his own amusement and curiosity. He diligently helps the sick and hungry whenever he encounters them. As a result, he accumulates dependents, whom he eventually settles in more pleasant places and times.

At some point in his life, he becomes one of the crew of the Dawn Treader. See Section 7.5.

He also has a large network of fellow time travelers that he helps and is helped by. (He is never without his memorandum book, holding his carefully organized schedule of meetings.) If Malachi doesn't show up for an appointment, someone is likely to come looking for him at his last declared destination.

He is, as you will have gathered, a gentle, academic, tidy-minded soul. Angry argument distresses him; cruelty infuriates him. He is honest and trusting, but not gullible. He will politely but firmly refuse to participate in any non-Judeo-Christian religious ceremony. He is a childless widower with numerous nieces and nephews, including a girl named Alice, through whom he knows an Oxford mathematician named Charles Dodgson, who uses the pen-name "Lewis Carroll." It may be that the time-controlling watch Carroll describes in his Sylvie and Bruno poems is inspired by Malachi's Jenny.

Profession / Level: Theologist / 10

Stats:

St: 37	Qu: 51	In: 95	Pr: 97	Em: 94	Co: 70
Ag: 58	SD: 95	Re: 91	Me: 92	Ap: 44	Hits: 40

Skills:

Diplomacy	80	First Aid (2000s)	75
History (western class.)	80	Navigation (temporal)	65
Public Speaking	85	Psychology	80
Religion (Judeo-Christian beliefs)			85
Seduction (via ethics)	75	Temporal Theory	70

Languages: English, French, German, Latin, Greek, Hebrew, Aramaic, Syriac, Akkadian, Egyptian

9.13 MASSOIRE
"the Baseline"

A freetimer, more or less. But Massoire is not a time traveler in the usual sense. He does all his travel through time the hard way, "on foot," as it were. Massoire is an immortal.

Physically, he is a tall, leathery man of weather-beaten appearance, somewhere in late youth (to look at). He has dark brown hair, brown eyes, and an unremarkable face.

Once, a very long time ago by Massoire's own clock, he was a time traveler from the far future. But he has excellent reason to believe that he dies shortly after his next return to his home period. So he made one last time-trip to a date as far from his home period as he could manage. He wound up among the Cro-Magnon people of prehistoric Italy and devoted himself to staying healthy and keeping a low profile.

He used psionic/psychosomatic skills to keep himself from aging, and moved on from time to time, to avoid drawing attention. But this lonely life eventually palled. By the time civilization started in the Fertile Crescent, Massoire was ready and waiting for it. He married and was widowed time after time until he could stand it no more and finally, in the Bronze Age, sought out some time travelers.
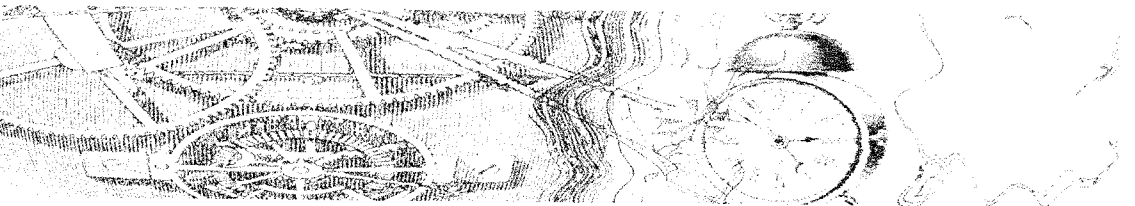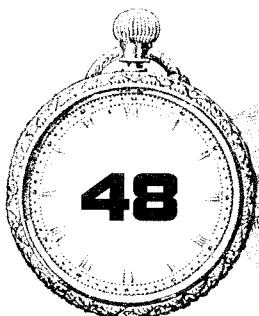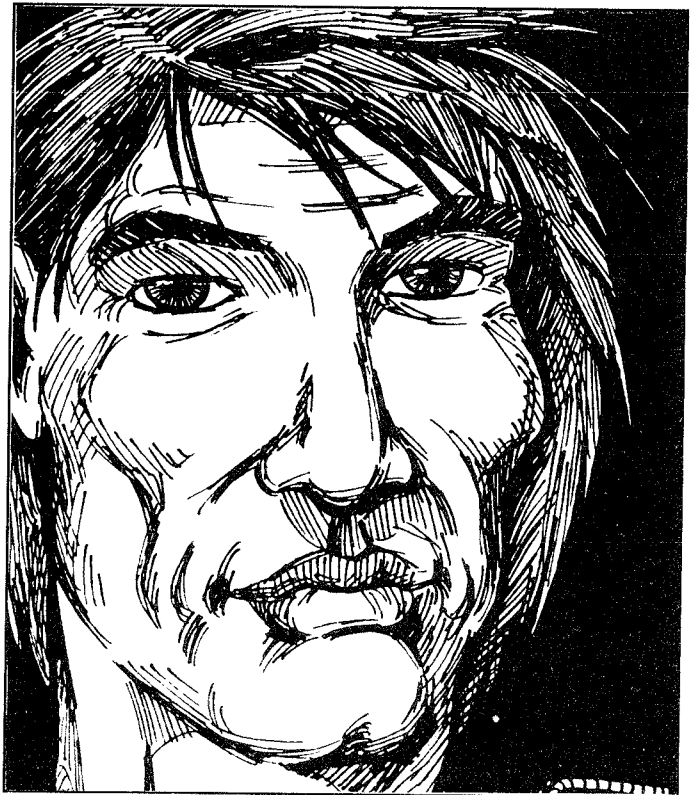
It was a dangerous move; it put him in company that could whisk him off to his doom. But by then Massoire had seen so much life and death, he felt less fear of his own end, though he could not bring himself to rush toward it. He picked non-violent, academic time travelers. Now, he has a semi-secret reputation among such folk as a good source of background information and help. They sometimes call him "the Baseline," and a number of field historians believe he is one more historian, with an unusual dedication to his research. They are nearly right, now.

Working through time the hard way, Massoire has acquired a lot of names, a lot of knowledge, and a lot of skills. He is generally excellent at most skills of the age he is found in, at least until hi-tech times starting around the 19th century. And of course, he's very good at history, both past and to come.

Massoire doesn't spend all his time rubbing elbows with time travelers. Usually, when a time traveler encounters him, it has been many years since he last encountered one. Field historians mostly remember him as a quiet chap who can tell you the most amazing things...

Profession / Level: Monk/Explorer-Semi-Telepath / 30

Stats:

St: 77   Qu: 76   In: 79   Pr: 95   Em: 98   Co: 101
Ag: 80   SD:101   Re: 97   Me:100   Ap: 62   Hits:135

Skills:

Acting	85	Adrenal Defense	60
Animal Healing	80	Animal Training	75
Brawling	85	Climb	70
Diplomacy	90	First Aid	95
Foraging	95	Meditation	100
Perception	90	Ride	75
Swim	90	Stalk & Hide	70
Tracking	70	Trading	70
Weather-watch	70		

+ other skills appropriate to background of the encounter era

Psions: Knows all Field of Self Mastery psion lists to 30th level. He also has a powerful "rejuvenation" ability that keeps him alive despite his actual age.

9.14 MAVVIT

A freetimer crime-king. He is a short, thin man with very pale, tired-looking features. He generally dresses in dark colors, whatever the costume of the age he's in.

Mavvit uses commercial time travel on most occasions, and has his subordinates do the same. He also has a personal system of customized temports and occasionally uses hand-held Holmes-field devices. The patrols are unaware of his existence; he uses a large number of false names.

Mavvit runs major crime-rings in several places and times: 7th-century Byzantium, 9th-century (T'ang dynasty) Peking, 16th-century Amsterdam, 19th-century London, and a 22nd-century orbital city over earth. In each place, he sends scouts up and down the days, gathering foreknowledge. He sells this foreknowledge and uses the proceeds to buy gold and precious stones. Much of this he smuggles to his home era in the far future; the rest he plows back into his business. He also runs more ordinary criminal schemes and uses the carefully screened foreknowledge for his own ends. Finally, Mavvit aids, and collects tribute from, many temporal smugglers and pirates. The end result is always wealth and power flowing into Mavvit's hands and flowing out again as increased control.

His is a dangerous business. Gathering foreknowledge is fine, as long as he doesn't stumble into information about his own fate (at which time he would immediately become fated). Of course, he is careful about this, but there's always a chance one of his agents will discover information he doesn't want to know.

Mavvit is not much of a warrior or fighter, but he has an excellent head for business and is quite a good thief. He has a masterful command of history and temporal theory, but even this is not equal to his abilities as leader and engineer. His leadership fills his underlings with a powerful blend of terror and loyalty, so that he manipulates them as deftly as he does his machinery.
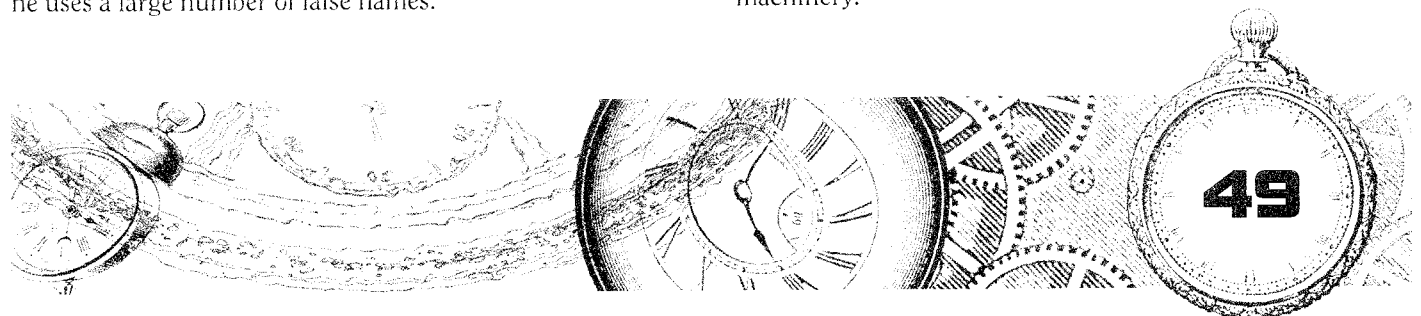
His engineering skill is post-Timekeeper and possibly post-Revisionist. He uses it to scan for, gate-crash, and spy though other people's temports. He also uses it to shield his Holmes-field devices. Mavvit understands the Holmes-field device perfectly, and occasionally gives his agents variations on the machine that allow them to operate at many times normal speed. However, these devices burn out after six to ten uses.

Mavvit is enormously cunning, clear-headed, and inventive. He must be, in order to evade the timelocks waiting in the foreknowledge that is his main resource. He is both perceptive and aloof, callous and insightful. Generally, he seems monomaniacal about his criminal time-empire, as if nothing mattered but building it up. But his frequent indifference to both triumphs and disasters sometimes suggests that he is doing this only because he has nothing else to do.

Profession / Level: Criminologist-Administrator / 19
Stats:

St: 38   Qu: 51   In: 96   Pr: 95   Em: 96   Co: 73
Ag: 91   SD:100   Re: 100   Me:100   Ap: 37   Hits: 86

Skills:

Acting 90	Administration 100
Appraisal 75	Climb 40
Crime Technics (mainly his five eras) 90	
Diplomacy 95	Engineering skills (all) 75
Falsification (his five era) 95	Interrogation 95
Perception 95	Propaganda 95
Public Speaking 70	Science Skills (all) 75
Seduction (emotional) 75	Stalk & Hide 80
Swim 40	Technic Skills (all others) 80
Trading 75	Trickery 80

Languages: English, Dutch, German, Greek, Arabic, Mandarin, Intrinsic

9.15 MOIRACLES

(Pronounced "MOY-ra-kleez") a freetimer, a trader and historical agent-for-hire, from ancient Athens. He is a slightly short, leathery, muscular man with blue eyes and sandy hair. His apparent age varies from 20 to 40. He is usually found either in Late Antiquity or in the far future. He owns two time machines, both Holmes-field devices. One is built into an aircar that looks like a small, wingless airplane; he uses this for his trading runs. The other is in the form of a back-pack. He uses this as a spare and for more covert, agent-for-hire missions. He hires himself out to the League, the Timekeepers, or to field historians, and is on fair to good terms with them all.

Moiracles was born in 453 BC as Nikeratos son of Ariston, an Athenian gentleman (that is, of the voting, land-owning class). In 431, he fought in the Peloponnesian Wars against Sparta, received a mortal wound, and crawled away to die. A field historian came across him and, putting common humanity ahead of professional detachment, patched him up and rescued him. A few tastes of timelock convinced the historian and Nikeratos that the Greek no longer had any place in his native era, so the historian helped him get a career as a time traveler.

Although Nikeratos is still "Niko" or "Nick" to his friends, he now goes by "Moiracles" ("fate-glory") professionally. He speaks Greek, Aramaic, Persian, Latin, Egyptian, and English. He has an excellent grasp of world history and temporal theory. He understands science to a 19th-century level and knows of (but does not claim to understand) science far beyond that. He runs a legitimate trade in ancient art objects and curiosities ("chroniques"), as well as taking jobs as tour guide, scout, investigator, or body guard for other time travelers. His two current homes are tastefully prosperous apartments, both in Corinth, one in the 3rd century BC (where he is simply known as Nikeratos of Athens or Niko the Lucky), and the other in the far future.

Moiracles still tries to lead the life of an Athenian gentleman; it's all of his original home he has left. He is brave, honest, generous and polite. He pursues learning and art. On the other hand, he retains many of his era's prejudices. He has no use for children, and contempt for any healthy young man who is out

of shape or untrained in arms. Unless he meets women doing something clearly "manlike" to remind him of their future status, he tends to dismiss them as unimportant (though he is perfectly charming and even a bit of a playboy, but never with married women). Though very honorable, he is not merciful to enemies. Though he must now work for his living, he considers money matters vulgar and tries not to discuss them.

Profession / Level: Rogue / 9

Stats:

St: 99	Qu: 80	In: 63	Pr: 77	Em: 51	Co: 96
Ag: 91	SD: 79	Re: 80	Me: 88	Ap: 81	Hits: 91

Skills:

Air Pilot 55	Appraisal 55
Animal Training (horse, dog, etc.) 45	
Astronomy (1800s) 45	Athletic Games 70
Diplomacy 55	Driving 45
Foraging 70	General Physics (1800s) .. 45
History (world) 90	Mechanical Technics 50
Maneuvering in Armor (Soft Leather) 25	
Navigation (temporal) 75	Projectile Pistol 25
Sailing 55	Spear 75
Subduing 80	Sword 75
Temporal Theory 55	Trading 65
Weapon Technics 55	Weather-watch 60

Languages: Greek, Aramaic, Persian, Latin, Egyptian, English

9.16 THE NORN

A freetimer from the far, far future. She is a short, with a round face, curly dark hair, dusky skin, and an apparent mix of racial features. Sometimes she looks slender, youthful, and cute; at others, she looks plump and grandmotherly. She can be encountered at any point in history. She travels in a small space-time ship equipped with Holmes-field-like devices. The ship is heavily shielded against detection. She also uses temports between her current locus and her ship, and between her ship and a home base in some remote place and time.

The Norn is part tourist, part explorer. She often picks up traveling companions, either locals whom she has rescued or fellow time travelers. She may also be part cop—she has a nose for time-crime, or is somehow intricately time-tangled with a lot of it. She's very good at coping with it, and also willing to call in the patrols. The patrols, in turn, are happy to help and have a lot of respect for the Norn (tempered with the uneasiness they naturally feel about anyone from their future).

The Norn is a very experienced adventurer. She has incredible powers of observation and deduction, with the result that she sometimes seems clairvoyant and sometimes doesn't notice when she really is. This, combined with her historical foreknowledge means she sometimes thinks trifling details immensely important, and sometimes thinks apparent disasters negligible. All in all, she keeps her companions off balance.

She loves to change costume often and radically, and seems to be of the "you can't blend in, so don't bother trying" school of thought. (But in fact she can blend in beautifully when she wants.) She goes by huge numbers of names, but a Viking once called her a "norn" (fate) and the label amused her, so she has had all her companions call her "the Norn" ever since.

Profession / Level: Researcher / 30

Stats:

St: 56	Qu: 86	In: 98	Pr: 96	Em: 95	Co: 99
Ag: 72	SD: 93	Re: 99	Me:100	Ap: 66	Hits: 70

Skills:

Acting 85	Adrenal Defense 95
Advanced Math 90	Astronautic Skills (all) 80
Caving 80	Disarming 75
Drug Tolerance 85	Engineering Skills (all) ... 90
Foraging 85	General Skills (all) 65
Interrogating 85	Linguistics 90
Martial Arts (sw. & str.) ... 75	Meditation 90
Perception 100	Power System Technics ... 95
Power System Theory 95	Sailing 80
Science Skills (all) 85	Signaling 90
Star-gazing 90	Subduing 95
Tachyon Physics 95	Technic Skills (all) 80
Tracking 75	

Languages: All major languages
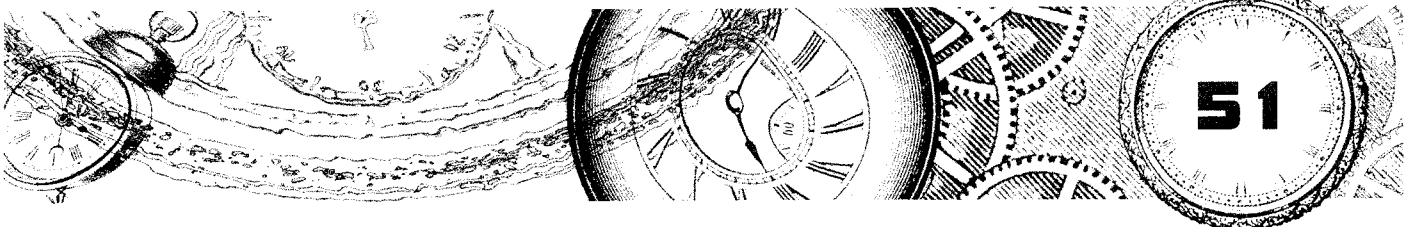
9.17 PHILP BRARRY

Freetimer; one of the two people credited with the invention of contemporary time travel techniques. He is a tall, loose-limbed man with cafe-au-lait brown skin and curly black hair. He doesn't look particularly heroic, and in fact spends a lot of time at drafting terminals. Besides being an inventor and explorer, he is also a good hyperdrive pilot, with all of the necessary skills and training.

He travels in a small, disc-shaped vessel reputed to be a prototype for the League of Ages Wanderyear class ship. The craft is named "Good Timing" and could be regarded as the first space-time ship. (It is, of course, tricky deciding which time machine is "first.") The Good Timing's drive is a tangle of experimental bits and jury-rigged pieces, plus the occasional Holmes-field component or other borrowed oddity.

Philp rarely travels more than a few centuries from his home era, but the occasional accident with an experimental time-drive design may send him anywhere, anywhen. Being the first space-time traveller, he doesn't know much time theory; if you catch him early in his explorations he may even wonder if history can be changed. He is usually amused by the fact that he keeps meeting later time travelers who know more about it than he. Sometimes he finds it irritating to to be forever behind the times.
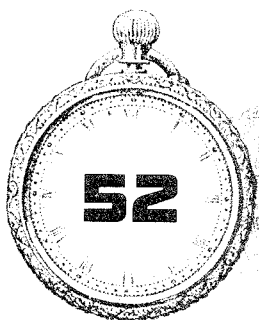
When first met, Philp may seem weedy, old-fashioned, and ignorant, but that is an illusion. After all, he had the fortune, determination, brains, and audacity to acquire his own small starship and redesign its hyperdrive into a time-drive. He learns at enormous speed, especially with respect to technical matters, and may easily pass a PC's Temporal Theory skill level before their shared adventure is over. In disputes, he usually sides with freetimers, though he has no particular grudge against the patrols.

His contemporary space-time travel inventor is Ainn Dinnis. The two pioneers have heard of each other but invented their time-drives independently. If they ever meet, they'll either get along famously or despise each other on sight.

Profession / Level: Engineer / 20

Stats:

St: 71	Qu: 54	In: 101	Pr: 76	Em: 81	Co: 66
Ag: 88	SD: 79	Re: 101	Me: 97	Ap: 47	Hits: 41

Skills:

Air Pilot 80	Advanced Math 95
Astronautic Skills (all) 70	Electronic Technics 95
Electronics 95	General Physics 100
History 70	Navigation 80
Power System Technics . 100	Power System Theory 100
Star-Gazing 35	Tachyon Physics 120
Temporal Theory ....varies	

9.18 PHILO XENOS

An alien freetimer. Its name means, roughly, "friendly stranger," and that's what it is. It has a different appearance for every place and time, and can be found anywhere in human spacetime, but tries to vary its facial contours as little as possible, and uses some version of "Philo Xenos" as the name whenever feasible. In general, its appearance is short and slender. Its apparent gender fluctuates freely, but it tends to appear as male prior to the 20th century.

Underneath the appearance, Philo is humanoid but scarcely human. It looks a bit insect-like, having thin limbs and chitin-plated skin. It is lobster orange, with a parrot-beaked face and lidless yellow eyes. The hands have six fingers. This true appearance has hardly even been seen, because Philo is equipped with surgically implanted teleform projectors. These handy gadgets project palpable illusions which Philo uses to disguise itself as human. It has a whole wardrobe of forms.

Left to itself, Philo prefers to stay awake for about two days straight, then sleep for a whole day. It cannot tolerate alcohol; even slight quantities (as in rum cake) make it retch. Irish coffee would not kill Philo, just knock it out for a few days. On the other hand, it likes eating paper and bees' wax, though it seldom does this in front of humans.

Profession / Level: Researcher-Explorer / 15

Stats:

St: 39 Qu: 95 In: 91 Pr: 50 Em: 62 Co: 74
Ag: 95 SD: 88 Re: 101 Me: 90 Ap: var Hits:140

Skills:

Acting	90	Air Pilot	80
Brawling	90	Climb	75
Cyber Attunement	90	Diplomacy	95
Drive	80	First Air (human & self)	95
Foraging	95	Interrogation	100
Navigation (temporal)	85	Perception	90
Ride	70	Stalk & Hide	60
Swim	30	Temporal Theory	75
Tracking	60	Trading	80

Xeno-Anthropology (human study) 100
Xeno-History (human) .. 100

Philo is an anthropologist and field historian, researching the human past on behalf of its race. (It occasionally makes a trip to the far future, when its race is in open contact with humanity, to report or to get fresh equipment.) It is known to most of the human time traveling community as a trader, and largely supports itself by this trade. Philo time travels with a series of T10 temports, like those of the Timekeepers (some of whom believe Philo is under their jurisdiction). It also owns an Anderson Special timecycle.

Besides its formidable skills of disguise, Philo has considerable social skill and a very good knowledge of human history. It can perform first aid on humans as well as on itself. It is a competent camper and forager. It has a firm grasp of general temporal theory, though it is no expert and can only operate its time machines, not repair them. It is very old, about 800 Terran years, and has spent at least 50 years in field history; as a result, even though it is not human, it knows as much about human nature as you do (unless you are well over 50). It defends itself with a baton or walking stick, or a contemporary pistol if the period has any.

Philo is unfailingly polite and good-mannered. It is a scrupulously honest trader and tries to be agreeable to everyone. It avoids taking sides as much as possible. When forced to choose, it will side with law and order. It is a very patient listener, generally taking mental notes to include in its reports. Out of sheer loneliness, Philo has revealed its true nature and mission to a few other (human) time travelers. If asked its opinion of our species and its history, it will mutter about the impossibility of making a summary judgement of so large a subject. If pushed, it will call humanity "very colorful and poignant." Some of its companions feel that it pities humanity a little.

9.19 THE PROFESSOR

A freetimer from the remote future. He is a tall, lanky eurasian, with a long, elastic face and an untidy mop of straight black hair. He looks vaguely middle-aged. He can be encountered at any point in history. He travels in a small spaceship equipped with something like Holmes-field devices. It is heavily shielded against detection. The ship is equipped with a ship-to-ground teleport and a temport gateway to some remote home base. He also has two Anderson Special timecycles.

The Professor is part tourist, part explorer. He often picks up traveling companions, either locals whom he has rescued or fellow time travelers. He has given many other freetimers their start in the timestream. He may also be part cop—he has a nose for time-crime, or is somehow intricately time-tangled with a lot of it. He's good at coping with it, and has powerful freetimer contacts to call on for help, but he never calls on the patrols.

The patrols, in turn, neither help nor hinder him; if any patrol agent tries to interfere, the Professor tells him to contact "Scan Brown in Internal Security (for the League)" or "Cotey on Saturday" (for the Timekeepers), who quickly tell the agent to back off. The Professor has a peculiar hatred of the Revisionists, strongly mixed with contempt. If at all feasible, he will kill any Revisionist agent he encounters. He also seems to have no fear of them.

The Professor is a very experienced adventurer. He is expert in history and in all matters technical and scientific. He has terrific powers of observation and deduction, with the result that he sometimes seems clairvoyant. All in all, he keeps his companions off balance.
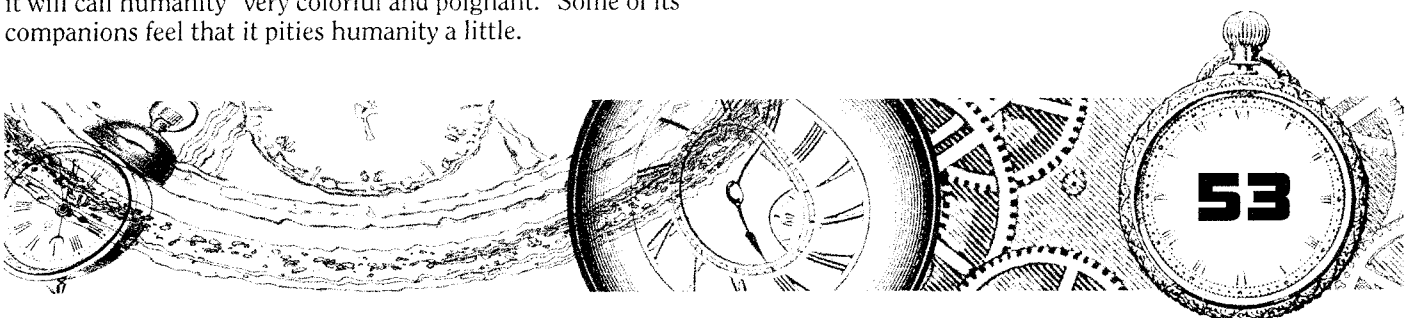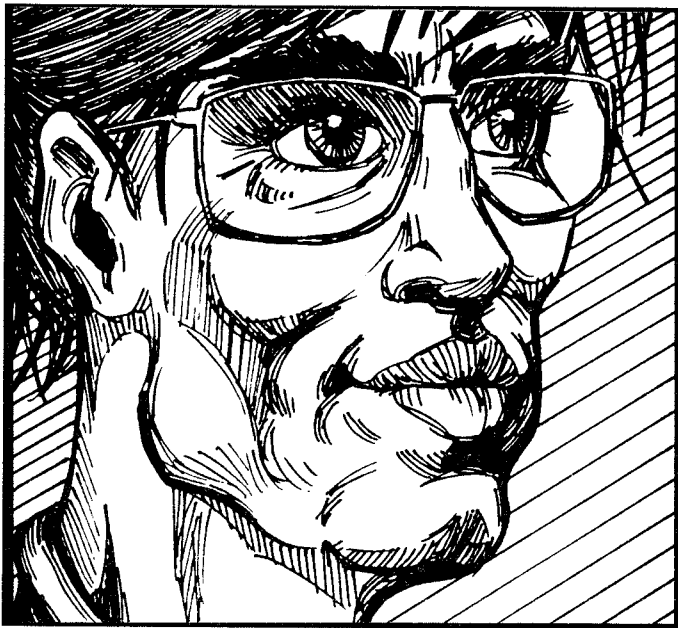
9.20 R. J. GRAVES, DR.

A freetimer field historian. He is tall, bony, and slightly stooped, with gray hair, tanned, weathered skin, and craggy features. He is well-versed in world history, but specializes in Mediterranean Late Antiquity, and especially in Egypt. He has no time machine of his own; instead, a prestigious academic institution provides him with temporal transportation.

Dr. Graves is one of the rare time travelers who can really blend in. He has spent enough time in Late Antiquity to pass himself off as an Egyptian, a Hebrew, an Arab, or a Persian. He speaks Egyptian, Hebrew, Arabic, Persian, Greek, and Latin. He reads all these plus Etruscan, Phoenician, and Akkadian. He fleshes out these academic skills with a detailed knowledge of the cultures involved, plus considerable acting talent.

Many students and scholars would give anything to be on one of Dr. Graves' expeditions. Unfortunately, Ramses Jarrel Graves values his own cover too highly to take along people who are merely good in academics; candidates must also have theatrical (or criminal) talents. Nor is Graves easy to work with. He is crusty, abrupt, not given to explaining himself, and really prefers working alone.

Students have a persistent fear that, in a pinch, Graves would throw them to the wolves. This is not true. If a companion gets in trouble, Graves will work hard to get them out. But he will never choose that person as a companion again if the trouble endangered his cover.

For instance, if you enter stage left with the palace guard hot on your heels for spying, Graves will contrive to save you, then give you an awful tongue-lashing later, but may still take you on more expeditions. However, if you freak out a bandit chief with a flashlight, Graves will never take you on another expedition, even though your flashlight trick saved your neck and his.

The Professor is perpetually full of energy, even slightly manic. He needs only about half the sleep of most people. He also has the confusing habit of talking about two or three subjects at once, without giving warning when he switches. He loves most forms of humor, especially word-plays. He uses a great number of aliases, but his friends and companions just call him "Professor." Perhaps his real name is something like "Oswald Liptap" and he doesn't like using it.

Profession / Level: Researcher / 30

Stats:

St: 66	Qu: 86	In: 100	Pr: 95	Em: 98	Co: 98
Ag: 88	SD: 72	Re: 100	Me:100	Ap: 50	Hits: 84

Skills:

Acting	85	Adrenal Defense	95
Adrenal moves (all)	90	Advanced Math	120
Astronautic Skills (all)	95	Brawling	50
Drug Tolerance	85	Engineering Skills (all)	95
Foraging	85	General Skills (all)	65
Interrogating	85	Linguistics	90
Martial Arts (sw. & str.)	45	Meditation	90
Perception	95	Power System Technics	100
Power System Theory	100	Sailing	80
Science Skills (all)	95	Signaling	90
Star-gazing	90	Subduing	95
Tachyon Physics	95	Technic Skills (all)	85
Tracking	55		

Languages: All major historical languages and Intrinsic

Profession / Level: Researcher-Explorer / 12

Stats:

St: 72	Qu: 70	In: 92	Pr: 80	Em: 53	Co: 91
Ag: 88	SD: 85	Re: 100	Me: 92	Ap: 60	Hits: 70

Skills:

Acting	75	Anthropology	100
Climb	55	Diplomacy	65
First Aid	55	Foraging	65
History (antiquity)	95	Interrogation	80
Public speaking	75	Ride	70
Swim	40	Tracking	55
Trading	65	Trickery	45
Weather-watch	75		

Languages: English, Egyptian, Hebrew, Arabic, Persian, Greek, Latin

9.21 SEPTIMUS STAHL

A freetimer and independent field historian who supports himself by working as a temporal tour guide. He runs tours anywhere from Late Antiquity into the interplanetary future. He looks like a tall, lean man in late middle age, with graying hair and courtly manners. However, he is not a man; he is an android.

He time-travels using the services of commercial, pre-League time-travel companies. These all use time-ships, ranging from small shuttles to luxurious time-liners. For emergencies, he also owns a back-pack Holmes-field device in three pieces, which he can assemble rapidly.

Septimus was sent out to conduct historical research, concentrating on social structures and customs. He is, so to speak, an automated time-probe into social history. He has numerous contacts up and down history, and, besides taking his tourists around ancient Rome or 21st-century New York, often gets them invited to Regency house parties, Athenian symposia (cultured wine-and-cheese parties), Victorian and Shogunate tea ceremonies, French salons, and Counter-Culture "happenings." If his clients find themselves embroiled in intrigues as a result, he tries to help them out.

Some of his contemporary contacts know he is a time traveler. Very few people of any era know he is an android.

Septimus is an excellent imitation, to unaided human senses. He is stronger, tougher, and faster than human, but he only shows those powers at need. He weighs about 50% more than he ought, but that seldom shows. He has a fuel-cell system that lets him power himself on ordinary food and drink. He cannot heal, but carries his own repair kit. He can tap ordinary power grids just by standing next to a cable or wall socket. His built-in communications equipment includes radio and TV links, plus more futuristic and elusive methods. He has a perfect memory and a phenomenal ability to speed-read and calculate.

He speaks all the popular languages of time, plus Intrinsic. He is versed (but not outstanding) in guns, staff, and fist. He is much better at sneaking and disguise. He is quite scholarly about historical matters, literature, and the arts, and competent in first aid as well as mechanical repairs.

Septimus is the perfect host. He has real emotions and takes a professional pride in giving his tourists their money's worth. He is also a dedicated scholar of social and cultural history; he not only delivers data-dumps to his patrons, he writes dissertations. Doing his two jobs well are his main passions in life. His manner is somewhat reserved and formal, but also gracious and warm. He is pretty unflappable.

Optionally, and as a further humanizing touch, he has an electric cat. Like him, the cat is stronger, tougher, faster, and heavier than the genuine article. It has animal-level intelligence and the social and hunting instincts of a real cat. However, it "hunts" by stalking its target and photographing it, not eating it. It has a communications link to Septimus, which lets him use it for reconnaissance—if it cooperates. It understands speech as well as a sheepdog, but is still no more cooperative than most cats. It comes with a small wardrobe of assorted skins.
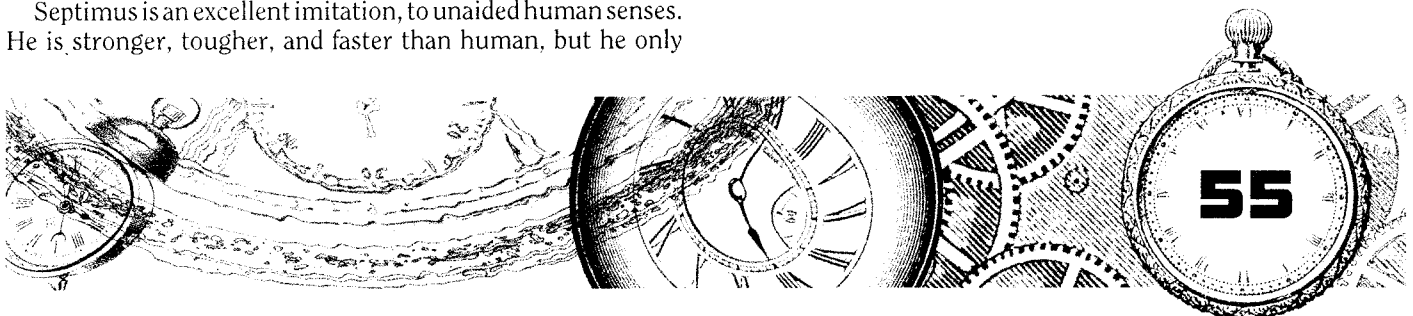
Profession / Level: Researcher-Explorer / 10

Stats:

St: 80   Qu: 99   In: 90   Pr: 70   Em: 50   Co: 100
Ag: 95   SD: 70   Re: 95   Me:102   Ap: 75   Hits:200

Skills:

Acting 80	Anthropology 80
Climb 60	Communications 90
Cybernetic Technics 80	Diplomacy 90
First Aid 80	Foraging 70
History (world) 90	Interrogation 85
Ride 70	Tracking 70
Trading 80	

Languages: all major historical languages, plus Intrinsic

9.22 SORVIL

A high-level Revisionist agent. She is a tall woman with light brown hair, pale skin, and a carefully neutral, nondescript habit of expression and dress. She generally works in the 18th through 22nd centuries. She could be Gimilik's superior officer.

Sorvil has access to a variety of time machines, but typically uses one similar to a Holmes-field device, the size of a hardback book, usually in the form of a small backpack. It is shielded against detection, unlike ordinary Holmes machines.

Sorvil does all the things that Gimilik and his like do, and helps them with their jobs when they run into difficulties. She lays plans for generations-long plots, picks the places and times for lesser agents to scout for foreknowledge, and leads teams against the agents of the time patrols. She sets up the cells of the conspiracies, and lays traps and triggers in her tools' minds.

She is, of course, expert in the skills of disguise and stealth, in temporal theory, and in history (especially that of her periods). But her central area of expertise is in telepathy and mind-control techniques. She freely manipulates the memories and emotions of her subordinates (and enemies, if she can). Her underlings fear her as a result.

They fear her all the more because they sense she is not wholly sane. Her own superiors and Sorvil herself have manipulated her memories and beliefs. As a result, each glance and word of Sorvil's may be a manipulation, whether she knows it at the moment or not. She never really communicates; if she happens to tell you the truth, that is because the truth happens to be what will make you do what she wants.

Profession / Lvl: Criminologist-Administrator-Telepath / 20

Stats:

St: 71   Qu: 62   In: 100   Pr: 93   Em: 79   Co: 80
Ag: 100   SD:100   Re: 91   Me: 81   Ap: 58   Hits:105

Skills (undercover):

Acting 95	Administration 95
Crime Technics (1700s – 2300s) 90	
Driving 65	Laser Pistol 85
Interrogation 100	Martial Arts (striking) 70
Perception 100	Pick Locks 80
Propaganda 90	Riding 75
Stalk & Hide 90	Swimming 65
Trickery 85	

Skills (transtemporal):

Air Pilot 75	History (modern) 95
Navigation (temporal) 90	Temporal Theory 100

Psions: Base Field is Visions, and knows all those psion lists to 20th level. Knows all other field lists to 10th level.
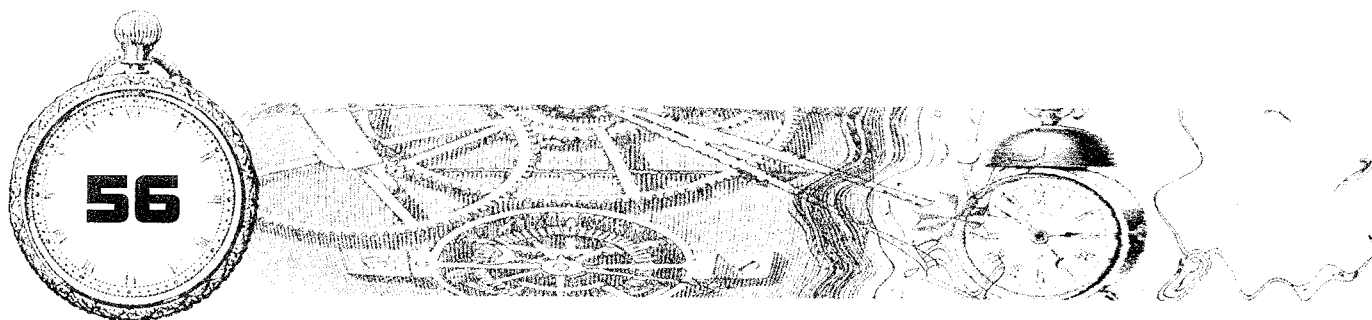
9.23 WANDA LI

A Timekeeper field agent, a captain. She is eurasian, tall and fair, with a heart-shaped face and vivid green eyes that her job sometimes obliges her to disguise. Her job takes her anywhere in history. Normally, of course, she time-travels by temport.

Wanda calls her routine work "riding shotgun"—protecting tourists, researchers, and traders from her own era who venture into the past. Of course, protection can turn into rescue at any time, and she is ready for this. She has also chased smugglers, pirates, and temporal fugitives, and done her bit in the war against the Revisionists.

She has a good grasp of temporal theory and world history. She is particularly knowledgeable about European and Pacific Rim civilization in the 19th through 21st centuries, Shogunate Japan, Late Antiquity India, and parts of the interplanetary future. She speaks Mandarin, Japanese, Hindi and Urdu, French, English, and Intrinsic. She is good with a broad historical spectrum of weapons, and at disguise, acting, and sneaking. Quite the generalist.

Wanda keeps meeting Yance Horono, a League of Ages agent. Both of them suspect a fating or time-twist involved somewhere. This is awkward, because their styles are different. Wanda just uses the Timekeepers' code of silence, but Yance is anxious to establish their relative sequences and check for time-twists. Wanda uses a fair bit of futuristic equipment (though she keeps it hidden from contemporaries); this gives Yance nervous twinges. Wanda does not mind appearing eccentric to the contemporaries; Yance tries hard to avoid notice.

In general, Wanda finds Yance fussy and anxious and a bit tiresome. He's probably brought this fating on them through overworking the details. She teases him about League rigidity, but admits that he is quite reliable and effective at his job.

Profession / Level: Criminologist / 12

Stats:

| St: | 81 | Qu: | 82 | In: | 88 | Pr: | 78 | Em: | 71 | Co: | 85 |
| Ag: | 95 | SD: | 87 | Re: | 92 | Me: | 81 | Ap: | 80 | Hits: | 65 |

Skills:

Acrobatics	65	Acting	75
Adrenal Defense	10	Brawling	45
Adrenal Moves (speed & balance)			55
Climb	45	Contortions	75
Crime Technics (various periods)			75
Diplomacy	45	Disarming	50
Drive	65	Drug Tolerance	75
Projectile Pistol	90	First Aid	75
Foraging	55	History (see above)	85
Martial Arts (sw. & str.)	45	Navigation (land, sea)	55
Quick-draw	65	Ride	45
Signaling	50	Stalk & Hide	70
Swim	45	Sword	55
Temporal Theory	80	Tracking	55
Trickery	50	Weapon Technics	65

Languages: Mandarin, Japanese, Hindi & Urdu, French, English, Intrinsic
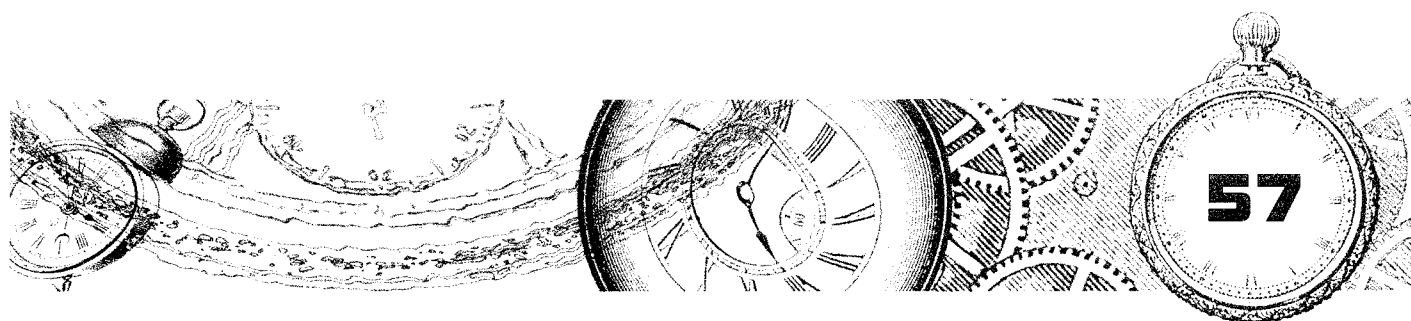
9.24 YANCE HORONO

A League of Ages field agent, a captain. He is black, big and husky, with a square face. You might run across him anywhere in history. Normally, of course, he time-travels in League time-ships.

Yance acts as a combination guide and guard for tourists, researchers and traders. He also heads rescue expeditions, alone or with a few partners. With equal zeal, he chases smugglers, pirates, temporal fugitives and Revisionists.

He has a good grasp of temporal theory and world history. His special areas of knowledge include European and Middle Eastern civilization in the 19th through 21st centuries, Prehistoric and Early Antiquity Africa, the Roman Empire, and parts of the interplanetary future. He speaks Proto-Hamitic, Greek, Latin, Arabic, French, English, and Intrinsic. He is good with a broad historical spectrum of weapons, and at disguise, acting, and sneaking. An excellent general-purpose agent.

Yance keeps meeting Wanda Li, a Timekeeper agent, probably because of some time-twist or fating, or so they suppose. Unfortunately, they do not work easily together. Yance tries to establish relative sequences for safety's sake, but Wanda refuses to cooperate. Yance hardly ever uses weapons or medical supplies that look out-of-period; Wanda uses the stuff all the time, oblivious to the risks of timelock. Yance tries hard to avoid looking out of place; Wanda does not mind appearing eccentric to the contemporaries.

Yance finds Wanda takes too many risks and too few precautions. She's probably brought this fating on them through sheer carelessness. But he has to admit she's an effective agent and seldom pushes her luck beyond the breaking point—though that doesn't stop him from teasing her about Time-keeper sloppiness.

Profession / Level: Criminologist / 10

Stats:

| St: | 91 | Qu: | 82 | In: | 83 | Pr: | 71 | Em: | 82 | Co: | 90 |
| Ag: | 95 | SD: | 93 | Re: | 90 | Me: | 87 | Ap: | 82 | Hits: | 69 |

Skills:

Acrobatics	65	Acting	85
Adrenal Defense	5	Brawling	85
Adrenal Moves (speed & balance)			50
Climb	60	Contortions	75
Crime Technics (various periods)			85
Diplomacy	70	Disarming	75
Drive	60	Drug Tolerance	45
Disruptor Pistol	65	First Aid	50
Foraging	45	History (see above)	65
Martial Arts (both R1)	55	Navigation (land, sea)	45
Quick-draw	40	Ride	35
Signaling	35	Stalk & Hide	75
Swim	40	Sword	35
Temporal Theory	85	Tracking	50
Trickery	35	Weapon Technics	25

Languages: Proto-Hamitic, Greek, Latin, Arabic, French, English, Intrinsic

Running A Time Travel Campaign
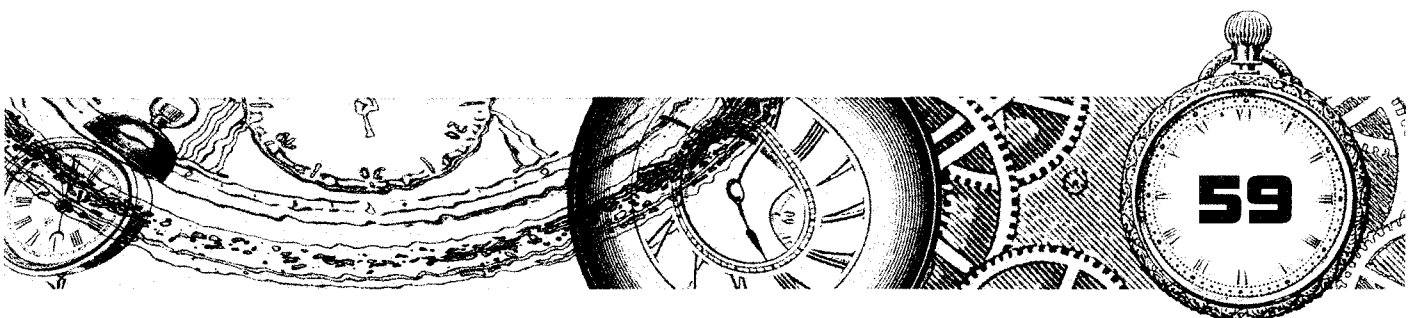
10.0 ICE PRODUCT CROSSOVERS

ICE provides role-playing material set in many different eras. If you are using any of these supplements, this section gives suggestions for making the crossover into a time-travel campaign.

The *Viking*, *Robin Hood*, *Pirates*, and *Outlaw* titles present little or no trouble for crossover. They are essentially historical settings. The only problems arise if magic shows up in them. In that case, you may want to define the "magic" as a folk-art form of Psionics or apply some of the suggestions given in the next section.

10.1 FANTASY-SF CROSSOVERS

Time travel is typically science-fictional. To make crossovers between the fantasy settings published by ICE and an SF time-travel campaign, you must "rationalize" the fantasy settings a bit. This section contains suggestions for making the rationalizations. There is even some information for time traveling to Middle-earth.

Note: *The inclusion of Middle-earth material in your time travelling campaign requires that you assume a variant history for earth. Notes to this effect can be found in Section 10.3, the Crossover Timeline.*

There are four main topics that must be rationalized: the gods, lesser fantasy creatures, magic, and geography.

THE GODS

The Valar of Middle-earth and the gods of *Mythic Egypt*, *Mythic Greece*, and Kulthea (*Shadow World*) are all super-powerful NPCs. If you never bring them on stage, you can let their existence and nature remain a matter of religious debate among the characters. But if they ever come on stage, they are hard to ignore.

If the gods are real in your game, rationalize them by making them creatures of pure "unified-field energy." Or at least let some NPCs bring up that theory; other characters may believe them to be strictly supernatural, and still others may think the distinction nonsensical.

Use syncretism to keep their numbers down. That is, let there be only a dozen or so major gods in our part of the galaxy. The elven legends of the Valar and the human mythologies just describe the same super-beings in different traditions of elves and men.

I recommend letting the elvish descriptions of the Valar be the most accurate version. The Valar are not quite "gods" in the full theological sense, which makes adaptation a little easier. They are known through elvish report, which puts them at a further remove from humanity, increasing your flexibility. And finally, Tolkien's Valar are very beautiful conceptions. The table in this section gives some matches between the Valar and the corresponding gods of Egypt, Greece, and Kulthea.

These Valar have been operating in our part of the galaxy for thousands, perhaps millions of years. At least one of them (Morgoth) is trying to establish a tyrannical reign of destruction, which the others resist. You can suppose that the Valar have given up action on earth and have turned their attentions to Kulthea.

Vala	Kulthean God	Greek God	Egyptian God
Manwë	Kuor	Zeus	Amon
Varda	Valris	Hera	Mut
Ulmo	Shaal	Poseidon	Uadj-ur
Aulë	Iorak	Haephestos	Ptah
Yavanna	Iloura	Demeter	Isis
Mandos	Eissa	Hades	Osiris
Tulkas	Cay	Ares	Shu
Vana	Orianna	Aphrodite	Hathor
Oromë	Reann	Apollo	Horus
Ëonwë	Teris	Hermes	Thoth
Arien	Phaon	Helios	Ra
Tilion	Jaysek	Selene	Khons
Morgoth	Unlife	Typhon	Set
Maiar	local gods	minor gods	minor gods

LESSER FANTASY CREATURES

These are Elves, Dwarves, Hobbits, Nymphs, Satyrs, Centaurs, Djinn, Sphinxes, and all the other humanoid and semi-human livestock of fantasy worlds. Some of them may be PCs.

Since these races are not in evidence today, and have no part in most science fictional futures, you have to explain what happened to them. They may have become extinct, but that's rather depressing to a time-traveling Elven PC. If you use Kulthea as part of your game world, you can move all the Elves and other sundries there. On the other hand, Tolkien had the Elves slowly leaving Middle-earth for Valinor in the west. You can combine these two by making the Elves reach Kulthea by way of Valinor. (The Elves presumably left first, the other fantasy races following later.)
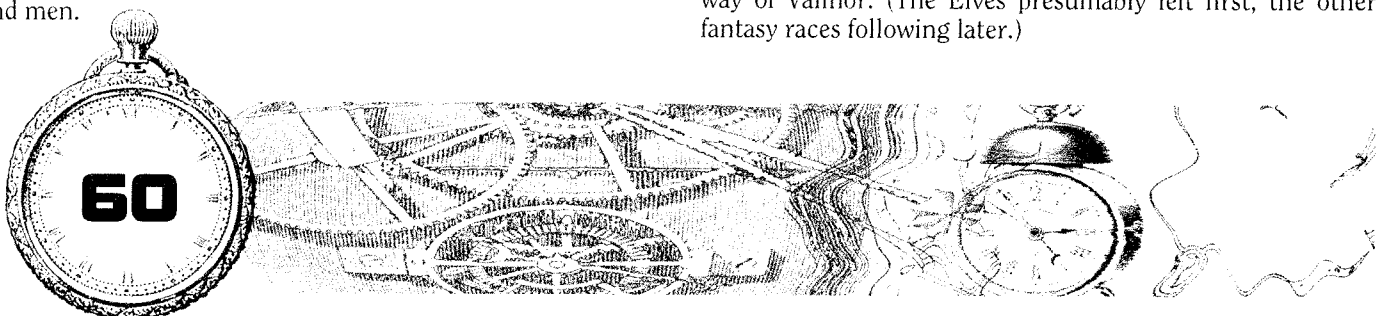
MAGIC

Magic, in ICE fantasy games, is the application of Essence. You can science-fictionalize Essence by re-naming it "unified-field energy." (Of course, all you've done is change the label, but doesn't it *sound* more scientific that way?)

Magic appears to have dwindled down to nothing or, at best, the somewhat subtler tricks of Psionics described in *Space Master*. Presumably there is less unified-field energy around nowadays. We may suppose that this handy stuff is most often found around the Valar/gods, which is why Kulthea, the gods' current locale, is so magic-rich.

GEOGRAPHY

This is where science fiction and fantasy collide most heavily. Science fiction depicts a universe of spherical worlds circling sun-stars. Greek and Egyptian myth depict flat worlds with the sun-god traveling overhead once a day. Even Middle-earth was apparently flat until the downfall of Numenor. Only Kulthea fits into the astronomical universe.

There's very little room for compromise. If you want to work *Mythic Egypt*, *Mythic Greece*, and the First and Second Ages of Middle-earth into a time travel campaign, you simple have to declare the fantasy geography mistaken. You can still do a bit of rationalizing:

Declare that the deities of sun and moon do not steer those bodies, but guard them from the evil, demonic forces.

Declare that the night-path of the sun (Ra's underground Nile, Helios's journey around Oceanos's river) is really a worm-hole space-warp. Perhaps the demons try to invade through it to destroy the sun (as in Ra's nightly battle), or perhaps the gods use it for quick transport.

Declare that the darkness of Middle-earth, before the sun and moon were "created," was really a perpetual overcast created by Morgoth before the elves arose. The sun and moon were not really created when the Noldor landed on Middle-earth; they first became visible.

Declare that, when Varda "created" the brighter stars at the time of the elves' appearance, she really made a partial clearing of the overcast, by night only.

Declare that the Undying Lands beyond the "western edge" of Middle-earth are really reached by great interdimensional gateways in the sea, kept open by the Valar and slammed shut at the destruction of Numenor.

It follows that the Elves who take ship for the Undying Lands in later ages are special exceptions for whom the gates are briefly opened.

It follows that magic dwindles away after the gateways are shut, cutting off the supply of Essence.

It follows that the Elves and other fantasy races on Kulthea probably got there from later gateways opened on Kulthea, or by simple migration if the Undying Lands are on Kulthea's unknown eastern hemisphere.

Declare *Space Master's* Sianetic Harbingers and K'ta'viiri to be descendants of Elvish or Númenórean stock, transplanted very far away in space and time by the Valar.

It follows that the Valar are at least as good at time travel as anybody else!

10.2 SCIENCE FICTION CROSSOVERS

Working *Cyberspace* and *Space Master* into a time travel campaign is simplicity itself compared to a fantasy crossover. The world of *Cyberspace* is the world of the late 21st century, part of "primitive" (pre-time-traveling) history and little different from the 20th century, from a time traveler's perspective.

The world of *Space Master* is set about 1600 years after the invention of time travel, but without teleport screens or (therefore) temports—well inside the League of Ages' temporal territory. In *Space Master*, the League is another powerful organization of the period, like the MERLOGH or the Dia Khovaria. The patrol is publicly known to exist, but is strange and secretive and does weird, dangerous work. Rumors about it abound. Other powers know it mainly for throwing a wet blanket on all those lovely espionage schemes involving fore-knowledge.

The reason for the wet blanket and for the League's effectiveness in throwing it, is timelock, of course. Most people want to know the future only so they can change it; that doesn't work.

The League guards the designs for time-drive as closely as the API guards the formula for Andrium. The League would be immensely useful to anyone it sold its services to, so you should keep the game balanced by making sure it cheerfully sells its services to everybody, or limits time travel to the most innocent kinds of research, tourism, and time-trade. This does not mean there are no time pirates, smugglers, or spies; it just means they have to steer clear of the League.

The League is virtually incorruptible by the Imperium's low standards. After all, the Imperium and its factions are only a small part of its jurisdiction, so there's very little any Imperial faction can offer the League. From most Imperial points of view, time travel is nothing but an academic exercise, a minor aspect of trade, and a tantalizing (but seldom available) mode of espionage.

The League of Ages turns into the Timekeepers when the Imperium starts to break up. Warring factions infiltrate the League, re-invent the time-drive, or make do with ordinary hyperdrives, to make lots of short time trips for espionage or tactical advantage. This spawns a plague of timelocks and the Time Troubles begin. The League turns itself into the Time-keepers to cope with the Troubles, and invents the temport early in its career.
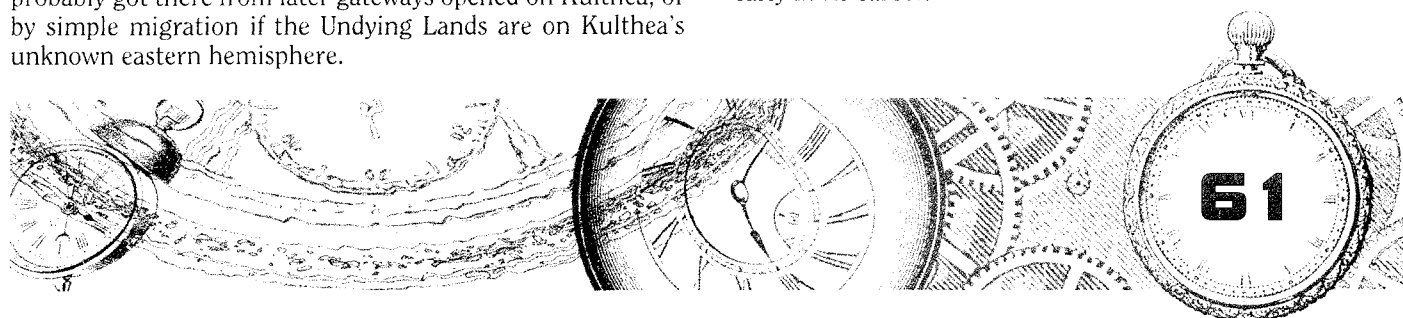
10.3 CROSSOVER TIMELINE

Here is a sample timeline forcibly combining all the major ICE settings.

Note: *Those entries enclosed within brackets [...] indicate a possible variant history of earth that would allow you to include Middle-earth in your time travel game.*

Note: *All references to J.R.R. Tolkien's Middle-earth are used with permission and so authorized.*

[c3,000,000 BC — Wars of the Valar (perhaps largely non-material). Ice Ages begin in the late Pliocene.]

[c500,000 BC — Morgoth covers Europe and the Mediterranean area with a permanent overcast of cloud.]

[301,255 BC — Varda partially undoes Morgoth's overcast, so that it thins at night. Elves appear. (Beginning of the First Age.)]

300,779 BC — Elves migrate to Valinor through gateways over the Atlantic (to 300,702 BC).]

[c130,000 BC — The Valar allow people of elven, Númenórean human, or Half-elven stock to settle on Kulthea, traveling across space and back in time from the fall of Númenor in 45,659 BC.]

[52,012 BC — The Noldor return to Europe. The Valar close many of the Atlantic gateways to the Undying Lands and hide others. Empowered by the Valar, Arien and Tilion, the Maiar of the sun and moon, destroy Morgoth's overcast on the day humans appear in Mesopotamia.]

[50,352 BC — Flood in Mesopotamia nearly wipes out the infant human race; the survivors scatter.]

[49,100 BC — Thangorodrim falls. Morgoth is captured and expelled from Earth. The Edain migrate through the Valar's portals to Númenor. (Beginning of the Second Age of Middle-earth.)]

[45,659 BC — Númenor sinks. The Valar close their portals to humans and turn their attention across space and back in time to Kulthea, c 130,000 BC. (Beginning of the Third Age of Middle-earth.)]

[45,657 BC — Arnor and Gondor founded in western Europe, in what is now France.]

[44,058 BC — The Shire founded in western Europe, in what is now England, then connected to Europe by a wide land-bridge. (Third Age 1601.)]

[42,718 BC — Bilbo finds the One Ring. (Third Age 2941.)]

[42,640 BC — The War of the Ring and the fall of Sauron.]

[42,638 BC — Bilbo and Frodo sail for Valinor, leaving Samwise with the Red Book. (Beginning of the Fourth Age of Middle-earth.)]

[38,626 BC — Gondor is decadent and threatened by barbarian invasion. Minas Tirith sinks into the Mediterranean, the barbarians overrun the remaining territory, and all human civilization is lost in a dark age. (Beginning of the Fifth Age of Middle-earth.)]

[c38,000 BC — Dwarves, Djinn, Nymphs, Fauns, Centaurs, Sphinxes, etc. begin to follow Elves through the Valar's gateways, off Earth. Their populations and the power of magic shrink slowly and steadily, but never quite vanish.]

[c35,000 BC — Hobbits intermarry into mainstream humanity and disappear as a distinct race by 20,000 BC.]

c7500 BC — The Sumerians re-invent civilization in Mesopotamia. The Retid dynasties are founded in *Mythic Egypt.*

c3300 BC — Conventional history begins.

c1250 BC — Exodus of the Israelites from Egypt.

1209 BC — Recommended date for *Mythic Greece* campaigns.

1183 BC — Trojan War ends.

1143 BC — King Nestor dies, ending the Age of Heroes in *Mythic Greece.*

768 AD — Recommended period for *Viking* campaigns (to 1066 AD).

1066 AD — Recommended period for *Robin Hood* campaigns (to 1216 AD).

1715 AD — Recommended date for *Pirate* campaigns.

1876 AD — Recommended date for *Outlaw* campaigns.

2090 AD — Recommended date for *Cyberspace* campaigns.

7643 AD — Early experiments in temporal physics send short bursts of tachyons a few seconds back in time (PreImp 4002).

10,455 AD — First experimental time-flights (PreImp 1190).

c10,545 AD — Time drive is invented (PreImp 1100).

10,645 AD — League of Ages founded (PreImp 1000).

11,645 AD — Imperium founded (Imp 0).

12,120 AD — Recommended date for **Space Master** and *Shadow World* campaigns (Imp 475, Third Era 6050 on Kulthea).

12,317 AD — Imperium starts to break up, suffering civil wars, losing territory to secessions and conquest. The Time Troubles begin (Imp 672).

12,407 AD — Timekeepers founded (Imp 762).

12,490 AD — Temport invented (Imp 845).

12,585 AD — Imperial line ends, Imperium falls (Imp 940).

10.4 FANTASY TIME TRAVEL

Time travel is traditionally a science-fictional concept, but you may want to include it in a fantasy setting without hi-tech trappings. This section contains spell lists for time travel and a description of the Timefliers, a guild of time-wizards that can fit into most heroic-fantasy settings. The Timefliers are subject to timelock and all the kindred temporal effects, just like sci-fi time travelers.

TEMPORAL MAGIC [10.4.1]

There are two spell lists for temporal magic: time travel and time sight.

TIME TRAVEL

Note: *A time-travel caster has a cargo capacity (in addition to the caster's body) based on the caster's current power point maximum: the caster can take 50 kg (100 lb) of cargo per point. Thus a time traveler with a maximum of 20 power points can take a ton of cargo through time.*

Note that the caster can move the ton without spending 20 power points. The cost of moving the ton is still equal to the level of the spell being used, as with other Rolemaster spells.

To qualify as "cargo," the objects must be physically attached to the time traveler in some way—strapped on, held in the hand, held telekinetically, and so on. Time travelers riding horses, carriages, or cars, or holding hands with a chain of friends, can take these things through time with them if they are powerful enough to shift the weight. By the same principle, a time traveler chained to a prison wall is unable to time-travel (unless strong enough to take the whole building through time!)

If a time traveler lets go of cargo while time-traveling, the cargo instantly falls back into normal space and time.

Some time-travel spells move directly through time or spacetime (time-walk or time-flight); others affect tempo or sequence. For all time-travel spells involving direct movement through time, the caster is, in effect, a living Holmes-field device, invisible and impalpable to the rest of the world. If a time-flight lands the caster or the cargo inside a solid object, caster or cargo are flung out to the nearest clear space and may take damage. The farther the distance to clear space, the harder they get thrown.

Note that time-travel spells almost always affect the caster primarily, plus any cargo the caster manages to hang onto. To send others time-traveling without going yourself, use enchanted artifacts, created by Imbedding spells from the Alchemical spell lists.

	Area of Effect	Duration	Range
1–			
2–Hop	self	1 rnd/lvl	self
3–			
4–Slow I	self	1 min/lvl	touch
5–Time-Walk	self	C (1 d/rnd)	30 days
6–Fast I	self	1 min/lvl	touch
7–Time-Float	self	C (1 d/rnd)	30 days
8–Time-Run	self	C (3 d/rnd)	100 days
9–Slow II	self	10 min/lvl	touch
10–Time-Flight	self	C (3 d/rnd)	100 days
11–Fast II	self	10 min/lvl	touch
12–Time-Race	self	C (1 w/rnd)	1 year
13–			
14–Fast True	self	1 hour	touch
15–Reverse	"cargo"	1 rnd/lvl	touch
20–Lord Time-Flight	self	C (1 y/rnd)	100 yrs
25–Loop	"cargo"	1 rnd/lvl	touch
30–Stasis	"cargo"	Permanent	touch
50–Time-Flight True	self	C (1 y/rnd)	unlimited

2—Hop (F) Caster is able to hop a short way into the future for a number of rounds up to his own level. Caster must decide when casting the spell how far to hop. Caster arrives at exactly the same place he left, with no subjective passage of time. "Place" is defined by human powers of locomotion; thus, a caster hopping while aboard a moving ship reappears in the ship, not above the water where the ship was.

4—Slow I (F) Caster and cargo age at half-speed, getting through one round of action for every two rounds in the outside world. (The duration is given in time felt by the caster.) Caster can end the spell early, if desired. Note: slowed objects fall at half-speed but hit just as hard (taking the same damage) as normal objects; however, you have twice as much time to try to catch them.

5—Time-Walk (F) Caster is able to move as much as 30 days forward or backward in time. Caster cannot move in space while time-walking; any attempt breaks the spell. If the caster is a passenger on a moving ship, horse, etc., and takes the transport along, the transport cannot move either, but attempted movement does not break the spell. The spell has a maximum time-speed of one day per round. You cannot change direction of travel, but you can slow down and speed up.

6—Fast I (F) Caster and cargo age at double speed, getting through two rounds of action for every round in the outside world. (The duration is given in time felt by the caster) Caster can end the spell early, if desired. Note: speeded objects fall at twice speed but hit no harder (taking the same damage) than normal objects.

7—Time-Float (F) As *Time-Walk*, only caster can move through space in any direction at walking speed. Cargo is still helpless to move on its own volition.

8—Time-Run (F) As *Time-Walk*, but for the maximum time-speed, which is three days per round.

9—Slow II (F) As *Slow I*, except that the caster and cargo age at one tenth speed.
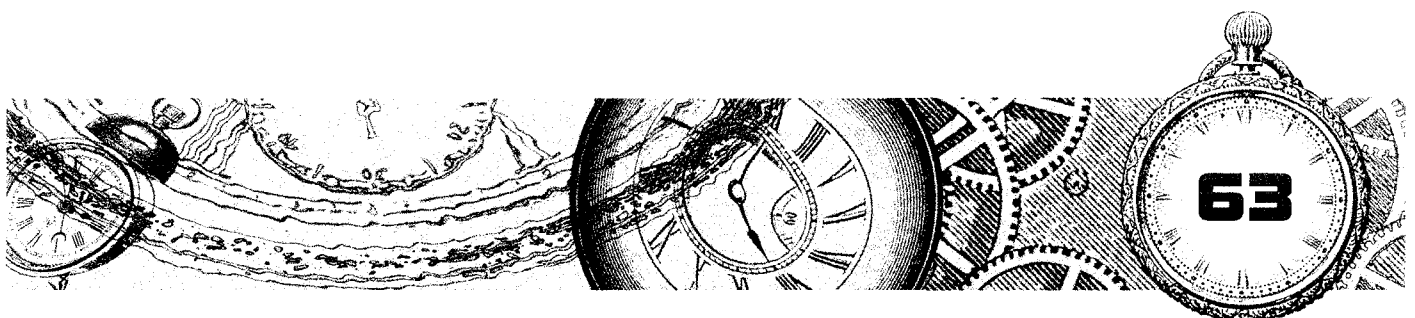
10—Time-Flight (F) As *Time-Float*, but for the maximum time-speed, which is three days per round, and the maximum space-speed, which is running speed in any direction.

11—Fast II (F) As *Fast I*, except that the caster and cargo ago at ten times normal speed.

12—Time-Race (F) As *Time-Walk*, but for the maximum time-speed, which is one week per round.

14—Fast True (F) The caster and cargo are so accelerated that the rest of the world seems stopped. Light is dim and reddish, air feels like water and breathing is labored. Arrows in flight can be seen to crawl like ants.

15—Reverse (F) The caster can make the cargo age backwards. To the caster and on-lookers, this looks like a film being run backwards. Useful for repairing breakage, healing wounds, erasing social slips, but only if they are recent enough. Can be used to resurrect from clinical death but not from brain-death; any attempt to raise the brain-dead produces a healthy body in a permanent coma. Significant outside interference with the cargo breaks the spell.

20—Lord Time-Flight (F) As *Time-Float*, but for the maximum time-speed, which is a year per round, and the maximum space-speed, which is ten miles per round.

25—Loop (F) As *Reverse*, but the caster can make the cargo age backwards and forwards indefinitely, between two events.

30—Stasis (F) The caster can make the cargo stop aging. To the caster and on-lookers, the cargo becomes a silver, perfectly rigid and invulnerable statue. The stasis can be broken by the caster, or by another stasis-caster of a higher level, or by disenchantment, or by violence of level 50 or more.

50—Time-Flight True (F) As *Lord Time-Flight* with unlimited range.

TIME SIGHT

Note: *Time-seeing spells allow the caster to see across time, or to detect manipulations of time. Please note that seeing or participating in events by Time Sight can involve you in timelock just as surely as seeing or participating in person.*

Timelock can also work to break sight across time, particularly into the future, even with a successful roll. For any glance into the future, the GM should make a roll against 100 minus D, where D is the number of days into future, up to a hundred, that the spell looks. (Or the GM can just fake a die roll and announce a failure, if it looks like a definite forevision would be dangerous to the plot!) Visions into the past may fail for similar reasons if it is a part of the past the character is likely to visit in the character's personal future.

Time-seeing spells always work along the history of a single physical object, whether that object is a patch of floor or ground (i.e. a place), a body, or a movable inanimate object. The time-seer must be within arm's reach of the object (unless using the Bookmark spell). Sufficiently large disruptions of the target (any transformation major enough to count as creation or destruction) mark limits to that history; the spell cannot probe past them.

	Area of Effect	Duration	Range
1–Origins	self	—	1 mo/lvl
2–Flash Behind I	self	—	1 day/lvl
3–Flash Ahead I	self	—	1 day/lvl
4–			
5–			
6–Past Sight I	self	C	1 day/lvl
7–Future Sight I	self	C	1 day /lvl
8–Flash Behind II	self	—	1 yr/lvl
9–Flash Ahead II	self	—	1 yr/lvl
10–Anachronism	self	—	10yd+1yd/lvl
11–Past Sight II	self	C	1 yr/lvl
12–Future Sight II	self	C	1 yr/lvl
13–Time-Flash True	self	—	unlimited
14–Bookmark	self	—	unlimited
15–Time-Sight	self	C	10 yrs/lvl
20–Lord Time Sight	self	C	100 yrs/lvl
22–Early Warning	10yd+1yd/lvl	—	1 min forward
25–Lock Warning	self	—	—
30–Anachronism True	self	—	10yd+1yd/lvl
35–Time Shroud	1 yd/lvl	P	1 hr/lvl
40–Early Warning True	10yd+1yd/lvl	—	1 min/lvl for.
50–Time Sight True	self	C	unlimited

1—Origins (I) Gives a "snapshot" or short "film-clip" of the origin of the target (if the origin is in range), including an image of the maker, if the target is a manufactured item. Also gives the age of the target, accurate to about 10%.

2—Flash Behind I (I) Gives a "flash" silent image of a significant event in the past history of the target. Image is of a random but relatively significant event. Flash is too quick to make out fine details.

3—Flash Ahead I (I) As *Flash Behind*, but projecting into the future.

6—Past Sight I (I) Lets the caster see and hear the past history of the target, starting at a random but significant event within the caster's range. Caster can "fast-forward" or "rewind" the history at up to 10x normal speed.

7—Future Sight I (I) As *Past Sight I*, but projecting into the future.

8—Flash Behind II (I) As *Flash Behind I*, but the caster can target a stated distance back—"What was happening to this coin five months and three days ago?"

9—Flash Ahead II (I) As *Flash Behind II*, but projecting into the future.

10—Anachronism (I) Tells the caster whether or not the target comes from the future.

11—Past Sight II (I) As *Past Sight I*, but the caster can start viewing at a stated distance back, as with Flash Behind II.

12—Future Sight II (I) As *Past Sight II*, but projecting into the future.

13—Time-Flash True (I) As *Flash Ahead II or Behind II*, but limited only by the creation and destruction dates of the target. Also, the caster can target specific events in the target's past history—"When did this sword get this nick in it?"
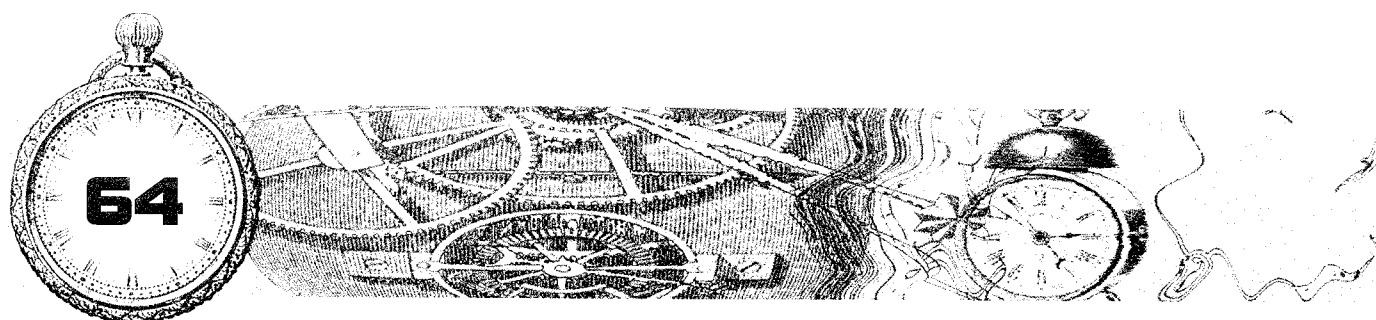
14—Bookmark (I) Lets the caster mark an event in the history of the target. The caster must view the event in person or through another time-seeing spell while casting Bookmark. The caster can then aim any of the other Flash or Sight spells at the "bookmark." Bookmarks can be destroyed by the caster or by another bookmark caster of higher level. Bookmark casters can sense each other's bookmarks.

15—Time-Sight (I) As *Past or Future Sight II*, but the caster can scan both future and past. Also, the caster can "fast-forward" or "reverse" at 30x normal speed.

20—Lord Time-Sight (I) As *Time-Sight*, but the caster can vary the scanning speed from 30x normal to 1/30x normal—i.e. can slow down scan as well as speed up. Caster can also sense the presence of other Time-Seers if they are looking at the same event.

22—Early Warning (I) Tells caster where and when time-travelers will arrive, within the space-time range of 10 yards plus 1/lvl and 1 minute into the future.

25—Lock Warning (I) Tells caster if a proposed course of action is possible or forbidden by timelock. The caster must cast once for each proposed course of action.

30—Anachronism True (I) As *Anachronism*, but also tells caster if a person or thing has been moved through time even if it has now been returned to its home time; tells caster if a person or thing is fated or involved in a time-twist.

35—Time Shroud (I) Caster can make a region of space and time dark to time-seeing spells. As with Bookmark, the spell can be broken by the caster, or by another caster of higher level.

40—Early Warning True (I) As *Early Warning*. Also tells caster who the incoming time-travelers are.

50—Time-Sight True (I) As *Lord Time-Sight*, but the caster can skip forward or back by stated intervals ("Back up ten years"), or to bookmarks, instantly, without re-casting. Caster can also skip back to significant events, as with *Time Flash True*, without re-casting.

THE TIMEFLIER GUILD [10.4.2]

This is an association of time-traveling magi. Like the time patrols of the sci-fi settings, they tend to be secretive, to avoid timelocks. If you want to introduce the Timefliers into an existing fantasy setting without too much re-writing, remember that Fate smiles on this secrecy policy, so even high-level magic-workers of other schools may not know of the Timefliers.

In *Rolemaster* terms, Timeflier magic is Essence magic, powered by the timestream itself. If you want to turn the Timefliers into a priesthood, their magic becomes Channeling magic, given by their god. Suitable gods for a Timeflier priesthood are deities of fate and prophecy: Olympian Apollo, Cronos, or the Moirae; Thoth, the Twelve Hathors, or Shai of Egypt; Valris or Jaysek of Kulthea; or Mandos of the Valar.

ORGANIZATION

The Timefliers are controlled by a guild council called the Dial, as in "sundial." The guildmaster and head of the council is called the Gnomon ("NO-mon"), after the central shadow-casting upright on a sundial. The other members of the guild council are named after hours of the day. If you want a large council, you can have twelve or twenty-four councilors, but if you prefer a small council, you can use the old system of seven canonical hours. These are, in order:

Matins (pre-dawn), secretary, in charge of guild records

Prime (dawn), vice-guildmaster

Terce (morning), in charge of historical research

Sext (noon), in charge of magical instruction and research

None ("nohn," afternoon), treasurer

Vespers (dusk), in charge of rescue operations

Compline (night), sergeant-at-arms, in charge of security

When one of the Hours dies or retires, he or she is replaced by general election from among the master-level Timefliers of the guild. When the Gnomon dies or retires, the Hours elect a new Gnomon from their own number, and the guild elects a new Hour to replace the one now Gnomon. Gnomons can be deposed by unanimous vote of the Hours, or by two-thirds vote of the guild. In the canonical system, Hours can be deposed by the Gnomon and three Hours, or by five Hours, or by two-thirds votes of the guild.

The guild has three levels of general membership—apprentice, journeyman, and master.

Apprentices must have masters who teach them; in return for instruction, the apprentices act as servants, for both magical and mundane services, and may have to pay a fee they have negotiated with their master(s). Apprentice contracts are filed with the Matins. Apprentices may not vote in guild elections, but can petition the Dial if they feel they are being mistreated by their masters.

A PC can be an apprentice Timeflier with a rather aloof and indifferent master, if the player wants plenty of freedom of action, or if the GM does not want to bother running the master NPC. But the apprentice gets correspondingly little help in learning new spells.

Journeymen are level 10 or higher in at least one of the two Timeflier spell lists. They need no masters but may not take apprentices. They can vote.

Masters are level 20 or higher in both Timeflier spell lists. They can take apprentices but need not. If they take apprentices, masters are supposed to teach them temporal magic and look out for their safety. If the apprentice is not yet adult and lives with the master, the master is responsible to the guild for the apprentice's behavior. Other details are negotiated in the individual apprenticeship contract.

Masters can be elected to the Dial, and of course they can vote. The guild may call on masters for emergency assistance, (e.g., forming a posse to hunt down a renegade Timeflier).
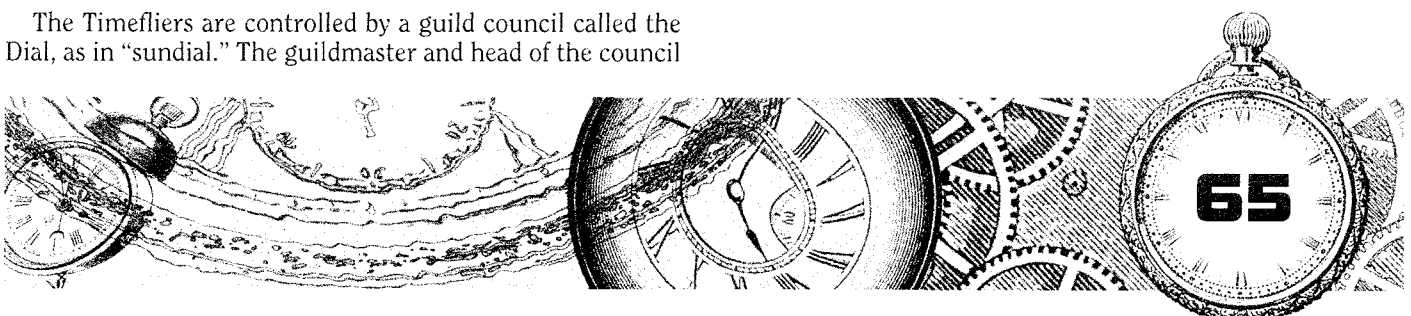
BENEFITS

Benefits of belonging to the guild include:

- Access to the guild's labs, records, and libraries of spells and history.
- Access to certain kinds of supplies, including period costumes.
- Access to the guild treasury, to exchange money of one period for money of another.
- Letters of introduction to various useful people in different periods.
- The right to call on other guild members for basic protection and aid (e.g., hiding from pursuing foes, first aid, food and shelter).
- The right to free medical treatment at guild infirmaries.

RESTRICTIONS

The guild imposes the following rules on members:

- Five percent of any money you make by time-traveling goes to the guild.
- No time travel into the "future" without permission from the Dial (in particular, the Compline). This means that, if you leave your home time to spend, say, three months in the previous generation, the guild doesn't want you to come back to a point much more than three months after the time you left. And of course, they don't want you leaving your home time futureward at all, without permission.
- No working for governments futureward. Scouting out the future for governments combines the risks of timelock with the problems of politics, and the guild would rather not cope with that.
- No time-twists, if possible. If you meet a fellow Timeflier outside your home time, you should determine if you've both met each other before in the same order. If not, you should part company. The guild regards this as a public safety measure.
- No time-traveling while drunk. ("Is '93 going to be a good year?") Another public safety measure.
- No gambling. It just isn't fair for time travelers to gamble, and if you are known to be a Timeflier, it gives the guild a bad reputation, because no one ever believes you didn't rig the bet retroactively or peek ahead at the outcome.
- No use of time travel for theft or illegal violence. Violations of this will make the guild form a posse to hunt you down.

The Dial has an unenviable job enforcing these rules (and any similar ones the GM wants to add). Since the guild is composed entirely of people of considerable talent and determination, who can time travel at will, regulating them is like trying to herd Cheshire cats.

Violating most of the rules gets you snubbings, or a public chewing out, or denied guild resources, or at worst demoted from master to journeyman. But serious crime against property or persons is another matter. The guild will hunt you down, possibly joining forces with mundane justice. Once you are caught, you may be imprisoned or executed. If you don't end up dead, the guild may also have you put under a curse or geas not to use your time-traveling powers, either for a while, or ever again.

AT THE EDGES OF THE GUILD

Not all time-traveling mages are in the guild. There are renegades—disgraced mages that were never caught or managed to lift the curses put on them; and disgruntled Timefliers that just plain quit without announcing the fact.

Others are rogues—astrologers or specialists in teleportation that re-discovered the time-flight or time-sight spells, or mages that learned their magic from one of the above classes of rogue or renegade.

The guild hunts renegade Timefliers, of course. It tries to enlist some rogues, tries to catch others, and ignores the rest. Rogues and renegades often go by colorful nicknames, such as: Aeon, Blue Moon, Doomcrack, Everafter, Neverlord, The Non-Prophet, Shatterday, The Thirteenth Hour, and Thunderday.

Between the guild and the rogues, there are various little colleges, brotherhoods, sisterhoods, and teams of Timefliers. These folk are guild members in name, but have little contact with it and are generally behind on their dues.

Then there are the people who go time-traveling with a Timeflier but are not Timefliers themselves, the Companions. The guild gives some official recognition to Companions. They can use the infirmaries, costuming, money-exchange, and historical library for small fees.

They can complain to the guild about bad handling by Timefliers in the course of time-travel adventures.

GUILD HALLS

The Timeflier Guild has several guild halls, scattered through the histories of various realms. Most are in major cities. These halls are well-hidden, for instance in the sub-sub-basement of an obscure and dusty little temple, library, shop, or home. Usually, the building in question has been (or will be) there for centuries, never changing hands, never looking at all interesting.
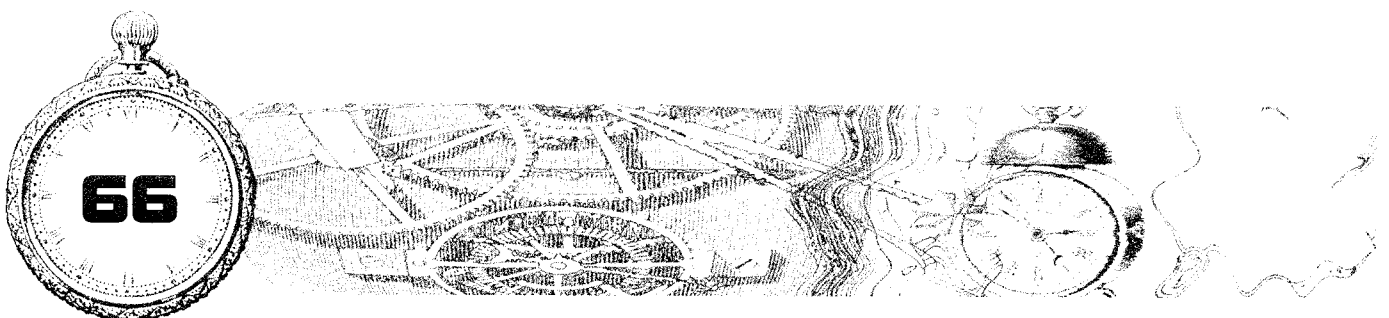
This building is owned by the guild, though the ownership is usually heavily disguised. The staff includes at least one high-level master Timeflier, who is the hallmaster. Different guild halls have different accommodations, but most have bedding, an infirmary, a history library, and supplies of costumes and make-up. They also have a set of safe-deposit boxes. This is part of the guild message system, since the simplest way to send a message to the future is to write it down and lock it away until the future arrives.

The central guild hall is called the Clocktower. It is hidden away at the peak of a forested mountain in an uninhabited territory. No roads lead to it; it can be reached only by flight or mountaineering. It has the most complete set of time records and the biggest infirmary, labs, costume department, etc. It houses the offices of the Dial and a big meeting hall.

The Clocktower has a large staff of Companions, drawn from many ages. Some are great warriors or thieves, working the security system. Others are historical scholars, or artists with useful talents. Others are great mages who happen not to be Timefliers, but who are in the hire of the Timefliers (e.g., the mentalists who obliterate the magical powers of renegade Timefliers).

Most of these Companions are seasoned, high-level adventurers, and deal with the Timefliers on a mutually respectful equality. If they are uneasy at being centuries from home, they are certainly not going to show it. PCs may find legendary greats among them, mixing with the unborn great names of the future.

The Clocktower generally seems nearly empty. Most Timefliers, including the members of the Dial, spend most of their time out in Time.
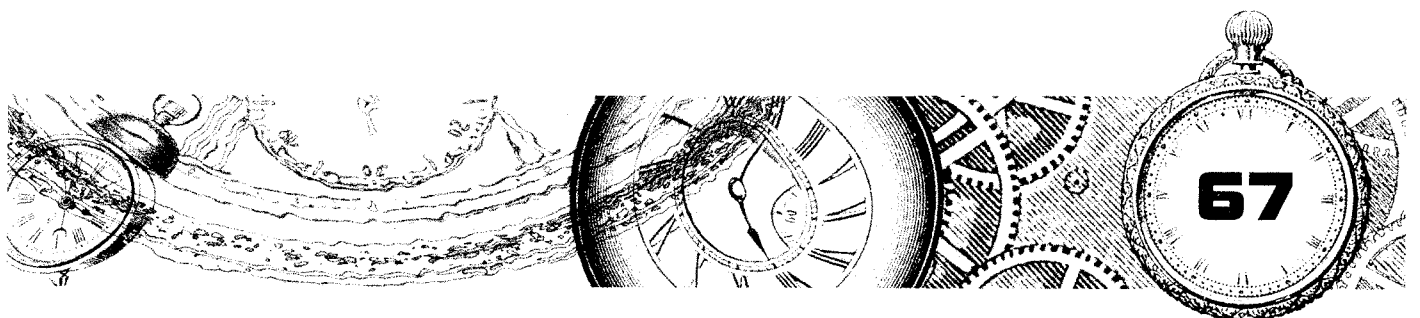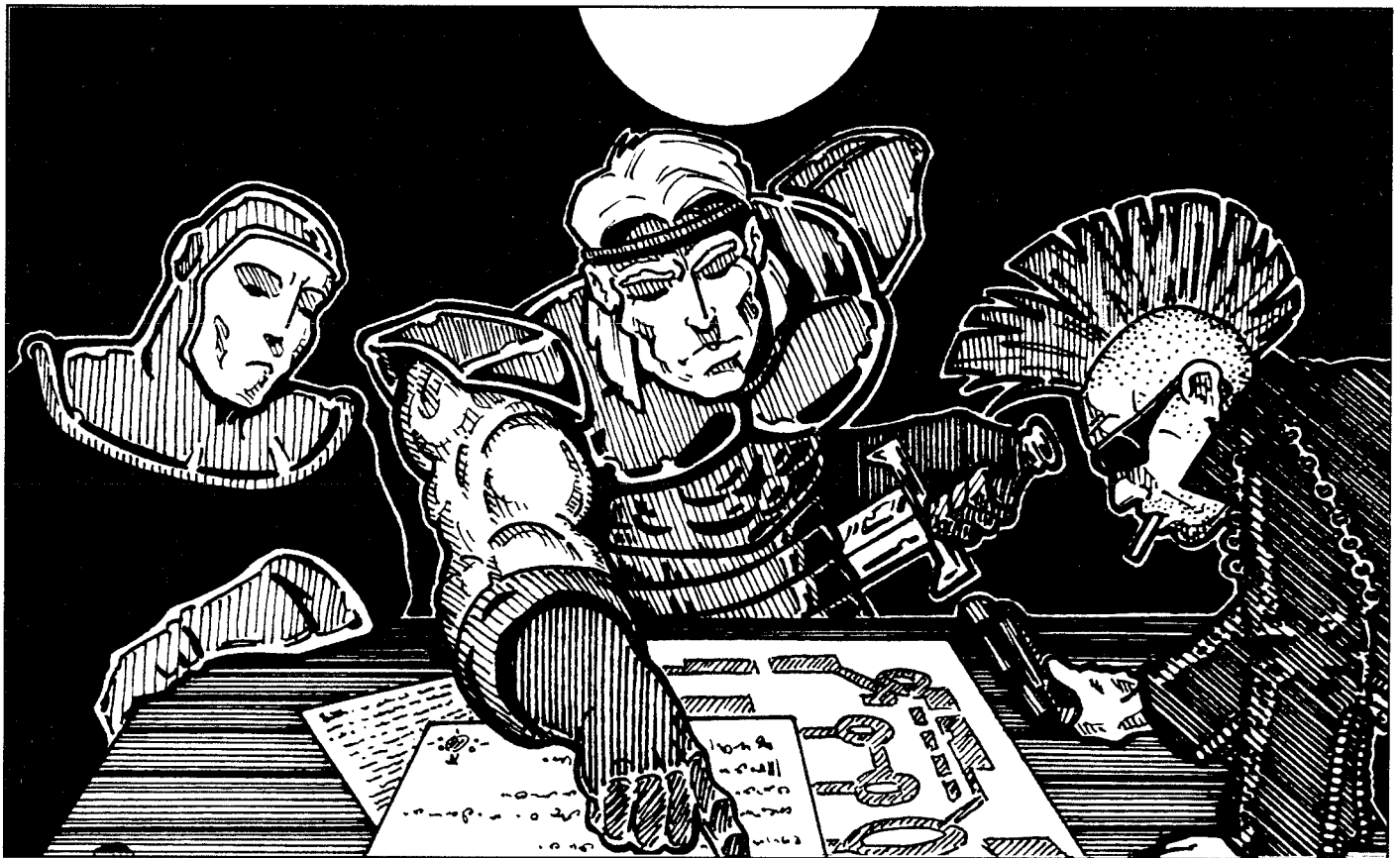
11.0 DO-IT-YOURSELF HISTORY

Though *Time Riders* provides you with a history, we realize that this will not meet everyone's needs. So here are some guidelines on making up your own history.

History falls into two halves—the past and the future. The future is wide open, yours for the imagining. But even the past has its chinks, loopholes, and loose connections, as every good time travelers knows.

11.1 FUTURE

Most science fiction is staged in the future. Many SF authors compose entire histories of the future, available for you to use or adapt, or to take as examples for composing your own:

Poul Anderson has composed several future histories, of which the most extensive is the history of the space-merchants of the Polesotechnic League and, later, the Terran Empire. Titles in this series include *Trader to the Stars*, *The Man Who Counts*, *The Trouble Twisters*, *Ensign Flandry*, and *The Earth Book of Stormgate*.

Isaac Asimov wrote a future history including his robot stories and, much later in time, the tales of the Galactic Empire and the Foundation. Titles in this series include *I Robot*, *The Caves of Steel*, *The Naked Sun*, *Foundation*, *Foundation and Empire*, *Second Foundation*, and *Foundation and Earth*

The late Robert Heinlein composed a long future history featuring the spread of humanity through the galaxy. Titles in this series include *Stranger in a Strange Land*, *Red Planet*, *The Star Beast*, and *Citizen of the Galaxy*.

Ursula K. LeGuin has composed a future history of the Hainish Worlds (of which Earth is one) and their community, the Ekumen. Titles in this series include *Rocannon's World*, *The Dispossessed*, *Planet of Exile*, *City of Illusions*, and *The Left Hand of Darkness*.

Larry Niven has composed three or four histories, the first being the Known Space future, featuring the puppeteers and the Kzinti. Titles in this series include *World of Ptavvs*, *Neutron Star*, *A Hole in Space*, and *Ringworld*.

There are many more, and no doubt many to come.

STYLES [11.1.1]

Future histories come in several different styles—utopian, dystopian, satirical, farcical, and realistic.

UTOPIAN

This is a wonderful future, where things are markedly better than they are now. Typically, crime, war, and poverty are no longer major problems. *Star Trek's* United Federation of Planets seems pretty utopian. In fantasy, Tolkien created several utopian times and places: the Shire, Lothlorien, and early Numenor, for example.

But since adventure depends on conflict, and a utopia is short on conflict, you will probably want to keep it in the background. (Hobbits start their adventures when they *leave* the Shire.) A character (PC or NPC) from a utopian age makes an interesting critic of imperfect societies. A utopia makes a good object for the PCs to defend, or a good place to vacation in. But you probably don't want to stage an adventure there unless you bring trouble in from the outside.

Some utopias are very rich, solving society's problems by sheer prosperity. Others are rather poor but have trained their folk to appreciate spiritual wealth. Some are hi-tech, urbanized, and dominated by sweet reason. Others are pastoral and mystical, dominated by intuitive harmonies. You can combine these, if you like. Many utopias are run according to a particular theory of economics, education, ethics, religion, or politics, which, being the Right Answer, has of course been wildly successful.

DYSTOPIAN

A "dystopia" is the opposite of a utopia. It has gone to the dogs. Everyone in a dystopia is miserable, and a lot of them are rotten. Life is, in the words of the philosopher Hobbes, "nasty, brutish, and short." Like a utopia, it can be used for preaching, but it shows the dangers of ignoring the preacher's advice, while a utopia shows the benefits of following it. George Orwell's novel *1984* is the most famous dystopia. The world of *Cyberspace* is rather dystopian, and the galaxy of *Space Master* has a strong dystopian coloring.

Dystopian ages make good sources for villains. You can certainly stage an adventure in a dystopia; just surviving and escaping might be adventure enough. You can also have the PCs overthrow a dystopia as a public service. Characters that are refugees from dystopias can have all kinds of colorful backgrounds, scars, quirks, phobias, combat skills, and nervous disorders.

Dystopias come in a variety of unpleasant flavors. Some are urbanized, full of street violence and political intrigue. Others are set in hostile wilderness, full of barbarians. Some are dominated by a fearsome tyrant patterned after Hitler or Stalin, with populations quaking in fear, as in 1984. Others are more insidious and disguise themselves as utopias, with the population brainwashed into a zombie happiness. Aldous Huxley's *Brave New World* is the classic of this type.

SATIRICAL

A satirical setting is a mild dystopia played for laughs, or at least for cynical snorts. The author imagines a future in which a selection of today's problems have become ridiculously big. A classic of this style is *The Space Merchants* by Pohl and Kornbluth, in which the world is tyrannized by big business. Many of the comedy routines of the Firesign Theatre were set in satirical futures of media-blitz. More recently, there was *The Hitchhiker's Guide to the Galaxy* series by Douglas Adams.

Use satirical futures as they were intended, for laughs. Strand the PCs in such an age and watch them try to roll with the punches until they can escape. Or have time travelers from such a period erupt into the time the PCs are in, producing general chaos.

FARCICAL

A farce future is even more comic and less realistic than a satirical one. Also, it is not particularly trying to criticize the present. The line between satire and farce is very fuzzy; *Hitchhiker's Guide to the Galaxy* could just as well be called farce. A clearer example is Warner Brothers' *Duck Dogers in the Twenty-Four and a Halfth Century* or Ren and Stimpy's adventures in the Amazing Year Four Hundred Billion (e.g., *Marooned, Space Madness,* etc.).

Use a farcical future for laughs, just as you would a satirical one. Dump the PCs there as if crash-landing them in an amusement park. Use a farcical age as a source of outrageous gizmos, like robots with an indefinite number of built-in tools, ray-guns with settings like "deep fry," and space ships that fold up into briefcases.

REALISTIC

A realistic future is one the author composed with no overriding intent besides plausibility. No preaching, no comedy, no horrifics, no idealization. But what IS plausible? Aye, there's the rub.

What you find plausible depends on your general philosophy of history. (And if you make up a future history while aiming at realism, you WILL have a philosophy of history, whether you notice it or not.) Here are some questions to keep in mind if you want to make up a realistic future:

Cycles: Does human history run in cycles, according to some natural law? Does the economy cycle? Is there a cycle for the formation and breakup of empires (a cycle from vigor to decadence to barbarism and back to vigor)? Does technology cycle as well? (In which case, where are the archaeological remains of prehistoric plastics?)

Technical Advancement: We got through the bulk of our history (the Old Stone Age) with an essentially static technical level. Will the technical level just keep going up and up, or will it level out and become static again at some point? If so, at what point?

Society Shifts: Are people always getting better and better, through the accumulation of technical and scientific knowledge, the force of evolution, or the inevitable spread of the Right Way of Thinking?

Or are people always getting worse, through the increasing decadence of civilization, the principle of entropy, or because kids today are no dam' good?

Or do things in society shift randomly, some getting better, some worse, some just different, with no net improvement or degradation?

Inevitable Events: Are some events bound to happen sooner or later? Various people put forward various events as inevitable, for instance:

• The decline of the west, as predicted by Spengler in *The Decline of the West*

• The triumph of the proletariat and the withering away of the state, as predicted by Karl Marx in *Das Kapital*

• The dawning of the Age of Aquarius and a general raising of the level of human consciousness, as predicted in New Age Movement literature
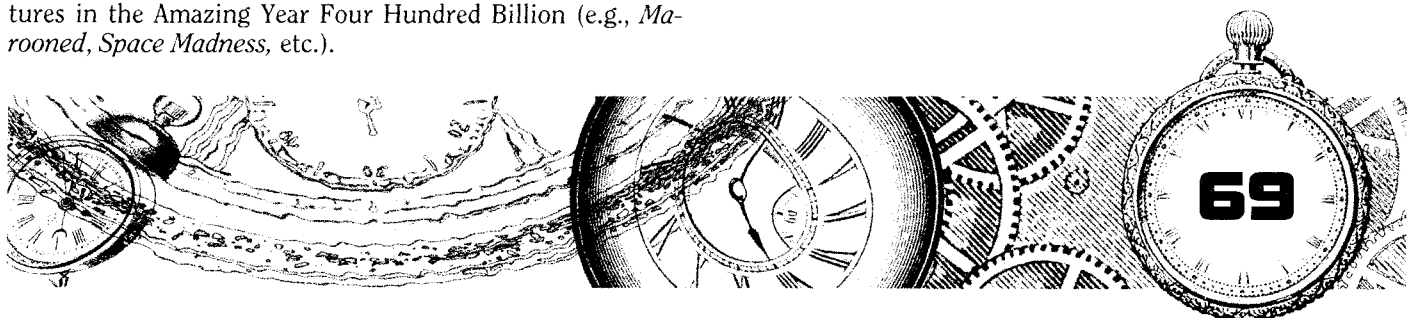
- Judgement Day and the Reign of the Messiah, as predicted in Judeo-Christian prophecy
- Contact with aliens, as predicted by some CETI pundits

Impossible Events: Are some events never going to happen? Some people regard some events as impossible, such as:

- A utopia
- A world government ("world" meaning all humanity, not necessarily just one planet)
- A universally believed religion or philosophy
- The extinction of religion, or government, or family

EVENTS [11.1.2]

This section lists various events that often appear in future histories. Select the ones you like, or use them as springboards for your own ideas.

SOCIAL CHANGES

- Holocausts, either nuclear or brought on by pollution, population pressure, and other ecological damage. A holocaust generally introduces a dark age with (one hopes) a subsequent revival.
- Matriarchies, a direct reversal of the patriarchal tradition of past history, with men as the second-class citizens, limited to careers as daddies, heavy labor, and cannon fodder for female generals.
- Theocracies & Ideocracies, nations or empires in which the government is openly run by the priesthood of the state religion or the members of the Party that embodies the state ideology. History provides examples.
- Plutocracies, societies in which merchant princes and giant corporations are dominant over governments. History has never seen this in a pure form, but there are plenty of impure forms.
- Aristocracies, societies in which political power depends mostly on family ties. There are still plenty around today. Americans find them colorful and like to write them into the future, since they don't have to put up with them much.
- New Philosophies, either in the form of new religions or in the form of new political movements. This gives the GM a great scope for creativity, though it may be harder than you expect to be truly original.
- World-States, where all humanity is brought under a single government. The government is often painted as a utopia or a dystopia, but need not be either. It also need not last forever.

- Interplanetary & Interstellar States, where a single government spans many planets. Galactic empires and federations are popular examples of this. Of course, you need the right technical level to do this.
- Alien Contacts/Invasions, where we meet with another intelligent species. The possibilities here are enormously varied, depending on how you depict the humans and the aliens.
- Solo Conquerors, men like Alexander, Tamerlain, Napoleon, or Charlemagne, who leave their stamp on history but generally fail to establish any kingdom or empire that outlives them for long. (There have been no female solo conquerors, but you can fix that.)
- "Is It A Person?" Our own age is thrashing out this problem with regard to the unborn and the arguably-dead. Future ages can face the same question regarding great apes and dolphins, computers, genetically engineered life-forms, and critters from other planets. Which leads to the next point.
- Post-Human Races, super-human, sub-human, or just non-human people who somehow arise from humanity via bio-technology, cybernetics, mutations from nuclear radiation, or evolution. They can be persecuted minorities, tyrannical overlords, or anything in between.
- The Next Step, in which all or most of the race vanishes into the next phase of development: migration to another dimension, promotion to godhood or Elder Race, Judgement Day, union with the Absolute, or whatever. Of course, you can only do this trick once.

FADS AND FASHIONS

- Weird Costuming. Does everyone in the future have to wear brightly colored body-stockings? Give future fashions some variety. Cosmetic (reversible) mutations, like feathers or antlers. Electric or anti-grav jewelry. Borrow from the past and throw in bustles, ruffled collars, bee-hive hair-do's, cloaks, wigs, farthingales, hats shaped like ships or buildings, masks, beauty patches, and heavy make-up. And that might be just the men.
- Weird Food. Chicken-flavored soft-drinks. Petroleum-based meat substitute. Bio-engineered champagne coconuts. Whale milk. Denebian unicorn eggs.
- Exotic Pets, mundane, extraterrestrial, mechanical, bio-engineered, or (of course) transtemporal. Armadillos. Electric dogs. Gene-tooled lap-horses. Antarean fuzz-worms. ("Go ahead. Those aren't really teeth.") Saddle-broken triceratopses.
- Hoola-hoops (again).
- Collectibles. Stamps, coins, maps of all worlds. To antiques add "xeniques" (stuff from other planets) and, of course, "chroniques" (imports from other times).
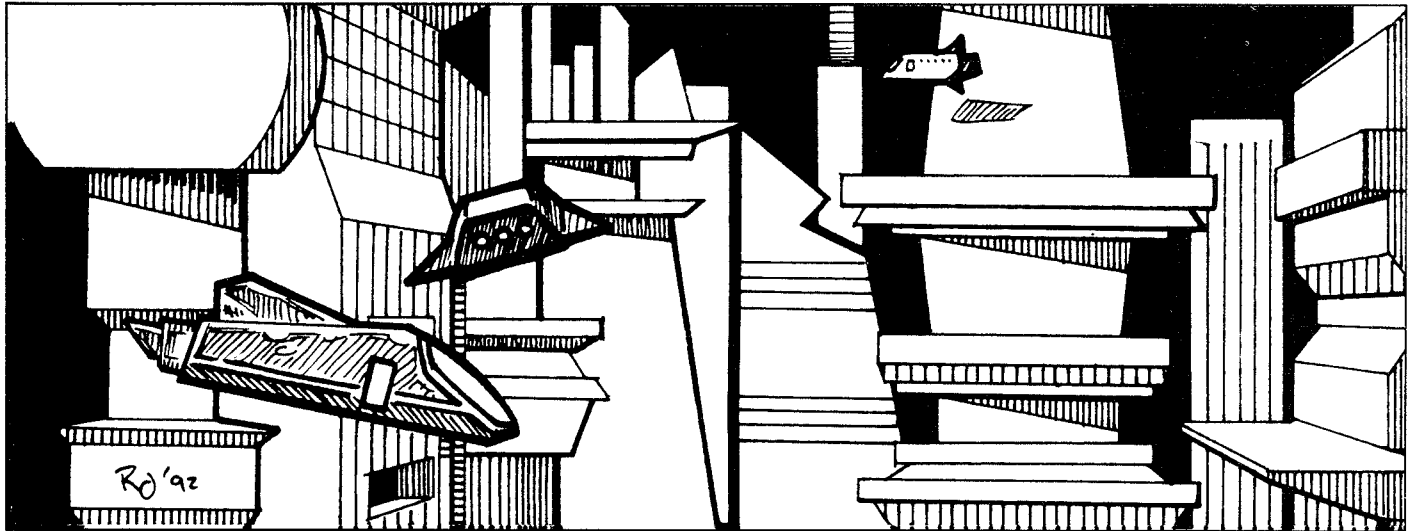
• Annoy Your Elders. Every generation finds new habits with which to needle the previous generation. The new "bad habits" can be purely cultural (like inventing a new set of swear-words), or hi-tech (like dueling with stun-pistols). Note that the PCs may find they are uncool old fogies to the youth of tomorrow. Contrariwise, on the principle of "what goes around, comes around," the PCs may find they are back in style with the youth of the day after tomorrow. ("Oh wow! This guy knows how to drive with a steering wheel!")

• Slang. Quick, can you translate, "Look at the pins on that tomato"? Feel free to mix future speech with some equally bizarre vocabulary. Note that slang is particularly rich in value judgements, synonyms for fashionable and unfashionable, labels for people you like and people you don't, and general intensifiers. Slang changes very quickly; a time traveler from the 1990s might have trouble separating the slangs of the '20s, '30s, and '40s.

TECHNICAL ADVANCES
[11.1.3]

The advances in technology are listed in a rough order of invention. (For instance, it seems unlikely we'd have rejuvenation before we improve organ transplants.) But technical history is just as surprising as any other kind of history. Ben Franklin thought we'd have antigravity by now, and never dreamed of some of the things we've done with electricity.

Remember that new technology often has profound effects on society. You may want to skip some inventions that force unwanted dramatic situations. Remember also that, as time goes on, a new invention is improved and comes in more and more sizes and prices.

TRANSPORTATION

1 — Interplanetary Travel, i.e., what we are presently working on.

2 — Antigravity, allowing better and cheaper spaceflight, plus gadgets like aircars and flight belts.

3 — STL Interstellar Travel ("slower-than-light"), letting you spread humanity across the stars but only slowly and with great effort; most trips are effectively one-way.

4 — FTL Interstellar Travel ("faster-than-light"), often called "hyperdrive." It makes interstellar travel like intercontinental travel in the last few centuries. The staple of science fiction.

5 — Timeflight (possibly coincident with FTL). According to Einstein, if you can go faster than light, you can time-travel. This is the method used by the League of Ages.

6 — Teleportation. This might be the same basic invention as hyperdrive, or it might be completely independent. It might require both sender and receiver, or only one. Its range probably gets larger as time goes by.

7 — Interdimensional Travel, assuming you decide there ARE other dimensions. You must also decide if it is done by ship or magical gateway or something else, and what is in those other dimensions. Parallel histories and fantasy worlds are traditional. Or you could try to be more original.

8 — Temportation (teleportation across time). This is the method used by the Timekeepers.
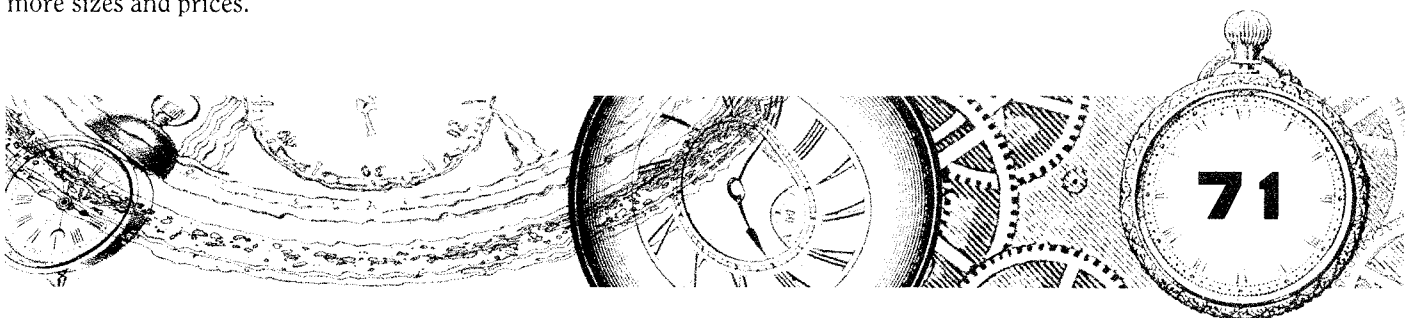
MEDICINE AND BIOTECH

1 — Genetic Therapy. Developed to correct or prevent hereditary defects, with a huge potential for both use and abuse. See the current headlines.

2 — Clones. Applied to agriculture, it isn't too exciting, but applied to people, it's alarming, though it's not clear what you'd want people-clones for. Applied to parts of people, it turns into organ regeneration (see below). (Note: Clones do not automatically inherit the memories of their prototypes.)

3 — Rejection-Free Transplants. This could make transplant surgery routine, and could also open ghastly black markets of murderous "organ-leggers" (a term invented by Larry Niven).

4 — Full-Function Prosthetics. This is what Cyberspace is all about. But while built-in finger-knives and radar-eyes can be fun, remember that more ordinary prosthetics can undercut the organ-leggers' markets and make society a little *less* brutal.

5 — Organ Regeneration, perhaps as an extension of clone technology, would make the bother of transplants and prosthetics obsolete, except for people who want cyborg enhancements. It would also make lives very much longer.

6 — Genetic Design. This develops from Gene Therapy but goes further. It lets people create whole new species—winged horses, talking dogs, petroleum trees, slave races, super-people—the choices are limited by the talent and the ethics of the designers.

7 — Rejuvenation. If people don't have to grow old, society automatically changes hard and fast. Who gets to be immortal? The powerful few? (Then won't the mortal many revolt in envy?) Everybody? (Then you'd better have *strict* population control.) Will people go adventuring from sheer boredom? Or will they become ultra-cautious for fear of risking their long lives? Or a mixture?

8 — Somatic Regeneration. This is transformation, SF-style. Somehow, you rewrite the subject's gene code (in every cell in the body), then regrow the body around it, without destroying the subject's mental identity.

COMMUNICATION

1 — 3D TV. The early version is like looking at a window or mirror, with unexpected images. In later versions, the images can step out of the frame but remain impalpable.

2 — Teleforms & Simularies. This adds solidity to the 3D imaging, with contoured force-fields or a wrinkle on teleportation, or some other trick. The individual solid images are "teleforms"; a whole environment of them is a "simulary."

3 — Mechanical Translator. A small, specialized computer that lets you converse in a specified foreign language, but makes you look like a foreign movie—your lips don't match your voice.

4 — Direct Link to Brain. This development depends on medical developments, too. It lets you read information into and out of the brain, preferably without opening the skull. It could transform education (pump lessons straight in), psychiatry (find the problem unambiguously), entertainment (feed in any experience you like), and the law courts (a perfect lie-detector). Of course, it could also enhance brain-washing.

5 — Instantaneous Communication. Depending on the futuristic physics you choose, this can be "tachyon beam dictor" (as in *Space Master*), "subspace radio" (as in *Star Trek*), "ansible" (a term coined by Ursula K. LeGuin), or "quantum link." It puts other stars within telephone distance and can provide lifelines to home base for explorers and adventurers. (You may not WANT them to have those lifelines. You may want to forbid this level of communication, or make it difficult or expensive.)

6 — Cross-Dimensional Communication. This extends the principle in 5.

7 — Transtemporal Communication. This too extends the principle in 5, but has all the complications of timelock and logistics that you find in bodily time travel.

8 — Intrinsic Language. This language was developed from a deep study of brain structures and is learnable by anyone after a few seconds of exposure, though fluency takes a few days. Written form is ineffective unless you know or figure out the script being used. You will have to decide how readily non-humans understand it. Elves probably have no trouble. Intelligent machines and aliens may not catch on so quickly.

CYBERNETICS

1 — Voice-Operated Computers, gadgets already real but rare. Just imagine them common and useful. The early ones have to be addressed in their own special dialect. "Computers" here and in the rest of the list includes robots.

2 — Semi-Intelligent Computers, gadgets at least smart enough so that you can have a conversation with them on some real-world topic. Autopilots, autochefs, voicewriters, autodocs, simple fetchers, etc. At some point, you may begin wondering if they should be protected by the humane laws, like animals. Attempting telepathic contact with them would be interesting.

3 — Humanly Intelligent Computers. These can be trusted with the same general tasks as human servants and employees. In fact, they may qualify as citizens (and maybe as PCs). Whether they want to be citizens or are allowed to be citizens is another matter. Again, telepathic contact with one would be an interesting experiment.
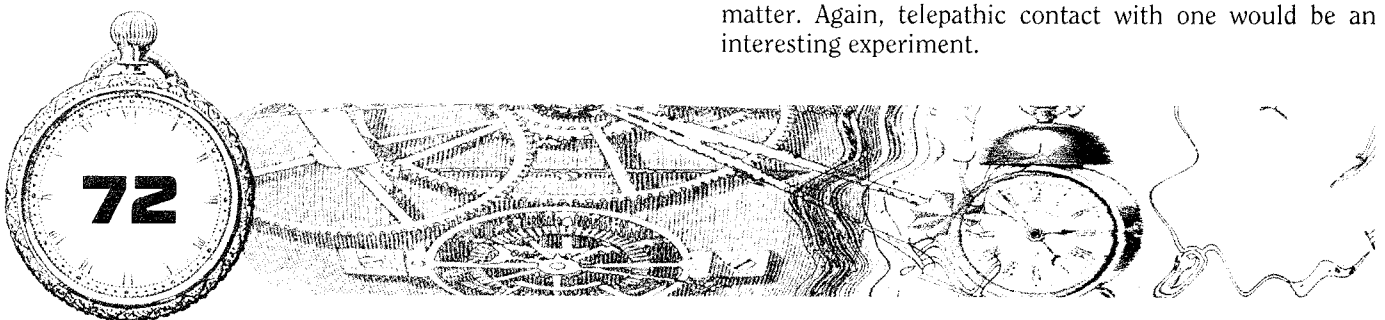
4 — Intrinsic Software. This is to computer coding what the language Intrinsic is to human communication. You can program any computer in Intrinsic, but are, of course, limited by the computer's own capacities; you can't create AI in a pocket calculator.

5 — Brain/Processor Mind-Swapping. This is the ability to move natural and artificial minds from one piece of "hardware" to another, either organic or inorganic. It could deeply muddy the distinctions between species, and between organism and machine.

6 — Superhumanly Intelligent Computers give a variety of dramatic possibilities, but probably shouldn't be PCs. They could be tyrants, benevolent rulers, mystically inscrutable oracles and teachers, completely uninterested in the rest of us and anxious to leave, or indifferent to us and anxious to implement some alien and inconvenient plans of their own. Or a mixture of these.

7 — Driftware. This is a development from Intrinsic Software, programs that can run in any material, even if it isn't organized into a computer. Furthermore, this form of software can transmit itself from point to point in the material, hence "drift." It amounts to a programmable static electric charge. You need specialized input/output equipment to create it and communicate with it.

8 — Cyberfields. Driftware freed from the requirement of a material medium, artificial beings made of energy. Arguably a new (maybe superior) form of life. (If you use them much, be sure to give them vulnerabilities.)

CONSTRUCTION

1 — Sea-Floor Cities, built on the continental shelves, for mining operations and aquaculture.

2 — Air-Tight Cities, built on the Moon, Mars, and other airless bodies, either under ground, under domes, as freestanding structures, or a mixture, for mining and related industries.

3 — Orbital Cities, that is very large space stations, built as spinning rings and cylinders until the advent of artificial gravity, for interplanetary trade and vacuum industries.

4 — Terraforming, remodeling whole planets to support life. The early versions of such projects might take centuries to complete.

5 — Multidimensional Structures, that is buildings with four or more dimensions.

6 — Megastructures, such as the Dyson Sphere or the Ringworld envisioned by Larry Niven—structures as large or larger than planets, though the motive for building them is a little obscure.

7 — Scale Structures, that is regions where objects have a different size or time flows at a different rate, thus allowing miniature cities, shrink/grow suits, acceleration bubbles, or stasis chambers.

8 — Spacetime Structures, in which geometry varies at the whim of the architect.

MATERIALS

1 — Macrometals, ultra-rigid and ultra-strong forms of metals composed of single giant crystals (macro-iron, macro-copper, macro-aluminum, macro-gold, etc.), but brittle and subject to chemical damage.

2 — Diasolids, polarized materials that are fluid or transparent or conductive, etc., on one axis, but solid or opaque or resistive, etc., on others.

3 — Levitite, a solid with a lower density than that of air, useful as a puncture-proof "balloon" for suspending things without power.

4 — Deep-Bond Materials, in which molecular bonds between atoms are made between the inner electron shells. Ultra-tough.

5 — Power-Bond Materials, in which the molecular bonds are reinforced by an outside power supply. Very tough, and adjustable.

6 — Ergoplasm, materials that change shape and rigidity according to the electrical and magnetic fields sent through them. Great for adaptable machinery, like amoeboid robots.

7 — Aeromer, solidified air, coming in a variety of forms, very cheap, and "aero-degradable," like plastics only more so.

8 — Photonite, solidified energy, coming in an enormous variety of forms, some of them explosively unstable.

11.2 PAST

Of course you will make up much of your own detail about the past every time the PCs go there—imaginary people, towns, battles, etc. But major historical events are a different matter. Since there is an accepted picture of the past, you have four choices for your own additional chunks of history:

LOST AGES [11.2.1]

You can put your additions in the hazy parts of conventional history. And there is plenty of haze. History from poorly-documented places and times is *always* full of guesswork—or if it isn't, that just means there is a popular fashion among the historians, not that the real history is well-known. Prehistory is even hazier.

Within broad limits, you could make up any culture you liked for the Megalithic culture that dominated the Atlantic Rim as civilization was dawning in Mesopotamia; or the lost tribes and nations of Europe that were swept away in the Indo-European invasion; or the people of Mohenjo-Daro. You could make up your own tribe of American Indians or Central Asian steppe nomads, drop them into 2000 BC, and no one could say they weren't genuine. With a little care, you could create whole as-yet-undiscovered empires in ancient South America.
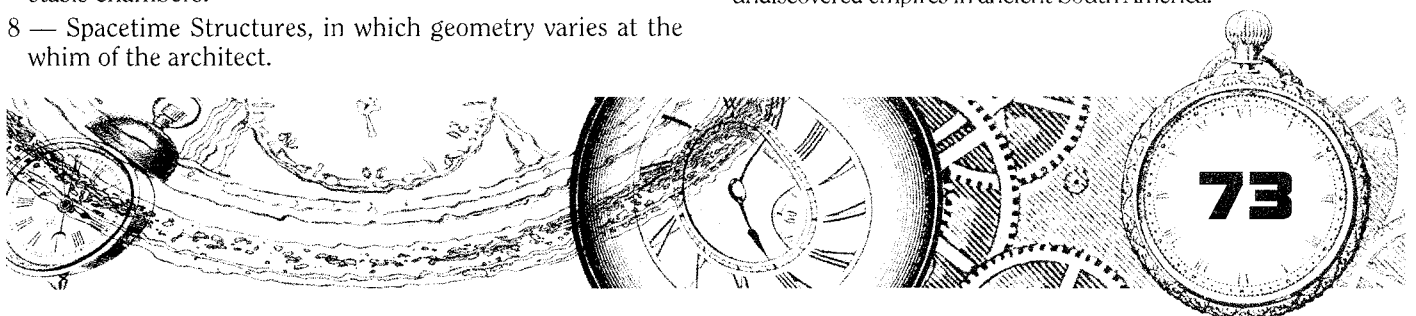
Pre-human time is even more open. They discover new fossils every year, so you can make up prehistoric animals as you please and, so long as you stay in the general outlines of Earthly biology, none can say you nay. In particular, most fossils form in watery graves. As a result, the dinosaurs of desert, plain, and mountain may remain unknown forever—unless there is time travel. So consider inventing the Caprisaurus, a horned and mountain-dwelling dinosaur like a scaly cross between a goat and a kangaroo, much favored by time-travelers as a pack animal.

When you make up prehistoric animals, remember we hardly ever know what colors they had, or how their voices sounded. And boneless features like crests, manes, and ears seldom fossilize. So, for instance, you could introduce a neon-blue dinosaur with hot pink zebra-stripes, a voice like a trumpet, and elephant-sized ears, and, though the players might question your taste, they could not call it unscientific.

HISTORY ISN'T WHAT IT USED TO BE [11.2.2]

You can make your additions flatly counter-factual. In that case, you should let the players have the same chance of knowing your pet history as they have of knowing the real one; for the PCs, your version *is* the "real" one. "And I'm sure you all remember how England and Holland united their monarchies under William & Mary during the War of the Spanish Digression."

Less wildly, you can make up minor cities and countries, like Trollop's Barchester or Tepper's Alphenlicht, which the players could verify as fictional if they chose, but are obscure enough that they don't change the general complexion of history. You could scatter petty kingdoms all over Medieval Europe without bending the shape of history, and there is plenty of room in the Pacific for a few more islands.

THE FICTION SHELF [11.2.3]

You can borrow additions from literature. This is very popular. For example, suppose Sherlock Holmes is a real person and Arthur Conan Doyle is Dr. Watson's pen name, or Watson's literary agent. Similarly, Alexandre Dumas can be made into a historian, not a novelist, chronicling the adventures of the Musketeers.

When you borrow literary characters, consider how they stack up to the PCs. For instance, unless the PCs are very experienced and utterly brilliant, they should be just as amazed as Dr. Watson by Holmes' deductions. On the other hand, an advanced PC swordsman might have something to teach the young d'Artagnan.

If you want to borrow a plot instead of characters, remember three things: First, the original characters were probably not time travelers; drop your PCs into King Arthur's court and they will *not* act like run-of-the-Round-Table knights.

Second, the PCs may have to fit into a hole left by removing only one original hero. Make sure there is enough for them to do.

Third, the PCs are very likely to wander off the track of the original plot (especially if any of them have read the book). You have to have something for them to do when that happens.

MYSTERY, ANCIENT AND MODERN [11.2.4]

You can use historical mystery or controversy. Historians lack answers to a great many questions, and have conflicting answers to many more. Some of the issues are serious, others are ludicrous, but both can be lots of fun, provided they don't lead to shouting matches over the game table.

Here are some famous controversies and mysteries of history, ranging from respectable to laughable:
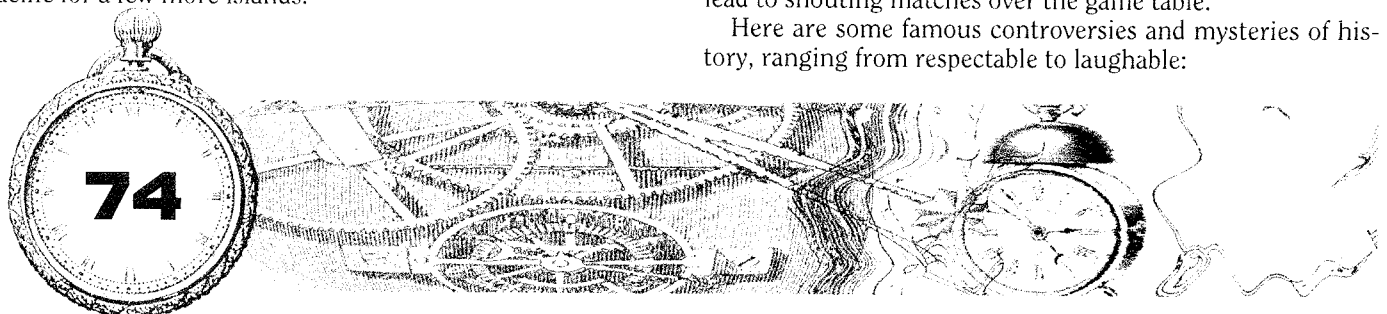
ANASTASIA

In 1917, the Bolsheviks took Czar Nicholas II from the throne of Russia and jailed him and his family. The royal family were reported shot in 1918. But there are rumors that some or all of them escaped. In particular, it was rumored that the young Princess Anastasia escaped. Did she? If so, what happened to her? Did she really end up in Charlottesville, Virginia, as many assume?

ATLANTIS

And Lemuria, and Mu, and Ys, and Lyonesse, and many similar pieces of soggy, dubiously real, real estate. No geologist believes in whole sunken continents. But many other people believe in them passionately. Who's right? Or are these missing lands now in other dimensions that have broken off diplomatic relations? Or was Atlantis the same as bronze-age Crete? Or...

BACON AND SHAKESPEARE

In the 18th century, the theory circulated that "Shakespeare" was really the pen-name for Francis Bacon (1561-1626), an Elizabethan philosopher and statesman. The theory still has adherents. Literary authorities dismiss the idea. Will you?

BRITISH ISRAELITES

In 922 BC, the kingdom of Israel, made up of twelve tribes, split into the two kingdoms of Judea (the tribes of Judah and Benjamin), and Israel (the other ten tribes). In 722 BC, the Assyrian Empire destroyed Israel, thus creating the Ten Lost Tribes. Where did they go? The dull answer is that some rejoined Judea, some formed Samaria, and the rest blended into the surrounding nations. But in 1840, one John Wilson announced that the Ten Lost Tribes of Israel were, in fact, the British. Historians find this answer implausible, but it isn't dull, and some people hold by it passionately. Perhaps someday someone will rent a time machine and go settle the issue.

CAMELOT AND THE HISTORICAL ARTHUR

How much of the Arthurian legend is true? Somebody kept the Saxons from invading Britain for a while after the Romans left. Was it a single man named Arthur? Did he set up his capital at Winchester and call it Camelot? Did he have a round table and a wife named Guenivere, and so forth? Or are all the Arthurian folk leftover Celtic gods?

DEVIL IN DEVONSHIRE

On 8 February, 1855, in Devonshire, England, around the villages of Topsham, Bicton, Dawles, and Totnes, the folk woke up one snowy morning to find a winding trail of horseshoe-shaped prints twisting through the villages and fields, wandering up to windows, apparently hopping over walls and haystacks, like a champion pogo-stick rider. What the heck happened?

EL DORADO

The Spanish conquistadors believed that there was, somewhere in the New World, a country, or a city, or seven cities, full of gold. This realm of gold was said to be in the American southwest, or on the shores of the Amazon, or the Orinoco, or.... It was called Manoa or Cibola or El Dorado ("the gilded"). This last name was first use for the supposed king, who put on a coating of gold dust, then dived in a local lake as part of a yearly ritual. Is any of this real, or is it just a dream of avarice?

ETRUSCANS

As Rome started its rise to power, it fought and later absorbed a highly civilized and cultured people known as the Etruscans. We have some samples of their art and writing, and some bits of Roman history, but very little is known of Etruscan culture, and their language cannot now be read. Time-traveling field historians would love to fill this gap in knowledge. The Etruscans are just a sample of a huge number of lost nations.

FIRES AND SHADOWS ON THE MOON

Between 1869 and 1871, the Royal Astronomical Society of Britain observed bright points of light on the moon, picking out geometrical patterns, mostly in Mare Crisium. In 1912, an astronomer observed a black object, fifty miles wide by the shadow it cast on the moon, moving quickly across its surface. In March and June of 1915, astronomers observed a glow near Aristarchus. In July and August of 1953, three astronomers observed the shadow of something like an immense suspension bridge on Mare Crisium. Mistakes? Natives? Aliens? Indiscreet time travelers?
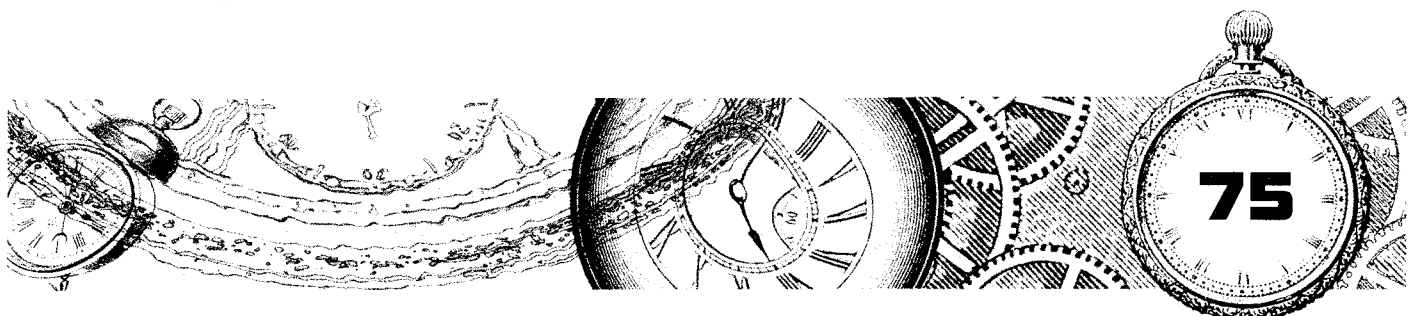
FLIGHT 19 & THE BERMUDA TRIANGLE

On 5 December 1945, five U.S. bombers on a training flight disappeared over the ocean off Florida. They were just the most famous of many casualties of the "Bermuda Triangle." Are these vanishments just the normal kind and rate of accidents at sea? This is the plausible and mundane view, but GMs need not be limited to that.

HINDENBURG

On 6 May 1937, the German dirigible Hindenburg burst into flames as it was landing at Lakehurst, New Jersey, killing 35 of the 97 people aboard. But what triggered the explosion? World War II was simmering. Was the Hindenburg sabotaged?

JACK THE RIPPER

Name assumed by a mass murderer in London, 1888-1889, who was never caught. He wrote ghastly little rhymes and mailed them to the newspapers. Most of his victims were prostitutes and his methods led to the speculation he was a doctor or a butcher. The various clues led to a wild whirl of theories: he was Sir William Gull, the queen's physician; or a Mason; or a Mason-hater; or a Jew; or an antisemite; or Prince Albert; or an agent of Prince Albert's, murdering prostitutes to polish off the Prince's mistress and hide the deed in the serial killings. And so on.

JFK CONSPIRACY

In 1963, President John Fitzgerald Kennedy was shot by Lee Harvey Oswald, who was shortly thereafter killed by Jack Ruby, who died in prison before trial. Was there a conspiracy? (The Warren Commission said not.) Did Oswald and Ruby die because the conspirators were covering their tracks? If there was a conspiracy, who ran it? Did Kennedy really die? Why has much physical evidence, including Kennedy's brain, apparently disappeared? Was there a second gunman? Why were there so many sudden deaths among many people connected with the mystery? How about the loose bullet found on the hospital stretcher? The tabloids are still full of this one.

KING SOLOMON'S MINES

Around 960 BC, King Solomon of Israel started building the first temple to the One God. It took a lot of money and included a lot of gold. Ever since, rumors have circulated of a fabulous gold mine somewhere in Ethiopia or the Sudan.

LINCOLN CONSPIRACY

When John Wilkes Booth shot Abraham Lincoln, was he operating on his own, or was he an agent of some more widespread conspiracy? Was the conspiracy run, as some people have suggested, by Secretary of War Stanton?

LINEAR A

Back in the Bronze Age, ancient Crete was the center of a great sea-power, apparently a trade empire that may have been the origin of the Atlantis story. The folk there spoke and wrote a language known to us only as "Linear A." (They were eventually displaced by an early Greek culture that spoke and wrote Linear B, a variety of Greek.) No one can read Linear A now, or even say what family of languages it belongs to. Finding out is one thing the field historians would love to do. Linear A is just one sample of a huge number of lost languages.

MADOC'S WELSH IN AMERICA

Legend has it that, in the 12th century, Prince Madoc of Wales fled west over the sea from the Normans with a band of Welsh settlers. He returned for a second load, telling of the land he had discovered. Then no more was heard. Did this happen? If so, where did the Welsh settle, and what became of them? People have suggested just about every place along the eastern shores of the Americas.

MAGIC

Did it once work? If so, why not any more? Because all the elves left for Eldamar? Or because the gods left for Kulthea? Or because all the free Essence got used up? Or because no one believes in it any more? Or does it still work? If so, why doesn't anyone notice? Too pigheaded? Are all the magic-users keeping it a secret?

MAN IN THE IRON MASK

He was a prisoner of the state in France during the reign of Louis XIV (1645-1715), confined at Pignerol, then the island of St. Marguerite, and finally the Bastille. He was treated with great deference and allowed many luxuries, but his name and face were firmly concealed. The mask was really black velvet. People have suggested that he was Count Mattioli, an Italian agent; the king's bastard son; the king's twin brother; and so on. His fate is as unknown as his identity.

PRINCES OF THE TOWER

In 1483, Edward V and Richard, Duke of York, were put in the Tower of London by their uncle, Richard III, Edward then being thirteen. According to Sir Thomas More, Richard had them murdered to help secure his place on the throne. But there are those who would rehabilitate Richard's reputation. Was it protective custody? (There was a civil war at the time.) Were they really killed by Buckingham or Henry VII? (They stood between Henry and the throne, and Henry is known to have had several other rivals killed.)

PREHISTORIC MATRIARCHY

There is a theory that the civilizations of the New Stone Age were dominated by the worship of a triple goddess, and that these civilizations were dominated by women or sexually egalitarian. The patriarchal civilizations recorded in history are supposed to be the results of military conquest by Bronze Age warriors. More conventional history acknowledges that polytheist cultures have always had very important goddesses in their pantheons, that there is a theme of triples running through Indo-European mythologies, and that women had higher status in some ancient societies than in others, but deny that there is evidence for a matriarchy or worship of a supreme goddess. (See Riane Eisler's *The Chalice and the Blade* for a feminist view of this theory. See Mary Renault's *The King Must Die* for a fictional rendition.)

RASPUTIN

Grigori Yefimovich Rasputin was a Siberian-born peasant reputed to be a holy man with a gift of healing. On the strength of that reputation, he met Czar Nicholas II of Russia to cure his son Alexis of hemophilia. He appeared to succeed and went on to meddle in court politics. The court regarded him as selfish, greedy, debauched, and cunning. They tried to assassinate him in 1916, with poison, bullets, and knives. Held up by an iron constitution or something stranger, he didn't die. In the end, they dumped him, still breathing, into a frozen river, through a hole in the ice. His body was never found. Did he have some strange power that really let him sway the czar and heal others and himself? Did he die? Or did he escape to another place...or time?

TITANIC

Exactly how did it sink? We know about the iceberg, but we also know that there were fires burning in the ship's (5-story-tall) coal bins, and that similar bins exploded in its sister ship the Britannic, in World War Two, sinking it. Did the Titanic's coal bins explode when it hit the iceberg? Did it hit the iceberg because its coal bins had already exploded? Why did it take other ships so long to answer the distress calls? Would the PCs like to try rescuing any of the people "known" to have died.

TUNGUSKA, SIBERIA, 1908

In 1908, there was a great explosion that was heard for miles and flattened trees in the snowy forests. From evidence examined later, it was clear the explosion took place some distance in the air above. There was no crater and no obvious debris. Some distant observers reported a mushroom cloud. What was it? An icy comet exploding on atmospheric entry? Antimatter? A UFO or timeship? Something else?

VELIKOVSKY

In the 1950, psychoanalyst Immanuel Velikovsky (1895-1979) published *Worlds In Collision*. In this book and its sequels, he put forward the theory that most of the great catastrophes of the Bible, such as the ten plagues of Egypt, were natural phenomena caused when the planet Jupiter erupted a giant comet which grazed Earth, knocked Mars out of its orbit so that Mars nearly collided with us, and finally settled down to become the planet Venus. Historians and astronomers regard this idea as twaddle, but it sure makes an exciting story.

VANISHMENTS

- Why did the crew of the "Mary Celeste" abandon ship? This ship, commonly misspelled "Marie Celeste," was an American brig, found by a British barque on 5 December 1872, with its crew and lifeboats missing.
- What happened to the riverboat "Iron Mountain," that vanished with 55 people in June, 1872, near Vicksburg, Mississippi, leaving its barges adrift with their tow lines cleanly severed? (1872 was a bad year for shipping.)
- 2,988 Chinese soldiers under the command of Colonel Li Fu Sien vanished in open countryside, on 10 December 1939. There was nowhere to desert to.
- Then there were the 32 men who apparently vanished out of a twin-engine plane, causing it to crash on the Tahoma Glacier in 1947, with no bodies in evidence.
- There were also the first settlers of Roanoke, Virginia, not to mention Judge Crater, Amelia Erhart, Ambrose Bierce, and so on into oblivion. Some of these disappearances look paranormal. Others are just obscure. Historians are interested in both kinds. Time patrols might want to know if the continuum has sprung a leak.
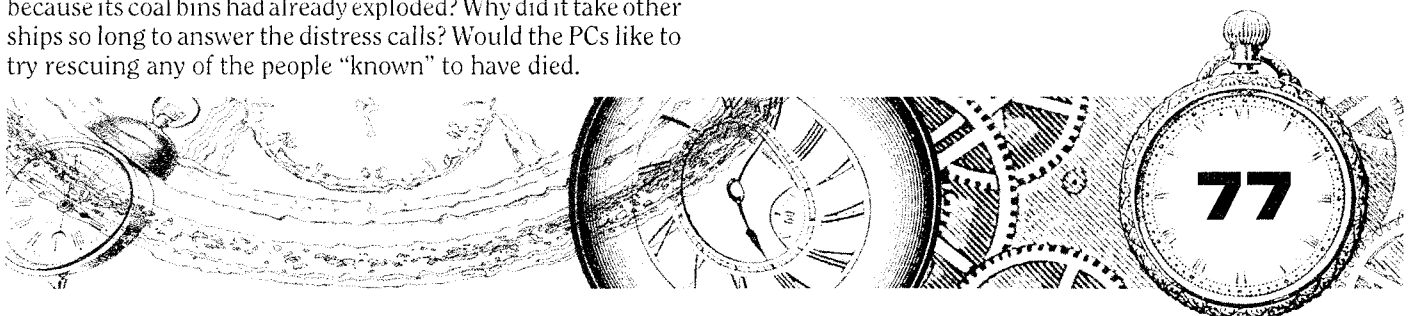
MISSING BOOKS

History reports a great many books that have not survived. Many a time traveler or future museum or university would love to verify their existence, copy them, or take them. These missing books include:

- The complete *Gilgamesh Epic* (the existing copy breaks off in the middle)
- The writings of the pre-Socratic philosophers
- The play Plato burnt as a young man when he decided to take up philosophy
- Plays and poems by Aristotle and a missing section of his *Poetics* on comedy
- *Opinions of the Physicists* by Theophrastus, Aristotle's pupil
- A great number of volumes in the Library of Alexandria, given away, stolen, burnt, or crumbled over the centuries
- A huge number of lost Greek plays, such as the two that came in 1st and 2nd at the drama festival the year *Oedipus Rex* came in 3rd
- The *Sybiline Books of Prophecy*
- Rumored Shakespeare plays that flopped at the box-office

LEGENDARY PEOPLE

Were the following people real?
- King Arthur and his companions
- The Sumerian king Gilgamesh
- The poet Homer, author of the Illiad and the Odyssey
- The philosopher Lao Tsu, founder of Taoism
- The mysterious Kilroy of World War II
- Robin Hood and his Merry Men
- Roland, Charlemagne's knight
- Romulus and Remus, the founders of Rome
- Huang-ti, the Yellow Emperor, first emperor of China
- Yu the Great, first emperor of the Hsia dynasty

11.3 PLANET DESIGN

If you design your own future history, you will need some imaginary planets for settings unless you confine your future strictly to the Solar System. You can borrow imaginary planets from literature, or you can make up your own. This section gives some general guidelines for making up your own scientifically plausible planets, with special emphasis on human-habitable worlds.

STAR SYSTEMS [11.3.1]

Most planets with oxygen/water-based life are in systems with small stars of spectral class F, G, K, or M (yellow-white, yellow, orange, or red). These are the only stars that give off a steady stream of heat and light for the billions of years needed to develop advanced life. If you find a life-bearing world around any other kind of star, something very odd has happened, like terraforming.

For a stable orbit, the planet must be in one of three situations:

- There is only one sun in the system.

or

- The planet orbits one sun, while other stars stay at a distance at least fifteen times as great as the distance from the planet to the sun. They will appear in the planet's sky as brilliant points of light, brighter than the full moon.

or

- There is a closely-spaced pair of suns in the system, and the planet orbits both, its orbit being at least fifty times wider than the distance between the suns. Any other suns in the system must be at least fifteen times as far from the twin suns as the planet is.

Planetary orbits roughly double as you go out from the center. Thus Earth's orbit is about twice as wide as Venus's, and Mars's is about twice as wide as Earth's. This spacing is very crude.

WORLD CATEGORIES [11.3.2]

The world may turn on an axis, producing night and day, like Earth; this is a "circadian" world and is the most common. Only circadian worlds can have moons or rings. In the other categories, such ornaments would be stripped off by tidal forces.

The world may have a close partner, the two planets revolving around their common center of gravity, always keeping the same faces pointed inward, like Pluto and Charon; this is a "twin" world and is uncommon. Systems where both twins have native life are very rare. These worlds have long day-night cycles. The twin never moves from its position in the sky, and goes through moon-like phases, being full at midnight.

The world may be the moon of a larger planet, like the moons of Jupiter; this is a "satellite" world. Note that the main planet, the "primary," must have a stable orbit as described in the previous section. A satellite world has a long day-night cycle, like a twin world; its primary stands in the sky and goes through phases like a twin. The primary usually has other moons, and may have rings.

The world may circle very close to a cool, dim sun (K or M, orange or red), so that tidal forces have stopped its rotation; this is a "one-face" world and may be rather common. There is no day or night on a one-face world. The sun never moves in the sky, so that it is perpetual noon, or twilight, or night, depending on where you are on the planet.
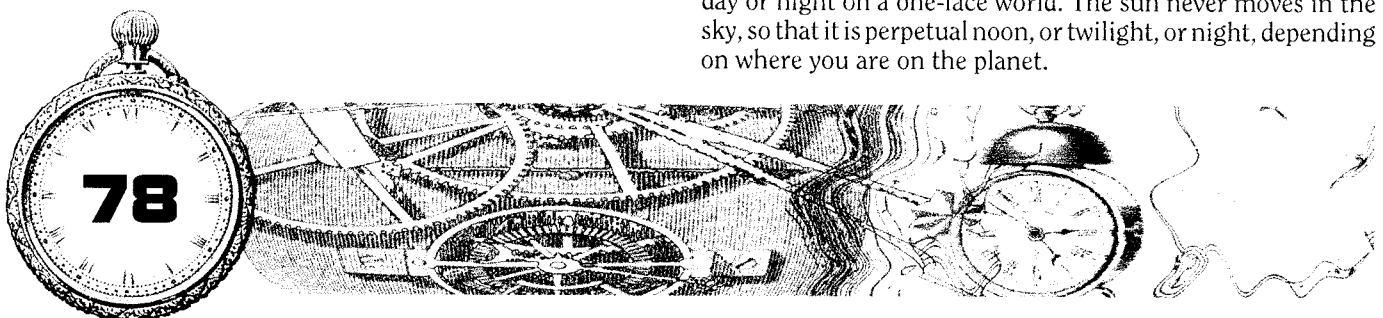
If the world circles a single M or dim K star, it must be a one-face or a satellite. Twins would be pulled apart by tidal forces if they were put close enough to be warm enough. A circadian world would brake to a halt if it were put close enough to be warm enough.

GRAVITY EFFECTS [11.3.3]

To have oxygen/water-based life, a planet must have a surface gravity between 0.4g and 2.5g. Smaller planets lose all their atmosphere; larger ones become Venus-style heat traps or snowball into gas giants like Jupiter.

The bigger the world, the greater its surface gravity. The greater gravity pulls heavy materials in faster, so the bigger the world, the less metal you will find in its surface rocks. The same high gravity will drive dramatic geological processes; bigger worlds have more volcanism, earthquakes, and continental drift.

The greater gravity also lets the planet hold more light elements, so the bigger the world, the thicker the air and the more surface is covered by seas. The thick atmosphere lets a larger world hold in more heat, so it can receive less sunlight and still have liquid water at the surface.

In summary, all other things being equal, a world like Earth but bigger usually has less surface metal, more surface water, more geological activity, and is warmer. A world like Earth but smaller usually has more surface metal, less surface water, less geological activity, and is cooler.

The closer a planet is to its sun, the more the sun's heat tends to bake out the light elements and leave the planet smaller.

These are general trends. Many other factors can make a planet violate these general rules.

CLIMATE [11.3.4]

To have oxygen/water-based life, a planet must have a surface temperature and pressure that will allow liquid water to exist on its surface.

The more surface water a planet has, the more uniform its climate will be, that is, the less difference in climate there will be between the poles and the equator. Also, the more freely the water can circulate, the more uniform the climate will be. Earth is presently subject to ice ages because one pole is blocked by Antarctica and the other has a sea cut off by North America and Asia.

The more a planet's axis of rotation tips toward the plane of orbit, the more variation there will be in the seasons. If the axis is perfectly perpendicular to the plane of orbit, there will be no seasons at all.

A planet's climate tends to organize in alternating belts of moist and dry. Start with a belt of warm moist climate on the equator (where Earth's rain forests are). These are flanked, north and south, by warm dry belts (where the great deserts of Earth lie), followed by cool moist belts (containing great forests and prairies on Earth), followed by dry frigid zones (tundras and ice caps).

Local geography can distort these climactic belts considerably. For instance, land can become desert just by being too far from the sea, or being downwind of a mountain range.

Prevailing winds are easterly in the equatorial and warm arid belts, westerly in the broad temperate belts, and easterly again in the cold arid zones.

The climatic belts are different for one-face worlds. These have a zone of moist air blowing in and rising over the noon pole, surrounded by a warm dry belt with winds blowing outward, surrounded by a moist temperate belt with prevailing winds blowing across the border from night to day, followed by a cold dry belt with winds blowing poleward, surrounding a wet (usually snowy) zone over the midnight pole with air sinking and blowing out.

HUMAN INTEREST [11.3.5]

For human habitability, a planet should have a surface gravity between 0.7g and 1.5g, and an average daily temperature between -10°C (14°F) and 40°C (104°F). The air must be mostly nitrogen and oxygen.

Many worlds may support oxygen/water-based life and still be humanly uninhabitable because they fall outside these ranges. Remember that gravity, temperature, and air pressure all tend to go up together. Remember, also, that that is just a tendency.

Even if a planet has acceptable gravity, temperature, and air, it may still be uninhabitable because of other factors, e.g. widespread toxins, high radiation levels, or tight immigration laws. But disease is not a likely problem. Germs are parasites, tailored to their hosts; no alien germ is likely to be tailored to anything Earthly; you're more likely to catch Dutch Elm disease than an alien germ.

THE ODDS [11.3.6]

If you want to generate a stretch of space by rolling dice, here are some highly speculative probabilities, based loosely on *Habitable Planets for Man* by Steven Dole:

• The chance that a star-system has oxygen/water-based life is 10%.
• The chance that a star-system has a humanly habitable planet is 3%.
• The chance that a star-system has native intelligence is 0.1%.
• The chance that a planet with oxygen/water-based life has native intelligence is 1%.
• The chance that a humanly habitable planet has native intelligence is 1%.
• The average distance between stars in our part of the galaxy is about four light-years.
• The average distance between life-bearing planets is about 17 LY.
• The average distance between humanly habitable planets is about 27 light-years.
• The average distance between natively inhabited planets is about 75 light-years. (Most will be inhabited either by stone-agers or by people far in advance of us, unless "the old ones" have gone about educating the primitives.)
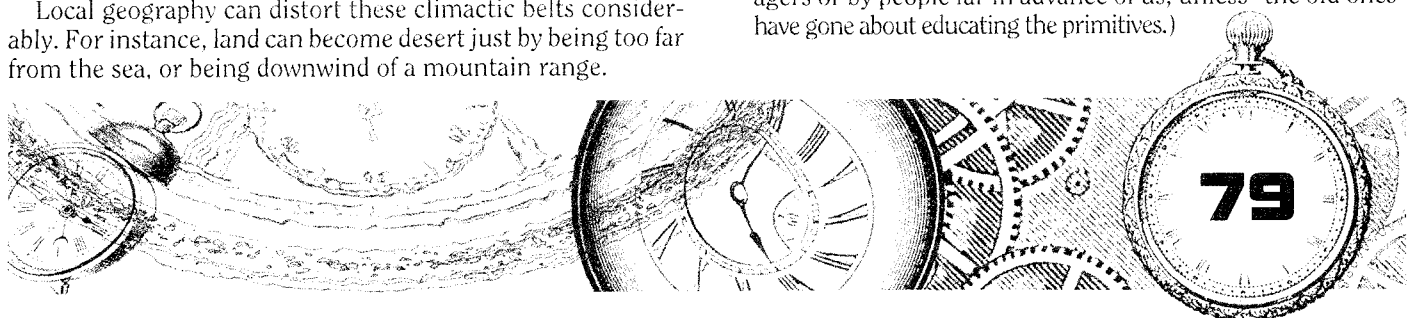
ECOLOGY [11.3.7]

A planet's vegetation can be any color other than white or the same color as its sun. Those two colors are unlikely, since they would reflect and waste most of the energy.

Life tends to accumulate at the borders between elements—the land/air boundary, the water/air boundary, the land/water boundary, and the three-way boundary at shores. Life exists in the soil, air, and especially water, but it is not as thickly packed.

Food always outweighs feeders. A given territory has about ten times as many tons of vegetation as tons of animals, and ten times as many tons of plant-eaters as tons of meat-eaters.

Small animals are more common than large ones, in rough proportion to weight. This means there are about twice as many one-pound animals as two-pound animals in a given environment. The bigger the size-difference, the more dramatic this rule becomes; there are a lot more bacteria than elephants.

The two previous rules mean that big meat-eaters are very rare.

Harsh environments, like arctic areas, deserts, or open tropical seas, have fewer species than mild environments, like rain forests and tropical coasts. However, the few species of the harsh zone tend to have lots of individual members. Conversely, the mild zone has many species, each one rare—not many individuals per species.

LIVESTOCK [11.3.8]

This section gives a few guidelines for designing plausible extraterrestrial animals. Life being what it is, most of the rules that follow are trends, not strict. Look up the details on Earth's less common animals for interesting ideas.

SYMMETRY

The more active the animal, the more it will tend to be bilaterally symmetrical (like us, or beetles). If you are active, it is easier to have a front end to point and move around than to be radial (like a starfish) and point in all directions at once, with most of your sides going unused most of the time. So most animals will have a front and back. Gravity provides a top and bottom, and left and right follow necessarily.

SIZE

The lower the effects of gravity, the larger animals can get. (In water, gravity is unimportant and you can have whales.) Animals tend to be smaller and stockier on high-gravity planets. Otherwise, they tend to be lankier and larger. So rubbery, tentacular things and things that look like giant insects come from low-gravity planets.
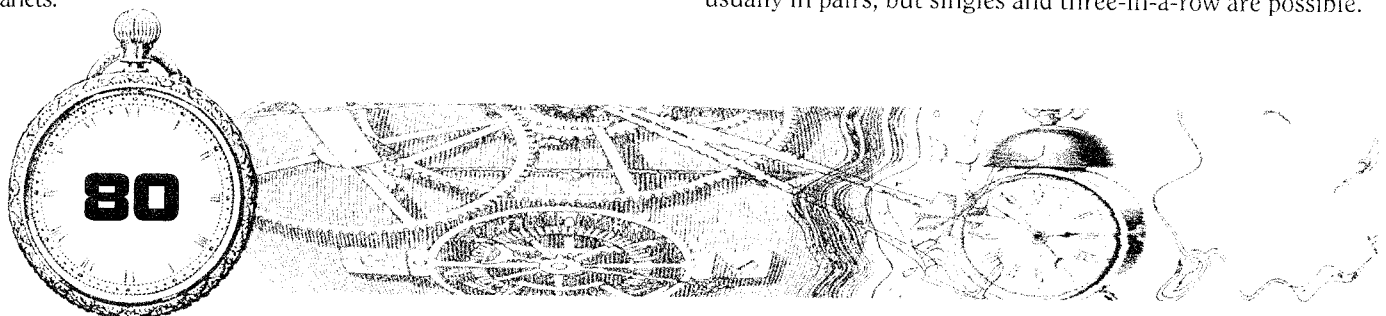
The larger an animal is, the more efficient it has to be about carrying things—itself, its own blood, oxygen. The smaller an animal is, the more efficient it has to be about energy—eating more, finding and keeping heat. These two factors make it hard to have mammals much smaller than mice or insects much larger than Coal-Age dragonflies (with yard-wide wings). But by careful engineering, you can stretch those limits. For instance, make the mouse cold-blooded, or give the dragonfly vertebrate-style lungs and circulation.

Large animals tend to have a few young, breed slowly, and live long. Small animals tend to have lots of young, breed fast, and live short. Compare the lives of elephants and mice. This means large animals tend to take much better care of their young; they have more invested in them.

Meat-eaters have lives like much larger plant-eaters. They live longer, have fewer young, take care of them better, and are rarer.

WARM BLOOD

Warm-blooded animals can be active at night or in cold climates, and have much greater stamina than cold-blooded animals. They pay for this by having to eat much more to keep the furnace stoked; a warm-blooded animal eats five to ten times as much as a cold-blooded animal of the same weight.

STATS

If you want to figure game statistics for imagined animals, use the following formulae. (You'll need a calculator.)

Speed = Size to the 1/5 power
Strength = Size to the 3/4 power
Endurance = Size to the 3/4 power
Rations = Size to the 3/4 power

In these formulae, "Speed," "Size," "Strength," "Endurance," and "Rations" are all expressed in terms of the average human. So a creature that weights twice as much as a human has a Size of 2. All other things being equal, it moves 1.1 times as fast as a human, is 1.7 times as strong as a human, has 1.7 times the endurance (and hit points), and needs 1.7 times as much food every day.

That was "all other things being equal." But they seldom are, so just use these numbers as rough guidelines.

LEGS

Wheels only work on flat surfaces, and slithering (like a snake or a snail) is very slow. Most active animals will have legs, usually in pairs, but singles and three-in-a-row are possible.

WINGS

Flying gets easier the denser the air gets, or (less quickly) the lower the gravity gets. A low-gravity planet with thick air is rare, but if you find one, it could have scads of winged animals. On human-habitable planets, it is possible but difficult to fit an intelligent brain into an animal small enough to fly.

EYES

Two movable eyes mounted in a movable head are the minimum needed for stereoscopic vision, and I'm sure it is a common pattern, but it need not be the only one. One-eyed beings could still have depth perception by being very sensitive about focus. (But I'd recommend their eyes be well-protected and tough, since they have no spare.) Three or four eyes would make reasonable spare parts. More seems unnecessary unless you use lots of mediocre eyes instead of a few very good ones. Imagine a visual system consisting of a couple of dozen eyes, each fixed-focus, fixed-direction, and narrow-angle, but combining in the brain to produce just as good a visual perception as our own—and without putting all their eggs in two eye sockets, so to speak.

EYESTALKS

These tend to go with a large number of eyes and no neck. If you have a neck, you can use that to aim your eyes and don't have to stick them out on stalks. Contrariwise, if you have your eyes on stalks, you don't have to stick you head out on a vulnerable neck.

If you do have eyes on stalks, they are rather exposed, so you'll want spares—say three to six, or more if no one eye is very good.

SENSES

Without getting into ESP, alien creatures can still have very different senses from humans. Most of the senses listed here are real, possessed by Earthly animals.

Infrared Vision: Creatures from K- and M-class stars, or from planets with dense atmospheres, will tend to see further into the infrared than we, and to be blind to blue and violet.

Ultraviolet Vision: Creatures from F-class stars, or planets with thin atmospheres, will tend to see further into the ultraviolet than we, and to be blind to red.

Hearing Range: Small animals tend to hear farther into the ultrasonic and be deaf to low tones; large animals, to hear farther into the subsonic and be deaf to high tones. This could make conversation awkward.

Echolocation: This is "seeing" sound, as bats and dolphins do.

Electroception: This is sensitivity to electric fields, such as some fish have.

Magnetoception: This is sensitivity to magnetic fields, such as some mollusks and birds have.

Polarimetry: This is sensitivity to light polarization, such as many insects have.

Radar: This is an extrapolation from the known electromagnetic senses, crossed with echolocation. It would let the animal "see" using bursts of radio waves.

Radio: This would be even easier than radar.

WEAPONRY

Animals that live in societies and have natural weapons (fangs, horns, claws, poisons) always have instincts that prevent them from using the weapons on each other too freely. Thus wolves don't keep fighting after one surrenders. "Harmless" animals without weapons have no such merciful instincts and will kill each other in a fight if the loser can't run away. Remember this little irony of nature if you decide to create "lion-people" or "rabbit-people."

INTELLIGENCE

Most intelligent animals are large and active, long-lived, slow-breeding creatures with long childhoods, keen senses, and some equivalents of hands and speech. Most are omnivorous, but some are carnivorous, and herbivores are certainly possible.

POSTURES

Here is a short list of general posture or body-types that would probably be common among intelligent species. By varying the sizes and proportions, and dressing them up with different colors, coats, and ornaments like horns and crests, you can get a wide variety.

Supine Biped: Roughly like a bird or a two-legged dinosaur, with a horizontal body and thick tail.

Erect Biped: An upright torso and the tail thin or absent. "Humanoid," but only roughly, since it could have any kind of face, four arms, trunks, wings, etc.

Polypod: A basically horizontal body on four or more legs, but with some front limbs specialized for manipulation. Elephants and centaurs both fall in this category.

Ambipod: A basically horizontal body on four or more legs, with several of the foremost legs doubling as hands. The great apes are in this category.

Many other forms are possible, though perhaps not as likely.
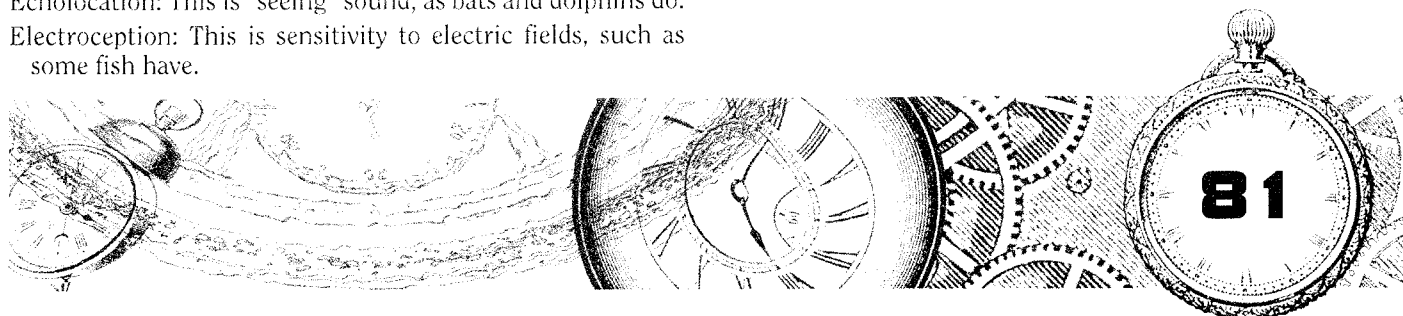
12.0 GAMING TIME-TRAVEL

Author's Note: *In this section, I am particularly indebted to Jim Burrows, who led us through several grossly non-consecutive years of time-travel role playing, and discovered and used many of the following rules of thumb.*

Time-travel adventure calls for advanced GMing. The GM must stay very flexible while preserving a coherent plot. All role playing calls for this balance, but time travel makes it even more important.

12.1 CHRONOLOGICAL ORDER

The first requirement for keeping the plot's structure is keeping track of what has and has not happened yet. This is, of course, particularly tricky for time travel. You can simplify the task by encouraging the PCs to work in chronological order as much as possible. Most campaigns naturally divide into distinct episodes or adventures; keep chronological order within an adventure, at least at first, and use time travel to move from one adventure to another.

Sometimes, the time machine itself helps you do this. The League of Ages time ships, for instance, are a lot of bother to use. Once the PCs disembark in (say) Hong Kong of August, 1936, they will generally just work through the month instead of using the ship to hop back and forth across days. If the ship drops them off and leaves them, they will have no choice!

Timekeeper temports and Holmes-field devices are much easier to use. To prevent the PCs from shattering chronological order too freely, you can start with the time machine in the hands of an NPC; the PCs don't know how to use it and the NPC is too nervous about timelock to screw up sequences readily.

("C'mon! It's just a short hop to last Tuesday." "That's just the problem. We're already here last Tuesday. I *don't* want to be in two places at once in the same city!")

If any PCs start the game as experienced freetimers, strongly recommend that they have a superstitious dread of breaking sequence. If any of the PCs are time patrol agents, make sure their players understand that keeping chronological whenever possible is a big part of their training. That way, all or some of the PCs can help you enforce chronological order.

Eventually, the PCs and their players should learn for themselves that chronological order is a good idea. When you first hit them with timelocks, you will probably be a little heavy-handed through lack of practice. To a degree, that can be good; the memory of those early bruises will instill a fear of timelock in the PCs and a corresponding love for chronological order.

12.2 LOOSE BACKGROUND, LOOSE PLOTTING

On the other hand, half the fun of time travel depends on violating chronological order. You can have exotic settings and entertaining anachronisms without the violations, but they are the heart and soul of temporal effects like timelock, fating, time-twists, and so on.

So after some practice, you will probably want to branch out and have adventures featuring screwed-up sequence, or run sub-plots across several adventures and therefore back and forth over time. How do you cope with broken sequence when you want it or can't avoid it?

Give out background detail sparingly. With time travel, the PCs may someday wind up *in* the background, and you don't want to paint yourself into a corner with too much information.

For instance, suppose your players have a particular interest in ancient Greece. If they go to Socratic Athens, don't give them a lot of anecdotes and detailed history from Periclean Athens, a generation earlier. They may someday have an adventure in the time of Pericles, and know far too much about the immediate future. ("Ah, so this is Myron as a teenager. He's the one whose older sister runs away with a Corinthian and who has his first baby thrown away. I wonder if he's involved with Akibiades yet.")

By holding back explanations, you keep open the opportunity for the PCs to take part in those explanations later. Suppose you want to introduce an NPC time traveler with a mysterious grudge against the PCs. The grudge stems from an injury the PCs are going to do the NPC in their future (his past). Don't let the PCs know this, and, particularly, don't give them any idea what they did to offend the NPC.

In fact, don't even decide on an explanation yourself. Keep several possibilities in mind, and if the plot rules out one, fall back on another. ("Rats. They failed to shoot him by accident in the brawl in Dodge City. Maybe next week they'll screw up his trade negotiations in medieval Venice.")

In many cases, you won't know at what point in time the PCs will enter into the setting. Keep several possible plot lines in mind, so you will be prepared for most of their choices. (A GM should always be ready with alternatives, but time travel adds the choice of when to begin the adventure.)

Suppose the PCs are off to rescue a field historian lost in the turmoils of Julius Caesar's Rome. They may decide to arrive a few days before the historian, then shadow him until the danger arrives, to be in good time. Or they may choose to show up right after his last reported contact, to avoid timelock. Or they may compromise and show up in the middle. Make sure the PCs don't miss crucial encounters by showing up late, or spoil surprises by showing up early.
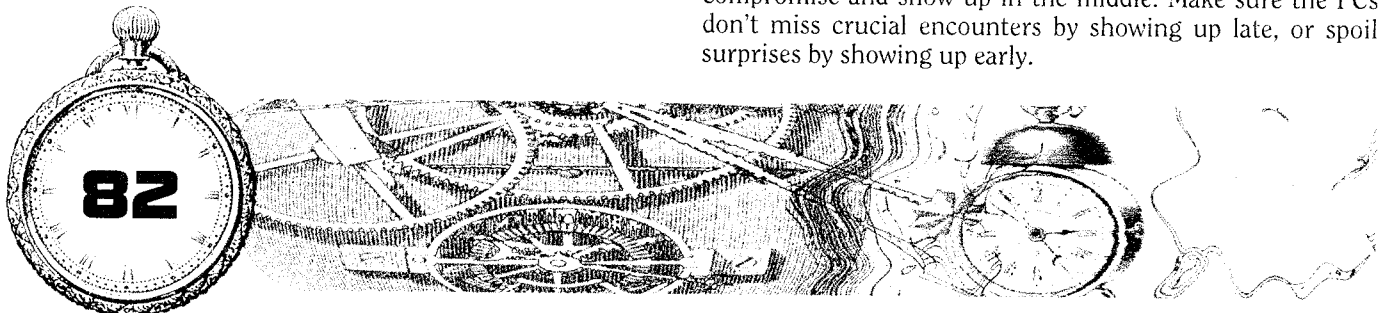
In most role playing, you have to plan the future flexibly. With time travel, you also have to plan the past flexibly, since it can become the future!

12.3 LOOPS

As the previous section shows, a lot of the amusement AND complication of time-travel gaming comes from time loops, where A causes B causes A. You need to control loops carefully.

In general, do not let the characters, PC or NPC, deliberately start loops. Otherwise, the PCs will be forever finding guns, advice, medicine, and whatnot that they will go back and leave for themselves later. That's okay for farce, or perhaps in an emergency, but not as a regular rule.

Instead, you start the loops. You may sometimes let them see the loop coming ("Oh no! Are we gonna wind up starting the Chicago Fire?"), but usually surprise them, so that they discover they are in a loop or have just looped. ("Oh no! We just started the Chicago Fire!") From their point of view, loops are accidents, occupational hazards of time travel.

Of course, it is only fair to let them make use of loops once they realize they are in them. For example, PCs might feel justified in taking greater risks if they learn they are time-twisted with someone who will know them alive and well later. ("You're sure the first time you met me was after this?" "Yes." "And I wasn't missing large parts of my body?" "You were much as you are now." "Geronimo!")

Sometimes a player, in or out of character, comes up with a really wonderful loop—beautifully devious or ingenious or elegant, something that is dramatically satisfying, not just a cheap trick to wriggle out of the problem you've set them. For such an occasion, you can lay aside the rule that PCs can't start loops. Here, the players are helping you GM.

12.4 ESCAPE HATCH

Timelock is very dangerous. Even after a lot of practice, the PCs can, through accident or panic, find themselves timelocked out of existence. They may never have learned, for instance, that the villain they are trying to kill in 1929 is the same one they already killed in 1936. And if the conflict becomes kill-or-be-killed, logic dictates that the PCs be killed, *en masse*.

But, in the end, role playing is not about logic. It's an entertainment; it's about having fun. If you have a seasoned team of PCs, their players will be understandably upset if all or most get wiped out. So, for those rare occasions when the PCs (or you) screw up royally, have an escape hatch ready. It will almost certainly have to be an awkward, stupid, laughably contrived thing, a *deus ex machina*. But it's better than destroying the entire campaign.

"The sky lights up with the words GAME OVER and doors open in the air behind you. Suddenly, your memories unblock and you realize that this is a gladiatorial simulation..."

"You wake up floating in greenish fluid. Outside the tank, a strange creature is explaining that it has a process for cross-time brain scanning, and has taken the liberty of transferring your minds into these new bodies. You appear to be salamanders..."
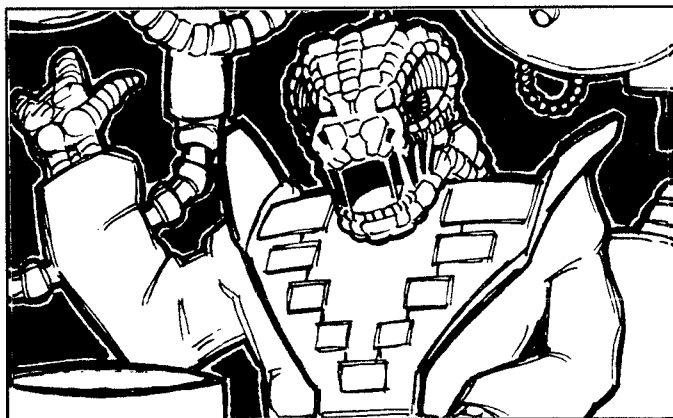
"A cyclone appears and drops a house on the villain's top flunkey and his goons. The villain flees in terror. A young girl and her dog stagger out of the wrecked house..."

Okay, so maybe your *deus ex machina* won't be that bad. But keep a couple of these in mind, in case of utter disaster. You can even repair such situations later. Suppose, for example, that one of the minor characters they met just before the fatal battle is time-twisted to meet all of them for the first time (in the life of the minor character) later on (in their lives). The minor character came here for a ringside seat at the PCs' most spectacular battle and thereby ensured that they had to live long enough to meet later.

Or here's a semi-reasonable, general-purpose one:

"The scene vanishes. You are all standing on a platform in a lab. Standing at a console is that creep from the far future that you've been time-twisted with for so long. He looks up and says, "Just remember, you owe me one. At some point in your future, you're going to have saved my life when I was a kid." Then he touches a switch and the scene vanishes, to be replaced by..."

As the example with the salamanders suggests, the escape hatch should be something the PCs do not forget soon. And, as all of them suggest, the escape hatch should be something the PCs clearly cannot count on in the future...or the past.
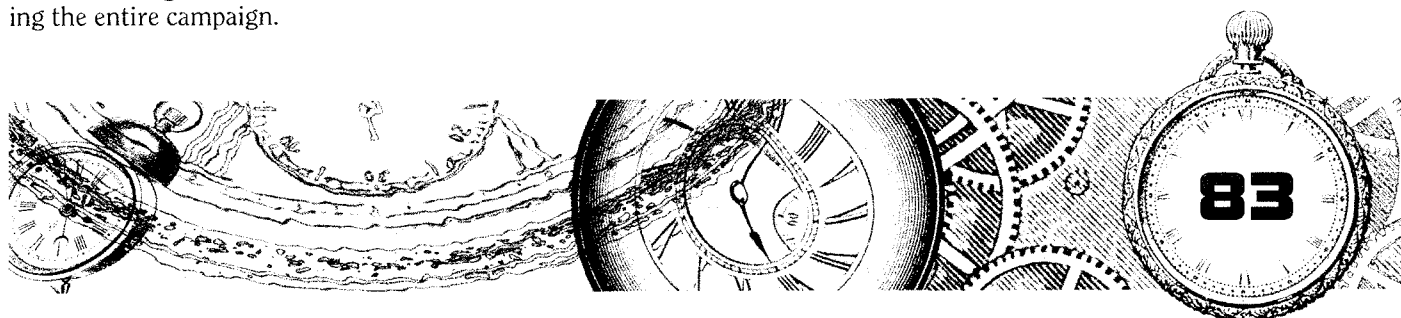
13.0 NOTES ON "FLEX" TIME

If you really want a mutable history, here are a few short notes on how to arrange it with some logical consistency. But first I'll try to talk you out of it again.

There are three reasons to avoid mutable time. First, it is hard (or impossible) to give a consistent description of the change. Suppose the PCs accidentally muck with human evolution so that everyone has a tail. Are the PCs left tailless? After all, they're descended from all those generations they endowed with tails. Do they remember having tails? After all, they grew up with them; just ask their moms. Do they remember not having tails? After all, shouldn't they be able to remember what they just now did? At which point it gets hard to role play the situation.

Second, every time the PCs alter history, you have to figure out what the effects of the alteration are. This greatly complicates the GM's job of improvisation. Your problems get really bad if you let the PCs split up, with one group time-traveling into the past of the other group. Player: "Great! Ted and Eva have gone back with the barrels of antiseptic to stop the Black Death. Meanwhile, Sam and I will go back and tell Newton about relativity, then—" GM: "Wait, I have to decide if Newton ever gets born, or for that matter if you and Sam do."

Third, if anything can unhappen, it's hard to get on with the game. The PCs will tend to erase your problems rather than solve them.

To solve the consistency problem, you need to introduce a second dimension of time. To solve the improvisation and erasure problems, you need to limit the number of possible histories.

13.1 HYPERTIME

If you want an historic event to be different "now" from the way it was "earlier," you need a different kind of "now" and "earlier," that is a different kind of time, in which the contents of that date can change.

This is crucial to the theory of mutable time, so let's try it again from a different angle: Time measures change. If you want to make a change in the events of 12:00 without changing the time from 12:00, you need to put the change in a different kind of time, so you can leave the ordinary time at 12:00.

Fritz Leiber wrote about such a system. He called the time in which history changes "the Big Time," contrasted to the "small time" you and I live in. In *The End of Eternity*, Isaac Asimov called the higher form of time "eternity." Let's call it "hypertime" here.

Hypertime is the time through which history changes. It is also the time that elapses inside time machines in transit.

All the different versions of history are laid out in hypertime, in hyperchronological order. Call the history you start with History-1. As long as no one changes anything, time travelers can cruise up and down History-1 as much as they please. Hypertime passes and History-1 becomes a long hyperperiod.

But the first time someone manages to change the course of events, History-1 ends and we now have History-2, identical to History-1 in the (un-hyper) periods before the change, divergent afterward. Time travelers in transit during the change may find their target periods altered. Time travelers (and anyone else) not in transit, existing in normal time, may find their lives re-written or erased.

Later, History-2 may turn into History-3, and so on. Someone unhappy with losing History-1 may try to make History-3 look just like History-1. This may or may not work. Either way, it wouldn't set well with a time traveler native to History-2.

Is there any way of going back to the genuine History-1? Sure! Invent a hypertime machine that moves you backwards through hypertime. Of course, you'll find the whole two-dimensional pattern of time and hypertime immutable, protected by timelocks, unless you want to introduce a third dimension.

No? I thought not.

13.2 TEMPORAL INERTIA

Many writers on mutable time, notably Fritz Leiber, have given history some form of inertia or resistance to change. This is rather like timelock, only firm, not rigid. As a result, time travelers seldom need to worry about accidental changes to history. In fact, they must work to make their changes.

For example, time travelers still might have difficulty reaching Isaac Newton and telling him about relativity. They will have even more difficulty getting Newton to believe them. And it's very likely that, even if Newton believes them, no one will believe Newton. But it's not impossible. With enough determination and planning, the PCs might be able to leapfrog science ahead 200 years and have nuclear weaponry available for the Napoleonic Wars. (Hmm...)

But notice that there are still Napoleonic Wars under this system. They didn't get erased by the shift in science. Lincoln delivers the Gettysburg Address on network television, but he still delivers it. Lewis and Clark are the first men on the Moon, but they still are born and are explorers. And so on. History changes as little as possible.

Furthermore, the effect dies out. Give machine guns to the 5th-century Romans and you may prevent Rome from falling for fifty years, but it makes little difference by 1066, and is only a footnote in the history books by 1990. Make the Americans lose the Revolutionary War and they gain independence anyway in the War of 1812. By the 30th century, nobody cares.
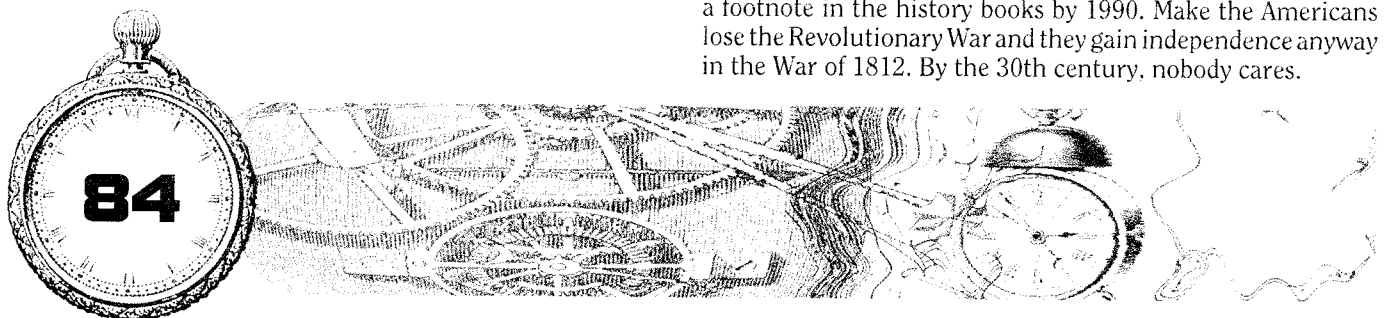
14.0 TIME TRAVELING PLAYER CHARACTERS

In *Time Riders*, you have the opportunity to create your character using either the **Space Master** or **Rolemaster** rules. If you have access to the **Space Master** rules, you should have no problem developing a character from the Terran Imperial time period from which the League of Ages operates. By interpolating the **Space Master** character development guidelines, you should be able to create characters from lesser technological time periods (like contemporary Earth). Use the information on datable skills in Section 14.2 to do this.

Use the **Rolemaster** character creation rules to develop characters from early historical periods.

If you only have **Rolemaster** and wish to take your characters from the past and have them learn futuristic skills, use the **Rolemaster/Space Master** Character Development Chart found in Appendix III. Section 14.2 gives a listing of futuristic skills which your **Rolemaster** characters might have the opportunity to learn.
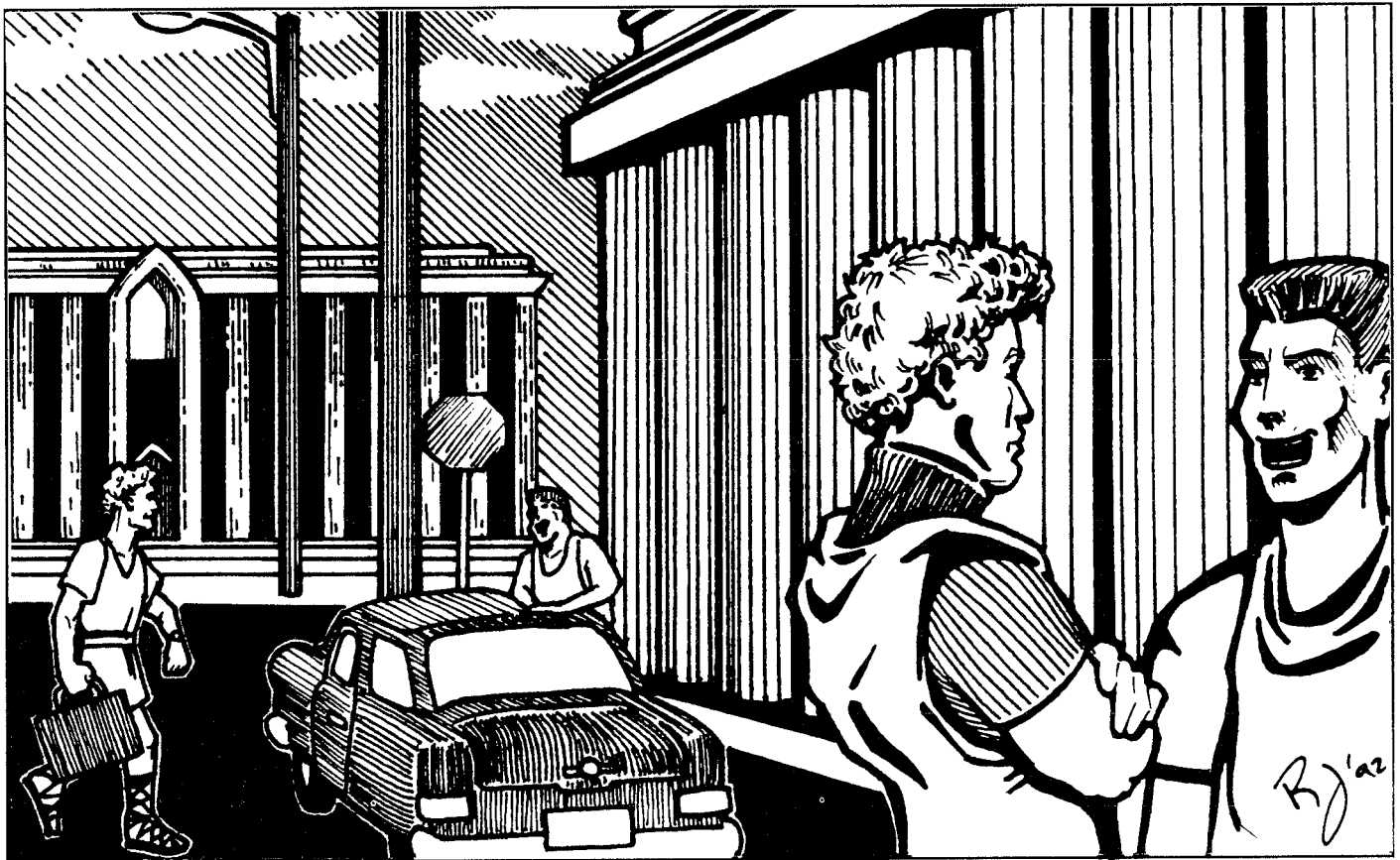
14.1 CREATING CHARACTER BACKGROUNDS

Since your character can come from any point in space or time, your choice of race and profession is limited only by the GM. If the GM wants to mix fantasy with science fiction, you can even play an Elf, Dwarf, or wizard, batting about history on time-travel spells. Time-traveling robots and aliens have plenty of precedent in science fiction. But time travelers are most usually depicted as humans, either from the future or recruited from the present or past.

In this book, I usually assume your character is human, from a western nation in the late 20th century, but that is just a narrative convenience.

Skills, stats, profession, and race do not make a character. They are only the framework for the game mechanics. To give the character dramatic reality, you must create one just as you would create a character for a novel or a play.

First question:

Is your character someone else, or just you, transposed to the time-travel campaign?

If you are simply projecting yourself into the seat of the time-machine, it makes your acting job much easier; you simply ask, "What would I do if thrust into that time?"

On the other hand, to play a character with a personality not your own gives a challenge and a satisfaction similar to stage acting; you must then keep this imaginary personality in mind and ask, "What would Seymour (or whoever) do if thrust into that time?"

Both methods can be good role playing. It simply depends on what you want. For the rest of this section, I will assume you are composing an imaginary personality. But even if you are not, your projected self will still need a background.

What do you look like?

Beyond the mere Appearance stat, are you tall, short, thick, thin, dark, fair? Any identifying scars? In particular, is your appearance remarkable enough to affect your daily life? And how? Do you get teased for being pudgy or skinny? Do you frighten small children? Do people assume anyone that pretty must be stupid or vain? Do you habitually look cross or worried or sleepy, despite your actual mood?

What IS your mood?

Underneath the appearance, what is the general tenor of emotion? You might be light-hearted, recovering quickly from fear and woe, your anger short and sharp. You might be brooding and fretful, a habitual worrier. You might be a pugnacious sort with a chip on your shoulder and a long memory for grudges. You might be the stoic, phlegmatic type who watches the world calmly and does what needs doing. And so on.

How do you present yourself?

Do you fight your natural appearance, or amplify it? Do you advertise your mood or conceal it? Do you try to come across as bold, authoritative, scholarly, demure, fashionable, anti-fashionable, clever, plainspoken, or what? How do you dress? Plain, flashy, carelessly, tastefully?

What is important to you?

Try to rank the relative importance of such things as family, friends, food and drink, sensual pleasures, art and beauty, learning, justice, country and culture, personal power, money, reputation, and religion.

What are your hobbies and interests?

Presumably you have already picked a profession for your character, but only the most grinding workaholics have a single interest in life. Give the character one of your own hobbies (No, not role playing!) or let them be interested in the profession you almost chose for them.

Where did you come from?

This means not only period and nationality but social status. What did your family do for a living? Of course, family occupation and status are closely linked. Wherever you came from, would you go back? Do you have any significant or interesting friends, relatives, or enemies back home?

Why do you time-travel?

The answer that you and the GM work out between you will color the rest of the campaign. Were you somehow roped into it against your will? Are you on the run, or an exile? Are you a researcher or trader? Are you employed by a time patrol? Was this just a tourist opportunity you couldn't refuse? Are you naturally adventurous and feel that Time is the Final Frontier? Do you enjoy being a member of a very select and secret group?
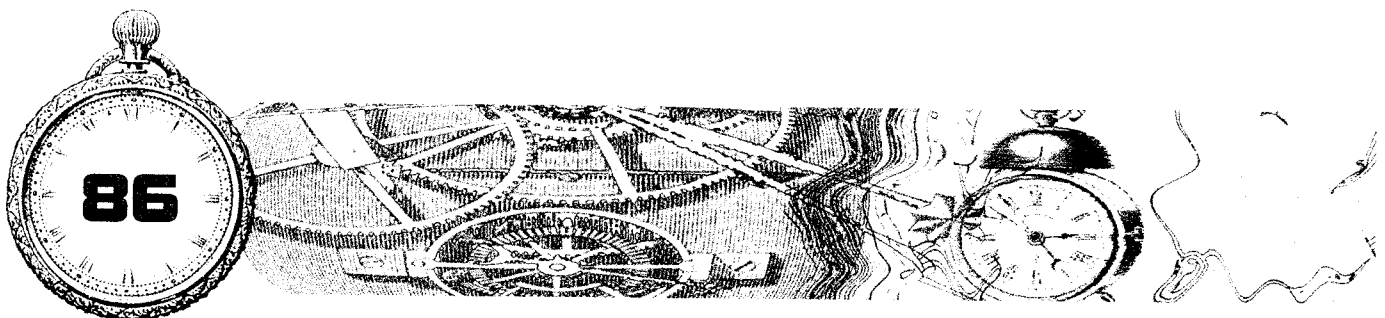
How confused are you?

Time travel is a confusing idea, no question about it. Your character will be at least as confused as you are, of course, but are they even more confused?

Is it simply impossible for you to believe you can't change the past, so that other characters have to stop you from trying? Are you fatalistic; do you feel there's no point trying to take any action outside your home era, so that other characters have to persuade you to act?

Do you have a hard time even thinking of times as places? ("But where did my home town GO?" "It hasn't been built yet." "Yes it has! We just came from there.") Or do you swim the time-stream like a fish in its native river? ("Hi there! I've known you for a long time though you haven't met me yet. I just wanted to tell you that you're going to have been here already, so keep an eye out for yourself. So long. See you earlier.")

How do you react to foreknowledge?

Think about the causes and people you care about. How do you react when you learn what happens to your family or religion or nation in the next few centuries? What if later research knocks your life's philosophy into a cocked hat? ("What do you mean, Aristotle was wrong?") ("Get this! He says we're descended from apes!") ("The universe is contracting? But I thought—") ("It seems we were conquered by someone called Muncy the Great.") ("The Cult of Zing becomes extinct? How could the world go on?")

Do you try to build a new philosophy or rescue the old one? Do you try to prevent the future disasters, or salvage something from them, or sigh and shrug?

How do you react to other eras?

This will be like adapting to foreign countries, only worse. What do you do when the beliefs and standards of the contemporaries clash with yours? Realize that large chunks of time do not share your ideas about civil rights, democracy, trial by jury, relations between the sexes, treatment of children, sanitation, or superstition.

If you play a modern, consider how your character will react the first time a Medieval aristocrat pulls rank, or the first time you encounter the classical Greek method of birth control (i.e. leaving the baby out on the hillside), or the twelfth time your Iron Age sidekick goes into a funk because the omens today are bad. If you play a modern woman, how are you going to cope with the millennia of rampant sexism?

If you play someone from the past, how will your character react to all the gadgets and gizmos and apparent "magic" of the present and the future? What do you think of the idea that everyone is equal, regardless of station in life or sex?

Do you blow your cover and try to prove to Babylonians that the Earth is round? Do you pick fights with Renaissance aristocrats who are rude to peasants? Do you pick fights with modern commoners who tell you where to get off when you give them orders? Do you stand by silently while the locals practice their custom of human sacrifice? Do you refrain from using modern medicine on that 14th-century child dying of diphtheria?

As a warm-up, you might try to think of two or three things your character likes and dislikes about the following settings: the present, Victorian England, Renaissance Italy, Medieval France, Imperial Rome, Bronze Age Greece. (It is certainly not necessary that you like everything about your home era. I don't know anyone who does.)
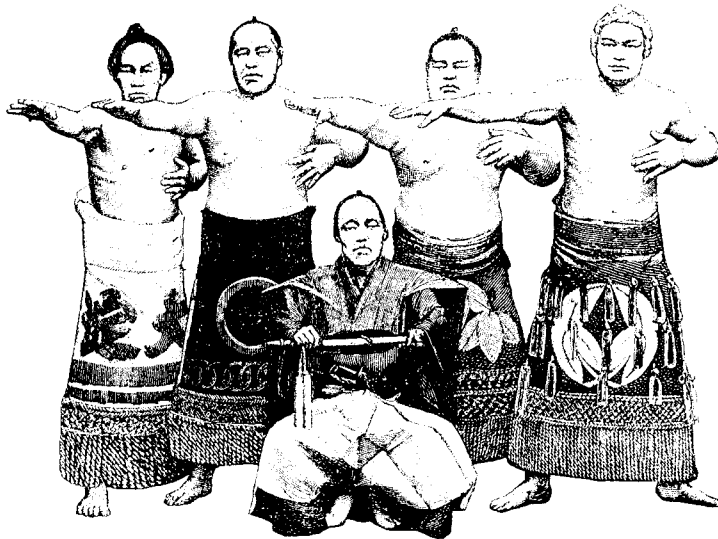
14.2 DATABLE AND FUTURISTIC SKILLS

As time travelers, the PCs may very well be from the future. They will almost certainly come into contact with NPCs from the future. Futuristic characters in this book are based on ICE's *Space Master* game. For the benefit of players who do not have access to the proper books, this section lists and describes all the skills from *Space Master* and *Cyberspace* that are not in *Rolemaster's* Character Law.

DATABLE SKILLS

In a time traveling campaign, players and GMs will quickly realize that some skills do not time-travel well. For instance, an 18th-century doctor cannot just walk into a 20th-century clinic and begin healing. His techniques are too different. Even using his own tools, he is simply less effective than his 20th-century counterpart.

In general, technical skills such as doctoring, engineering, and the sciences, become obsolete in a strange setting, or do not compete well with their later versions; they are Datable. A skill is not necessarily Datable just because it is old. Both swordsmanship and seduction work the same in every era, though swords are more popular in some eras than in others. Fictional, futuristic skills are usually Datable. Your 28th-century Xeno-Anthropology will be unacceptably revolutionary in the 25th-century and unacceptably out of date in the 32nd.

So, if your character has Datable Skills, be sure to make a note of the date: e.g., Medicine (20th-century), Engineering (Medieval), Astronomy (3100s). See the accompanying List of Datable Skills, which gives the Datable Skills from *Space Master, Pirates, Mythic Greece, Robin Hood, Cyberspace, Vikings,* and *Middle-earth Role Playing*.

LIST OF DATABLE SKILLS

Advance Math	Hyperspace Pilot
AFV Driver	Ironmaster
Alien Environments	Marine Pilot
Anthropology	Mason
Appraisal	Mathematics
Astrogation	Mechanical Bypass
Astronomy	Mechanical Engineering
Athletic Games	Mechanical Technics
Atmospheric Pilot	Media
Biological Technics	Medical Diagnosis
Biology	Medical Practice
Botany	Medical Technics
Chemistry	Metallurgy
Combat Pilot	Mining
Communications	Missiles
Computer Engineering	Mounted Weapons Ambush
Computer Technics	N-Space Astrogation
Counterfeiting	N-Space Pilot
Crime Technics	Navigation
Culture	Physics
Cyber Attunement	Picking Locks
Cyberdeck Operation	Pilot
Cybernetic Technics	Planetology
Cybernetics	Power System Technics
Cyberspace Combat	Power Systems Engineering
Cyberspace Intrusion	Projectile Gunnery
Cyberspace Utility	Prospecting
Drive	Psychology
Electronic Bypass	Scanner Analysis
Electronic Engineering	Siege Engineer
Electronic Technics	Sensor Analysis
Electronic Warfare	Smithing
Equipment	Software Technics
Falsification	Sport
Firearms	Streetwise
First Aid	Surgery
Forgery	Tachyon Physics
General Biochemistry	Weapons Engineering
General Physics	Weapons Technics
Genetic Technics	Xeno-Anthropology
Genetics	Xeno-Botany
Gimmickry	Xeno-History
Heavy Energy Projectors	Xeno-Medical Diagnosis
History	Xeno-Psychology
Hyperspace Astrogation	Xeno-Zoology
	Zoology
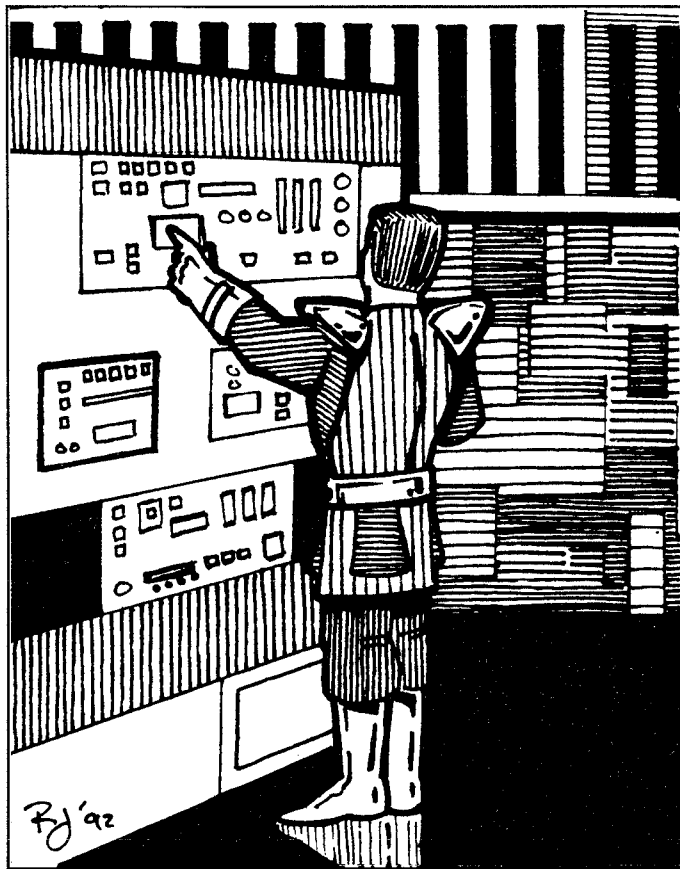
Unless an exception is noted, all the futuristic skills described in the skill sections below are Datable. That is, they cannot be used interchangeably across eras.

TACTICAL SKILLS

Atmospheric Pilot: Applies to airplanes and any other vehicles designed to move through the air. One skill rank gives basic understanding of the controls; higher skill ranks reflect increased ability to make tricky maneuvers. Skills ranks must be developed separately for different types of vehicles (airplanes, helicopters, aircars, etc.).

Communications: Gives a bonus when using a communications device. However, skill ranks must be developed separately for different types of device (crystal radio, telegraph, tachyon beam dictor, etc.)

Counterfeiting: Gives the ability to reproduce currency. In hi-tech eras, may include faking credit cards, falsifying computer records, etc. Similar to Falsification in **Rolemaster**.

Disarming: (Not Datable.) Gives a bonus for trying to take an object from an opponent's grasp. If the player rolls 101+ (1-100 open-ended plus skill bonus), then the opponent must make a RR vs the level of disarming skill used. Character must be within reach of the opponent and (normally) have surprise.

Driving: Applies to automobiles and any other vehicles designed to move on the ground. One skill rank gives basic understanding of the controls; higher skill ranks reflect increased ability to make tricky maneuvers. Skills ranks must be developed separately for different types of vehicles (cars, motorcycles, etc.).

Electronic Bypass: (*Cyberspace*) Gives the ability to neutralize and bypass electronic locks, electronic traps, surveillance systems, and other hi-tech security devices. Devices of various difficulty levels are represented by appropriate subtractions from this roll (determined by GM).

Forgery: Gives the ability to reproduce official documents. Similar to Falsification in **Rolemaster**.

Marine Pilot: Applies to boats and any other vehicles designed to move on or under the water. One skill rank gives basic understanding of the controls; higher skill ranks reflect increased ability to make tricky maneuvers. Skills ranks must be developed separately for different types of vehicles (sailboats, motorboats, submarines, etc.)

Mechanical Bypass: (*Cyberspace*) Combines Picking Locks and Disarming Traps. Gives the ability to neutralize and bypass mechanical locks and traps, and other security devices with moving parts. Devices of various difficulty levels are represented by appropriate subtractions from this roll (determined by GM).

Moving in Armor Skills: The medieval and heroic-fantasy forms of armor have encumbrances equivalent to various forms of hi-tech armor. The match-ups are:

> Soft Leather: Light Body Armor
>
> Rigid Leather: Armored Body Suit
>
> Chain: Armored Exoskeleton
>
> Plate: Power Armor

Quick Draw: (Not Datable.) Gives the ability to draw or change weapons and use the newly-drawn weapon the same round, with no penalty.

Scanner Analysis: Gives a bonus for interpreting information from portable scanning devices. Skill ranks must be developed separately for each of the following types of scanner: multiscanner, tensen, medscanner, repair scanner.

Sniping: (Not Datable.) Similar to Ambush. Lets attacker use a projectile weapon to adjust a critical roll against an unaware target.
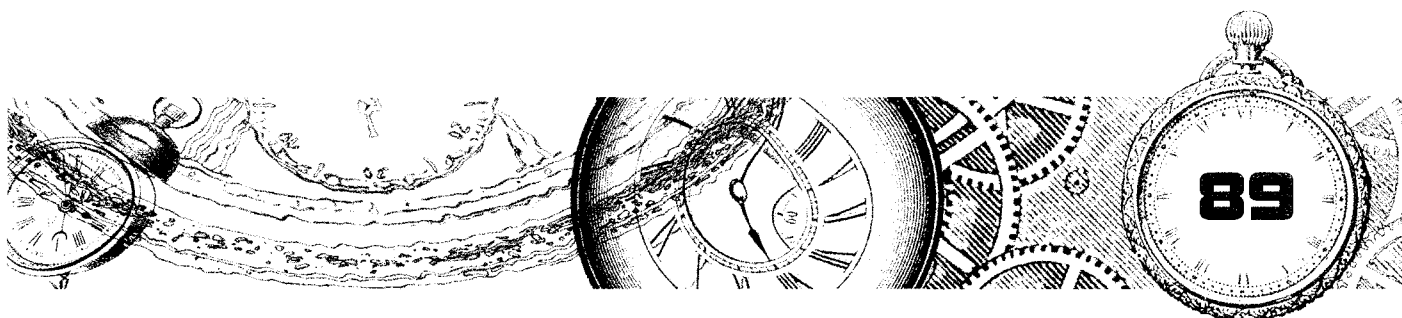
COMBAT SKILLS

AFV Driver: Gives the ability to drive or fly Armored Fighting Vehicles (AFVs). Skill ranks must be developed separately for different types of vehicle (tracked tanks, hovertanks, etc.)

Alien Environments: Gives a bonus for offensive, defensive, or maneuvering actions under the given conditions. Skill ranks must be developed separately for zero-G, low gravity, high gravity, under water, or similarly alien environments.

Combat Pilot: Gives the ability to maneuver the vehicle in combat and increase the vehicle's offensive or defensive bonus. This bonus cannot exceed the Atmospheric, N-Space, or Orbital Pilot skill rank. The skill is used only in combat.

Electronic Warfare: Gives the ability to operate electronic Stealth systems.

Heavy Energy Projectors: Gives the ability to operate heavy-duty energy weapons. This skill bonus is part of the offensive bonus.

Missiles: Gives the ability to operate missiles and torpedoes. This skill bonus is part of the offensive bonus.

Mounted Weapons Ambush: Similar to Ambush and Sniping. Gives the ability to strike the opponent more precisely than normal with a heavy-duty energy or projectile weapon. The target must be taken by surprise, or the target must be unshielded and unable to maneuver.

Projectile Gunnery: Gives the ability to operate heavy-duty projectile weapons, e.g., cannon. This skill bonus is part of the offensive bonus.

ASTRONAUTIC SKILLS

Hyperspace Astrogation: Gives the ability to program the desired course through hyperspace. Skill ranks must be developed separately for drives (hyperdrives or time-drives) and teleports (including temports).

Hyperspace Pilot: Gives a bonus for carrying out hyperspace maneuvers and astrogation plots. Used only with drives, not with teleports.

N-Space Astrogation: Gives the ability to plot the desired course through ordinary space (N-space), taking gravity fields and planetary motions into account.

N-Space Pilot: Gives a bonus for carrying out N-space astrogation plots, and for "seat of the pants" interplanetary flight.

Orbital Pilot: Applies to maneuvers for spaceships in atmosphere and planetary orbit: touch-down, take-off, docking, atmospheric entry and exit, orbital entry and exit.

Pilot: *(Cyberspace)* Combines the *Space Master* skills Atmospheric Pilot, N-Space Pilot, and Orbital Pilot.

Sensor Analysis: Gives a bonus for trying to interpret shipboard sensor displays.
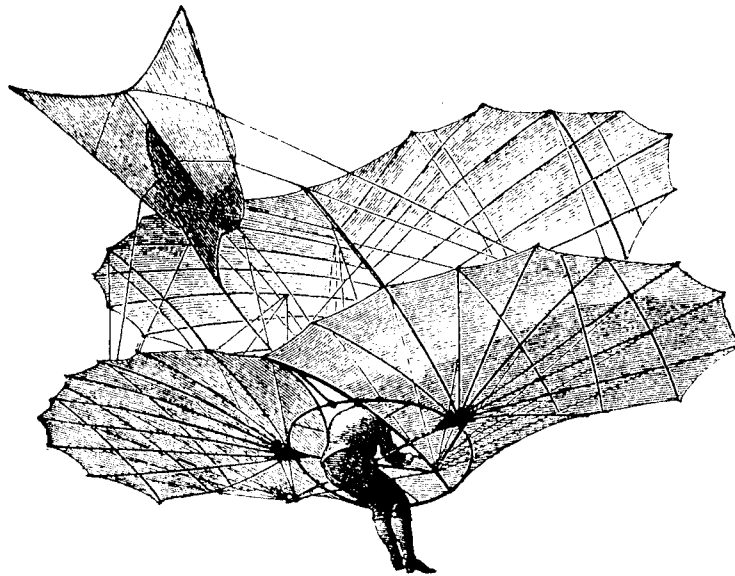
TECHNIC SKILLS

Use Technic skills to operate, build, repair, or modify equipment. Do not confuse with the Engineering skills, used to invent or analyze equipment.

Biological Technics: (*Cyberspace*) Combines the *Space Master* skills Genetic Technics and Medical Technics.

Computer Technics: This skill relates to computer architecture and languages. After the first rank, the character may claim proficiency in one more available computer language for each rank achieved.

Crime Technics: This skill relates to devices used for forensics, forgery, counterfeiting, surveillance, security, spying, and tracking.

Cybernetic Technics: This skill relates to the hardware of computers, robots, and androids.

Electronics Technics: This skill relates to sensors, communications equipment, electronic warfare systems, and control instruments.

Equipment: (*Cyberspace*) Used to operate equipment, but not build, repair, or modify it. Skill ranks must be developed separately for the kind of equipment involved (cars, databases, communications equipment, etc.)

Genetic Technics: This skill relates to genetic engineering, eugenic breeding, cloning, and related forms of organic design.

Mechanical Technics: This skill relates to machinery with moving parts, e.g. steam engines, landing gear, clockwork.

Medical Technics: This skill relates to medical equipment, especially devices for "field medicine" and emergency treatment.

Power System Technics: This skill relates to atomic and subatomic reactors, gravity drives, hyperdrives, time-drives, teleports, and temports.

Software Technics: (*Cyberspace*) Equivalent to the *Space Master* skill Computer Technics.

Weapons Technics: This skill relates to forms of weaponry, including defensive systems.

SCIENTIFIC SKILLS

Advanced Math: Mathematics above the level of algebra.

Anthropology [Xeno]: The study of the customs, habits, and cultural trends of a people. Xeno-Anthropology studies people of species other than one's own. Skill ranks must be developed separately for each culture, or for the general field.

Astronomy: The study of stars, star systems, their composition, their history, and the methods of surveying them.

Biology: (*Cyberspace*) Combines Botany and Zoology.

Botany [Xeno]: The study of plant life. Xeno-botany studies the plant life of another planet. Skill ranks must be developed separately for each planet, or for the general field.

Chemistry: The study of the composition and reactions of materials, and the methods for analyzing and designing them.

Cybernetics: The abstract theory of computer and software design.

General Biochemistry: The study of the chemistry of living things and the methods of analyzing it.

General Physics: The study of basic physical properties and objects, such as mass, energy, force, space, time, particles, quanta, and waves.

Genetics: The study of the systems that control the reproduction and development of living things.

History [Xeno]: The study of a society's past. (Time travelers please note that any period is "the past" to a later period.) Xeno-history studies the past of a society of some other species. Skill ranks should be developed separately for each society.

Medical Diagnosis [Xeno]: The study of the anatomy and physiology of a species, as well as the signs of diseases of that species. Xeno-diagnosis studies a species other than one's own. Diagnostic medical equipment can enhance this skill. Skill ranks must be developed separately for each species.

Medical Practice: Gives a bonus for providing medical treatment, including prescribing and administering drugs or regimes, or performing surgery. Medical equipment can enhance this skill.

Metallurgy: The study of the chemistry and physics of metals.

Planetology: The study of the formation of planets and the methods for surveying them, including the sciences of geology, meteorology, and oceanography.

Psychology [Xeno]: The study of the mind. Xeno-psychology studies minds of a species other than one's own. Skill ranks must be developed separately for each species.

Tachyon Physics: The physics of hyperspace and the exotic energies associated with it.

Zoology [Xeno]: The study of animal life. Xeno-zoology studies the animal life of another planet. Skill ranks should be developed separately for each planet.
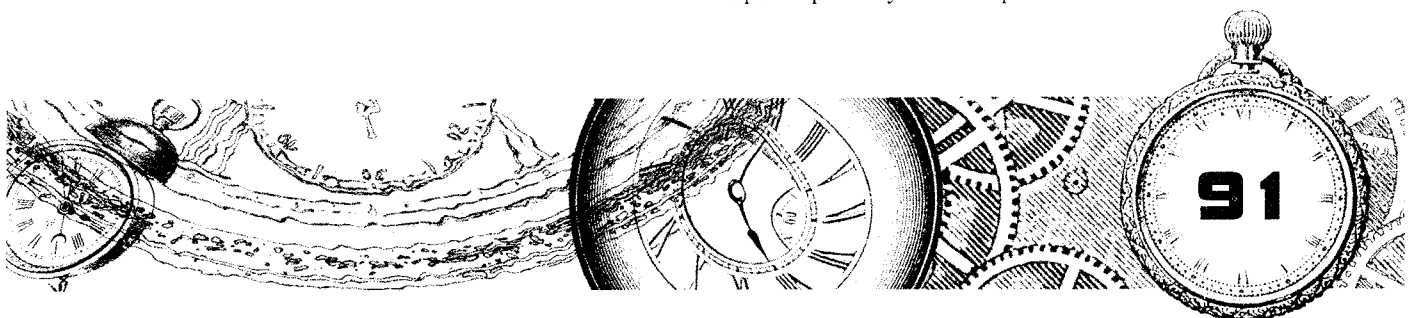
ENGINEERING SKILLS

Use Engineering skills to invent or analyze equipment. Do not confuse with Technic skills, used to operate, build, repair, or modify equipment.

Computer Engineering: Gives the ability to invent and analyze programs, other software, and computer architecture.

Electronic Engineering: Gives the ability to invent and analyze control, communications, and sensor systems.

Mechanical Engineering: Gives the ability to invent and analyze devices with moving parts such as gears, cams, shafts, pulleys, and cables.

Power Systems Engineering: Gives the ability to invent and analyze atomic and subatomic reactors, gravity drives, hyperdrives, time-drives, teleports, and temports.

Weapons Engineering: Gives the ability to invent and analyze weaponry.

CYBERSPACE SKILLS

Combat: Gives the ability to use combat programs in cyberspace. The skill rank of each combat program is increased by the user's Combat skill rank.

Cyber Attunement: Gives the ability to consciously control an implanted cyber system. Systems that operate constantly or provide the user with a straight bonus do not require Cyber Attunement rolls.

Cyberdeck Operation: Gives the ability to operate a cyberdeck and so enter cyberspace by directly connecting one's nervous system to the computer network.

Intrusion: Gives the ability to use intrusion programs in cyberspace. The skill rank of each combat program is increased by the user's Intrusion skill rank.

Utility: Gives the ability to use utility programs in cyberspace. The skill rank of each combat program is increased by the user's Utility skill rank.

SOCIAL SKILLS

Social skills are not exactly Datable, but skill ranks must be developed separately for each culture or society the skill is used in.

Advertising: Gives a bonus for marketing a product or service.

Administration: Gives a bonus for functioning successfully in a bureaucracy, in such matters as record-keeping and procedures.

Appraisal: Gives a bonus for estimating the value of goods or services. Skill ranks must be developed separately for each culture and for each class of goods the skill is used in.

Culture: (*Cyberspace*) Gives a bonus for operating in the upper levels of society and displaying the proper manners, sophistication, and polish.

Diplomacy: Gives a bonus for functioning successfully in a court, corporation, church, or other governing organization, in such matters as negotiation, tact, and intrigue.

Exploit: (*Cyberspace*) Combines Acting, Interrogation, and Seduction.

Interrogation: Gives a bonus for extracting information from people. Interrogation does NOT depend on date or culture. It need not involve mental or physical torture. If the Interrogator does inflict physical or mental harm and the net roll is negative, the victim may suffer major mental or physical injury or death. (The victim makes a RR using SD/Co as a modifier to determine the degree of injury.)

Propaganda: Gives the ability to influence others by indirect means such as rumors and lies.

Streetwise: (*Cyberspace*) Gives the ability to locate illegal or unadvertised persons, goods, services, or information. Useful for locating the black market or tapping into the rumor mill. Bonus can be applied to clandestine bargaining.
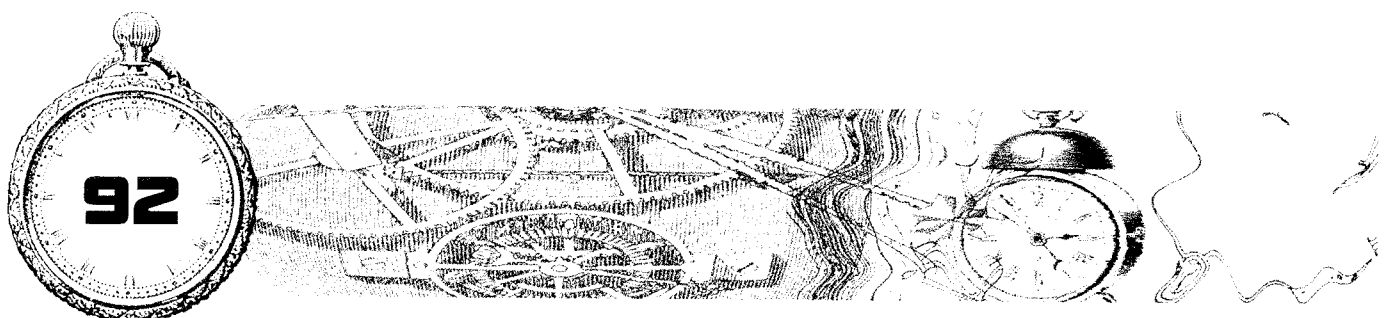
SECONDARY SKILLS

Animal Training: (Not Datable.) Bonus for training a particular type of animal. Skill ranks must be developed separately for each genus.

Athletic Games: Bonus for playing any one game primarily involving agility, coordination, or motor skills. Skill ranks must be developed separately for each game.

Directed Psion: (Not Datable.) Gives a bonus for using Psions (psychic powers) that can be aimed at targets.

Drug Tolerance: (Not Datable.) Gives a bonus for resisting the effects of a psychoactive substance. Skill ranks must be developed separately for each type of drug (e.g., sodium pentathol, alcohol, etc.) One need not be conscious to use the skill.

Environs: (*Cyberspace*) Combines Climbing, Swimming, First Aid, Survival, and Alien Environments.

Sport: (*Cyberspace*) Equivalent to Athletic Games.

Visual Arts: (Not Datable.) Gives a bonus for creating or comprehending works of visual art. Though the skill is not datable, one may have to become accustomed to the style of the time and place. Skill ranks must be developed separately for each medium (painting, photography, cinema, sculpture, etc.).

14.3 TIME-TRAVEL CAREERS

This section lists the different careers of time travelers, along with the *Rolemaster* or *Space Master* professions and skills most suited to those careers.

TEMPORAL CAREERS

Patrol agent:

Space Master professions: Armsman, Criminologist

Rolemaster professions: any from the Realm of Arms

Essential skills: Crime Technics (of period(s)), First Aid, History (of period(s)), Linguistics (local language(s)), Stalk & Hide, Weapons (of period(s))

Desirable skills: Acting, Climb, Diplomacy, Drive (of period), Foraging, Interrogation, Martial Arts, Ride (of period), Swim, Weapons Technics (of period(s))

Time-ship pilot:

Space Master professions: Pilot, Explorer

Essential skills: Hyperspace Astrogation, Hyperspace Pilot

Desirable skills: Advanced Math, Air Pilot, Astronautic skills (all), Combat Pilot, Firearms, General Physics, Heavy Energy Projectors, Power Sys Technics, Tachyon Physics

Time-ship engineer:

Space Master professions: any Technician profession, Engineer

Essential skills: Power Systems Engineering, Power Systems Technics

Desirable skills: Advanced Math, Astronautics skills, Computer Technics, Electronic Technics, General Physics, Mechanical Technics, Tachyon Physics, Weapons Technics

Temport engineer:

Space Master profession: Systems Tech, Engineer

Essential skills: Hyperspace Astrogation, Power Systems Engineering, Power Systems Technics, all of later date than for time-ship engineer

Desirable skills: Advanced Math, General Physics, Tachyon Physics, all of later date than for time-ship engineer
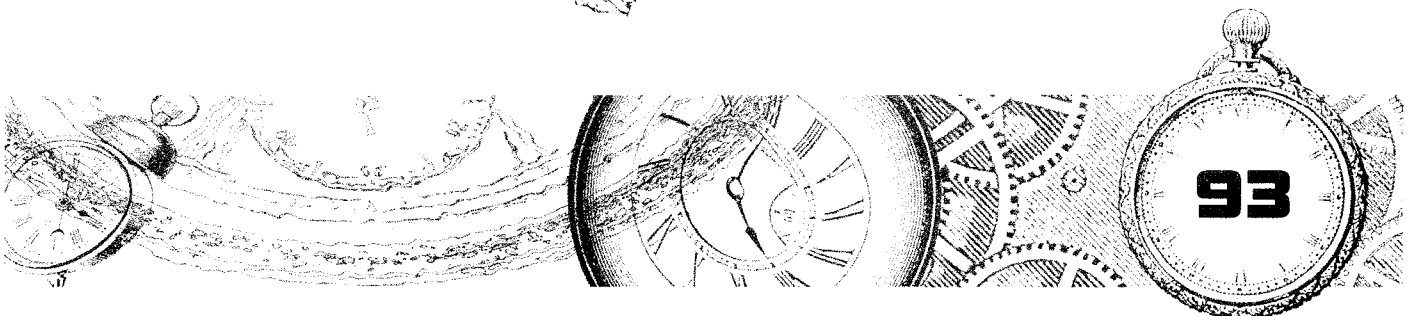
Field historian or fugitive:

Space Master professions: Researcher, Criminologist
Rolemaster professions: Thief, Rogue
Essential skills: Acting, History (of period(s)), Linguistics (local language(s))
Desirable skills: Anthropology, Climb, Diplomacy, Drive (of period), First Aid, Foraging, Interrogation, Ride (of period), Swim

Field paleontologist:

Space Master professions: Explorer, Researcher, Planetologist
Rolemaster professions: Thief, Rogue
Essential skills: Navigation, Survival, Zoology (of period(s))
Desirable skills: Climb, Drive, First Aid, Foraging, Perception, Planetology, Ride, Stalk & Hide, Track, Swim, Weather-Watching

History tourist:

Space Master professions: anything
Rolemaster professions: anything
Essential skills: none
Desirable skills: History (of period), Linguistics (local language)

Prehistory tourist:

Space Master professions: anything
Rolemaster professions: anything
Essential skills: none
Desirable skills: First Aid, Navigation, Survival

History tour guide:

Space Master professions: Administrator, Entertainer, Criminologist
Rolemaster professions: Thief, Rogue
Essential skills: Acting, History (of period), Linguistics (local language), Public Speaking
Desirable skills: Climb, Diplomacy, First Aid, Persuasion, Ride, Swim

Prehistory tour guide:

Space Master professions: Explorer, Administrator, Entertainer
Rolemaster professions: Fighter, Thief, Rogue
Essential skills: Navigation, Public Speaking, Zoology (of period)
Desirable skills: Climb, Drive, First Aid, Foraging, Perception, Persuasion, Ride, Stalk & Hide, Survival, Swim, Track, Weather-Watching

Time-trader:

Space Master professions: Administrator, Criminologist
Rolemaster professions: Thief, Rogue
Essential skills: Appraisal, History (of period(s)), Linguistics (local language(s))
Desirable skills: Acting, Diplomacy, Interrogation, Persuasion, Public-Speaking

Time-smuggler:

Space Master profession: Criminologist
Rolemaster professions: Thief, Rogue
Essential skills: Appraisal, Crime Technics (of period(s)), History (of period(s)), Linguistics (local language(s))
Desirable skills: Acting, Diplomacy, First Aid, Interrogation, Persuasion, Public Speaking, Ride, Stalk & Hide, Swim

Time-pirate:

Space Master professions: any Astronaut profession, Criminologist
Rolemaster professions: anything from the Realm of Arms
Essential skills: Crime Technics (of period(s)), History (of period(s)), Linguistics (local language(s)), Martial Arts, Weapons (of period(s))
Desirable skills: Climb, Drive, First Aid, Foraging, Ride, Stalk & Hide, Swim, Weapons Technics (of period(s))

Adventures Through Time
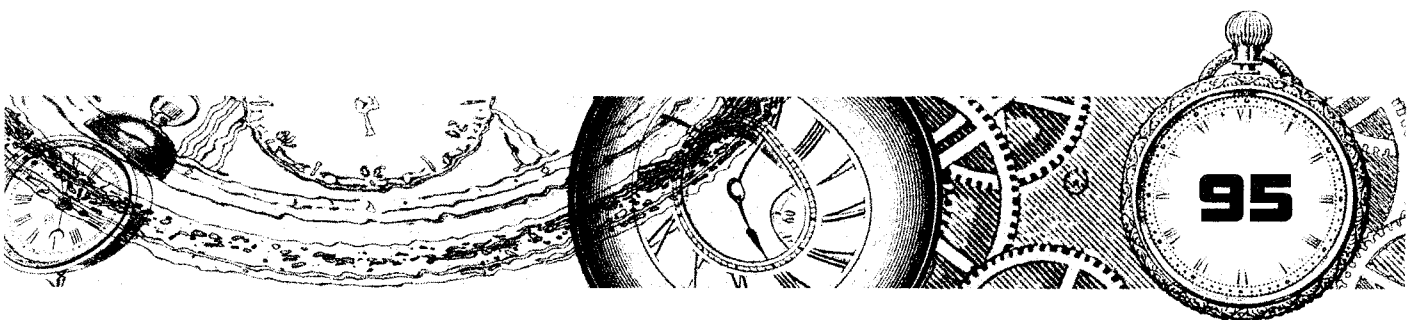
15.0 RECRUITMENT FOR FREETIMERS

Use this scenario to get the PCs involved with a freetimer. (This example uses the Professor.) It assumes the PCs are present-day contemporaries.

The PCs are friends with each other and are gathered at the home of one of them to play bridge, or watch TV, or some such minor social function. This home is in an apartment building. The game is interrupted by a scream from an apartment nearby (next door, above, or below). It sounds serious enough to urge the PCs to action.

When they pound on the door, they hear two voices—a man, moaning softly, a woman speaking in a high, frightened voice, and two angry voices, one male, one female. If none of the PCs is willing to break down the door, let it fly open to the accompaniment of a sucking, roaring noise and a wash of tingling sensations.

When the door opens, they see two dim, translucent figures seated on a motorcycle-like thing, in the act of vanishing. There is a middle-aged man sprawled on the floor and a young woman in mid-flinch opposite the door. There is also a lot of very strange "electronics" cluttering the apartment.

The futuristic machinery can look any way you want. Some suggestions:

• Large "vacuum tubes" containing shimmering wisps of shadow

• Cat's-cradles of colored wire strung on steel frames

• Snarls of "macrame" studded with metal beads of various size

• Levitating arrays of steel buttons

• Cubistic arrangements of glass crawling with sparks

Just make sure it clearly appears beyond present-day technology.

The man is the Professor, (see Section 9.19). The woman is named Linda Austen and has the stats of Kate Carter from the same section, but is a contemporary American with a middle-class background; she is currently the Professor's traveling companion.

The Professor revives, sees PCs, and moans something like, "This sort thing isn't supposed to happen to us." (Meaning timelock generally prevents accidental discovery of time travelers.) Over the Professor's feeble objections and despairing moans, Linda comes clean in answering the PCs' questions. She admits they're time travelers, and for that matter they could use some help. She explains that they were just now robbed by two time smugglers (the figures disappearing on the Anderson Special). They need to retrieve the stolen goods. (We assume the PCs are willing to help.)

Linda may not explain things this coherently, but to begin at the beginning: These time-smugglers are named Adna and Corl. (Use the stats for Finnur "the Door," minus the cyborg implants, for both of them.) They posed as friends to the Professor and secretly used his time machines to smuggle hi-tech computer modules from one future period to another (less future) period. The Professor found he was under investigation by the patrols. Investigating himself, he uncovered the smuggling and collected evidence against Adna and Corl.

The Professor and Linda arranged to meet a patrol agent and were quietly waiting in the out-of-the-way 1990s when the two smugglers appeared and snatched back the modules. (The smugglers do not know that the evidence against them is recorded in the modules.) The patrol agent is due to appear here in a few hours, and Linda and the Professor very much want those modules back.

Linda shot the smugglers' Anderson Special just as it was vanishing. As a result, the smugglers only got 20 years back into the past. The Professor had some temporal tracking equipment running, in anticipation of the patrol agent; he determines the smugglers' destination as the same city, 1971. Fretting and grumbling, he teleports the PCs, Linda, and himself to his cloaked timeship, travels back to Earth orbit, 1971, and focuses the teleport on a back alley near the PCs' once-and-future apartment building.

The Professor passes out some stun-guns and a sensor pack, then collapses and has to be helped into bed and attached to an autodoc; it seems the smugglers' stunner-fire was fiercer than usual. This leaves Linda and the PCs effectively stranded in 1971 for as long as you like; none of the PCs can operate the futuristic equipment; Linda can use the teleport (to and from the alley) but can not re-set it, and certainly can't time-pilot.

Linda remarks, "Here we are. Nixon is president, the Vietnam War is still running, I'm five years old, and none of us has proper ID." She might also add that they are all dressed a little funny. Make sure you get a detailed description of the PCs' clothing and haircuts before you start play, or make die rolls to determine how out of step their fashions are. Their money won't generally pass close inspection. Furthermore, digital watches are unusual and hologram-bearing credit cards are anachronistic.

Do not let Linda point out these problems; it's more fun to let the PCs discover them. The Professor's ship can supply them with pawnable jewelry. It doesn't happen to have any costume for this decade. After the PCs determine that, there's very little for them to do but teleport down with Linda and start looking for the smugglers.
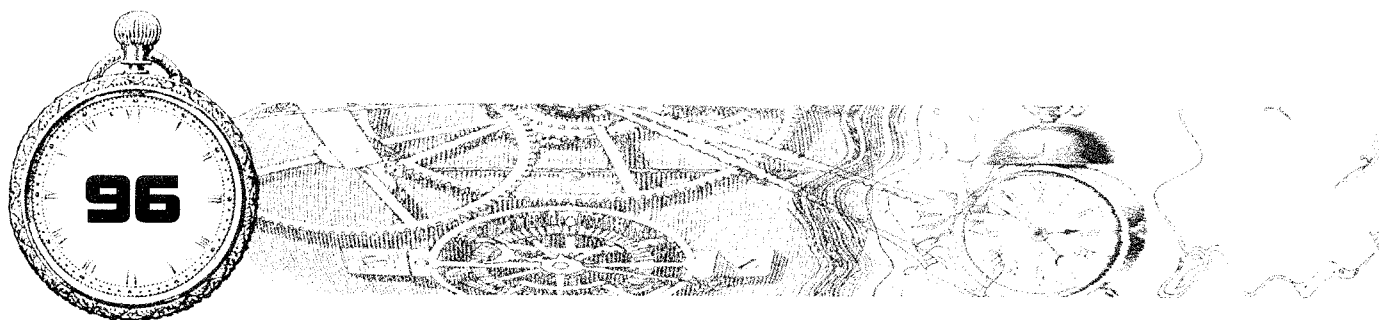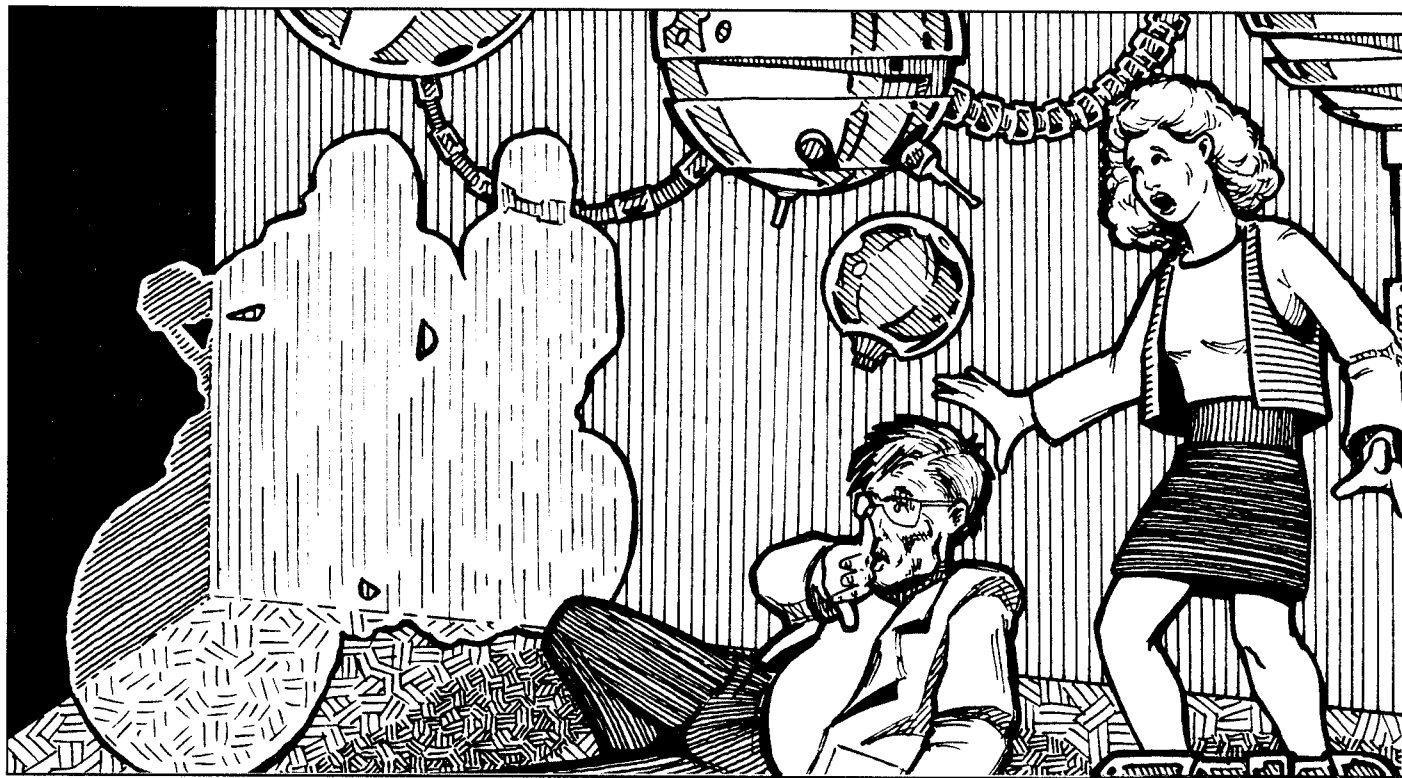
Linda and the PCs can now stalk the smugglers through a modern city. Linda is all for tracking down the time machine and permanently disabling it, first thing, to prevent further escapes. Anyway, it shows up readily on the sensor pack. She believes that Adna and Corl will try to repair their machine, using electronic equipment bought or stolen from local stores. This gives a second, less defined, place to look for the smugglers. Finally, Adna and Corl are unusual in appearance, being well over six feet tall, platinum blonds with long hair, and dressed in charcoal gray...when last seen.

Little problems: The smugglers do not know the territory, but then the PCs' knowledge is "out of date" (in the wrong direction). The PCs are equipped with stun-guns only; if they want to pawn the jewelry (mostly plain gold rings) and buy current guns, it'll be tricky without ID. (The smugglers may or may not have deadly weapons—GM's choice.) Renting a car without ID is tricky, too. And if they are arrested in a car chase, they're in more trouble.

First problem: The sensor pack doesn't show any time machine in the area. Linda is only kind of sure she's working the sensors right. In fact, the problem is that Adna and Corl have not arrived yet. Give the PCs a chance to guess that. If they don't, have Linda guess it eventually.

Second problem: The PCs are timelocked from interfering with the smugglers' Anderson Special for a few hours after Adna and

Corl arrive. This is because the Professor did not detect the time machine exactly at its time of arrival, but some few hours after the smugglers arrive. If the PCs could destroy the Anderson Special, they would be destroying the clue that guided them there so they could destroy it. That can't happen. So this is their first experience with timelock.

To run this timelock, arrange circumstance to keep them away from the Anderson Special for 1D6 hours after they first detect it. If they don't notice any unusual bad luck, just wait. There will be plenty of other timelocks for them. If they notice the bad luck and wonder what's causing it, have Linda mumble unhappily about "maybe it's a timelock." When they ask, "What's a timelock?" Linda must confess that she doesn't understand them clearly, but they are the bad luck that keeps you from changing history, though she can't see what history they might be trying to change. Maybe one of the PCs will see. If not, the Professor can explain it to them later.

Third problem: If any of the PCs grew up in this city, they may be gently timelocked to steer them away from their youthful selves or their parents. To run this timelock, you would first have to show a PC an early self or young parent. If the PC just retreats, doing nothing. If they advance on this piece of their own history, start making them trip, bump into pedestrians, fail to see the open manhole, etc.
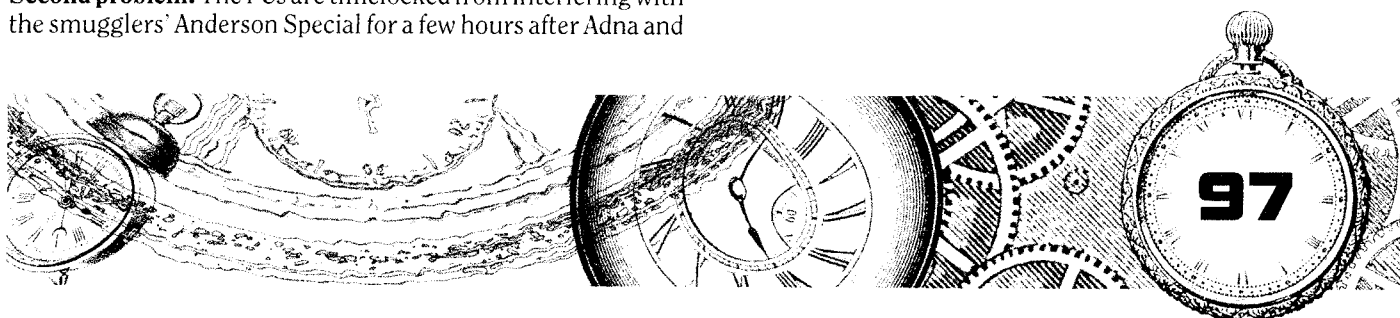
Fourth problem: The Happening. The smugglers come fluttering down out of a night sky on their failing time machine. While the machine is still timelocked from the PCs, Adna and Corl case out the city by listening to the news and reading papers, as well as by direct observation. They discover that the students of a local college are putting on a counter-cultural "happening" at a local park. This means lots electronic parts in the parked cars and sound systems—promising hunting grounds for spares. The PCs find they are hunting the smugglers and their time machine in a noisy carnival crowd featuring:

• Loud, semi-pro and amateur rock music.
• Placards protesting the Vietnam War and race discrimination.
• Many college students wearing fringe, beads, paisley, tie-dye, long hair.
• Activists passing out literature and eager to talk to you.
• People passing out Kool-Aid that might contain LSD.
• People passing out.
• Policemen at the edges.
• Undercover narcs (narcotics detectives).
• Undercover drug dealers.
• Motorcycle gangs.
• People organizing demonstrations, looking for participants.

The PCs can get into all kinds of trouble at the Happening. They could attract the suspicion of cops, narcs, or bikers. They could incautiously eat some spiked food. They could run into a belligerent drunk or two. They could find that Adna and Corl have paid some bikers to molest them. They could be drafted into a strange demonstration in which (say) everyone is supposed to lie down and play dead, or scream and run about in ragged red sheets, or shout slogans. The smugglers could have the same difficulties (except for the paid bikers).

What the PCs are trying to do, remember, is recover those computer modules. They may also want to stun Adna and Corl, or disable the smugglers' time machine. To do any of these things, they must sneak about behind the scenes, in a suspicious manner.

The smugglers do not know at first that they are pursued, but they know its possible and they can recognize Linda (unless someone disguises her). Adna and Corl are also sneaking about, trying to steal transformers and cabling to repair the Anderson Special. One way the PCs might find them is by noticing the fight that breaks out when they are caught.

You can revive the Professor and bring him on stage whenever the PCs need serious rescuing. (There are several ways they could end up in jail, for instance.) If you want to complicate the plot, you can bring in a patrol agent. This is the person that the Professor and Linda were waiting for. The agent showed up "while" they were away from the 1991 apartment, looked over the time-scanning equipment, and followed everyone to 1971. This fates the PCs & Co. to return late. (Otherwise, the agent would have had no cause to come looking for them.) You can easily arrange this by having the shaken Professor make a small mistake in time-piloting. If the professor and the agent meet, the Professor very deliberately returns late.

To the PCs, the agent is someone tailing them. (Tailing Linda, actually.) This tail makes Linda nervous, and the agent is by no means sure of their innocence, so there is plenty of chance for misunderstanding between good guys. However, you can also use the agent to rescue the PCs if necessary. Use Yance Horono from Section 9.24, or someone with the same stats.

In the best outcome, the PCs help Linda and the Professor retrieve the computer modules and capture the two smugglers. In the worst outcome, the smugglers get away and Linda may be killed; the Professor must cope with a suspicious patrol agent. In any case, the PCs have made contact with the Professor and, through him, the freetiming community. They may become the Professor's traveling companions, or he may introduce them to other freetimers.

16.0 RECRUITMENT FOR TIME-PATROLLERS

Use this scenario to get the PCs involved with one of the time patrols. It assumes the PCs are present-day contemporaries.

The PCs are friends, neighbors, or co-workers, driving back home late at night, through a bad part of the city, in a car or small van belonging to one of them. You and the players can decide on any relationship between the PCs, along with the city they live in, and the function they are driving home from. (A karate lesson would be handy.)

As they drive through the bad part of town, they encounter a girl, hitching for a ride. She wears jeans, a shiny jacket, and a bewildered expression. She is, moreover, hitching with her thumb pointing down. If you doubt that the PCs would spontaneously stop for such a hitch-hiker, arrange with one or two of the players beforehand that their characters will suggest stopping. The driver's player would be a good one to collude with. You don't have to tell the players anything about the girl, just, "I want you to have them stop and pick up a hitch-hiker."

Once the girl climbs in, the PCs can see that she is wearing a tie-dye T-shirt and love-beads, as for the 1960s, along with a button reading "Free the Chicago Seven." Her jacket appears to be made of mylar. She carries a small brown paper bag.

She is, in fact, a straying time tourist. She is from a distant utopian age, and the differences between the 1960s and the 1990s are invisible to her. She has no skills relevant to the scenario, average stats, and is very naive. Her name is Jill Setward.

Jill asks for a lift to the Art Museum. If the PCs ask what she was doing out late in a bad neighborhood, she is surprised to learn it was bad. If they ask what she is doing in town, she says she is a tourist and proudly brings out her pictures. These are full-color holograms. They come out of the bag with her camera, which has a shiny black, square window in front instead of lenses. In back, it has a number of light-up displays and a tiny 3D TV screen (the view finder).

If the PCs urge her to be more cautious or talk about the local dangers anyway, Jill reaches into the paper bag and produces a small futuristic gun; she explains that "they" gave her this for protection, but she doesn't really know how to use it. It is a stun-gun. She doesn't stun anyone with it, but she fiddles with it carelessly and turns on the targeting laser, which is showy but harmless.

If the PCs don't give an opening for the gun, it can fall out of the bag when she moves to put her pictures back in.

At some point during the ride to the Art Museum, Jill lets slip her date of origin in some manner. The exact way will depend on the course of the conversation with the PCs. When she lets it slip, she becomes very embarrassed, but does not try to cover up or deny what she said. Her reaction is more, "Well, I've blown it so I might as well tell you whatever you ask."

The Art Museum is, of course, closed at this time of night. Jill explains that "they" told her to come back here, no matter what, no matter when, if she got lost. When they arrive at the museum parking lot, Jill gets out and someone in the shadows whistles "As Time Goes By" (the song from "Casablanca," beginning, "You must remember this / A kiss is just a kiss / A sigh is just a sigh...") In response, Jill tries to whistle the opening bars of "Yesterday" by the Beatles. The PCs can join in if they like.

In answer to the countersign, a tall black man emerges from the shadows near the museum. This is, in fact, Yance Horono (see Section 9.24), a League of Ages agent. Jill bursts into profuse apologies and instantly tells him she blew her cover to the PCs. Yance is disgusted and scolds her a little. Yance then turns a speculative eye on the PCs. He asks if they would be willing to help him find some more of his straying sheep. (I presume they say yes.)

Yance leads Jill and the PCs into the museum, unhampered by any security systems it may have. Inside, the PCs find a small crowd of time tourists, dressed in a variety of 20th-century fashions. They are in the custody of a junior field agent. (The junior agent and Yance are dressed perfectly for the 1990s.) Jill is greeted warmly by her fellows and vanishes into the flock after thanking the PCs once again. The junior agent leads them away for a private late-night tour of the Contemporary wing.

Yance explains in greater detail about the time-tours, including the fact that these tourists are utopians and thus a bit naive and under-cautious. One particularly unruly straying sheep led part of the flock off, in the middle of the day, in the middle of the street...near a bad part of town. Yance is still looking for them. The PCs soon find themselves back in the car, with Yance. On the way Yance passes out stun guns and one wallet-sized sensor pack, keeping another pack for himself. The packs are set to the body odors of all the individual members of the tourist party.
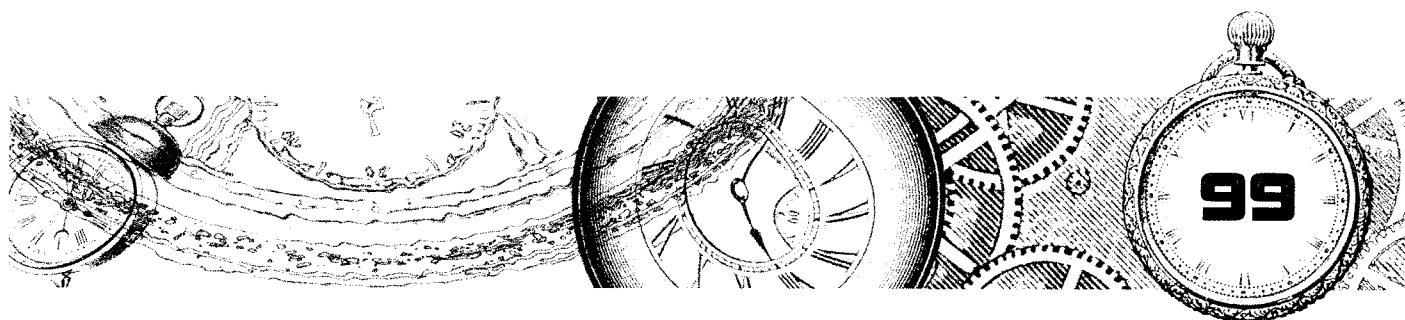
Back in the slum, set the PCs and Yance to tracking the missing tourists. You can manufacture small outdoor encounters out of:

• Stray cats
• Stray dogs
• Irate or fearful street folk
• Patrolling cop-cars
• Street thugs

Once they elect to explore a building, you can manufacture indoor encounters out of:

• Large rats
• Stray cats
• Rotting floorboards
• Crumbling stairs
• Suspicious residents

Keep up such encounters only so long as the players find them interesting. Then have Yance (who is much better with the sensor pack than any PCs) suddenly detect futuristic equipment operating nearby. Yance tells the PCs that this is certainly a time traveler and not any of his tourists. The party can nervously stalk down a short maze of alleys or hallways, to encounter Wanda Li (Section 9.23).

Wanda, it turns out, has detected Yance and the PCs and was stalking them. Each was detecting the others' sensor packs. Don't worry if someone fires during the tense encounter—all the guns are just stunners. Whether anyone gets stunned or not, Wanda and Yance react with a mixture of relief and annoyance. Yance, as usual, tries to find out their relative sequences, and Wanda, as usual, doesn't want to talk about it. ("So, how many times have we met? I make it eight." "I haven't been counting." "*Sigh* Well, do you remember the time we—" "If I did, I wouldn't tell you.")

After a little of this sparring, Yance performs introductions and asks Wanda what she's doing here. She says she's here tracking down temporal smugglers. She shows Yance two holos: one is a woman, but the other one is a man, the "tourist" from Yance's group who led so many of the others away. Yance and Wanda draw the obvious and correct conclusion—the smuggler is holding the utopian tourists hostage. But why?

The answer, which may show up later, or Wanda or Yance may guess it if the PCs don't, is to protect his partner while the two of them make their escape. Wanda is hot on the trail of the second smuggler; she knows from earlier detecting that this woman is riding an Anderson Special and headed for a nearby empty basement at 1:30 AM, there to drop off her contraband. (Let the time now be about 1:00.) Wanda is pretty sure the woman doesn't know she is being trailed. Wanda was all set to "head 'em off at the past" in the classic time-patrol manner, and be there waiting for her quarry, but apparently the quarry's partner detected Wanda and has headed her off.

The male smuggler is already in place in the basement, holding the utopians at gun-point. He only wants to keep them there, as a human shield to keep patrol folk away, until his partner shows up. Then the two of them will ride off over the event horizon. But will they leave witnesses behind? Or living time patrol officers and allies, who might get away and throw another layer of ambush around this moment? No way of telling.

It will probably take the PCs a while just to understand the temporal tactics of the situation. (A major piece of the problem is that the bad guys are the only ones with a time machine handy.) By the time they arrive at the basement, it is 1:15. You can add 2D6 minutes for the Anderson Special being a little late. In that time, the PCs have to help Wanda and Yance rescue eight people from an armed man in a dirt-floored brick room with one door and no windows.

The two smugglers should have at least the following capabilities: Hits: 60-70, Firearms: 85, Martial Arts Striking Rank II: 50.

SUGGESTIONS

The single-plank flooring of the room over the basement could be rotting. The PCs might be able to remove it under cover of a boom-box playing loudly. (They could buy the boom-box from a local.) The male smuggler could be stunned from above, by surprise.

A brave PC could pick the lock on the door, then open it acting as if they had the key and belonged there. They would, of course, be added to the number of hostages. But they might be able to melt meekly into the crowd, then, when the smuggler's attention is diverted (say, by the other PCs), stun him with the stunner cleverly concealed on their person.

They could fake setting the building on fire.

Your players will probably come up with something that is none of those, but if they seem stumped, you can begin nudging them toward one of those solutions.

A PC who has quickly grasped the idea of time travel may suggest that Wanda or Yance go away, wait the necessary hours or days for their pickup, return to the future, stock up on super-weapons or sleep-gas or whatever, then come back to the past arriving in about five minutes from now. Neither Wanda nor Yance will agree to such a scheme; there is too much risk of time-locking because of earlier and later selves being so close together.

Assuming the PCs help save the hostages and capture the smugglers, Wanda and Yance will thank them warmly and ask if they mind being contemporary contacts for other patrol agents in this place and period. This gives the PCs an opening to become more and more involved with time travelers. Patrol agents may seek their help, or recommend them as guides to tourists, scholars, or traders. Then someone has a problem involving more than one period, and soon the PCs are time traveling themselves.

17.0 THE PHIDIAS AFFAIR

This scenario is meant to be a light-hearted, comic piece of "routine" time patrol work. The PCs may be working for either patrol, or be freetimers willing to do a favor for a patrol. The PCs are investigating a situation in which many NPCs have secrets (from the PCs and each other) and desperately practice lies and deceptions to keep those secrets. Any violence should be mere slapstick.

The PCs are asked to look into a report of smuggling from 5th-century BC Athens. This is the Athens of Socrates. Pericles died recently, and Plato is a boy. It's a golden age for Athenian culture, though shadowed by the on-again-off-again Peloponnesian wars with Sparta. The time-tourists have been careful to avoid these unpleasant intervals.

The smuggling report comes through Septimus Stahl (see Section 9.21), via a League contact. However, the accused smugglers use temports and work under Timekeeper jurisdiction. So you have a hook into the scenario through either patrol.

Septimus is in Athens with a group of five or six tourists. They are posing as Celtic traders from Iberia. They have rented a small two-story town house in a respectable neighborhood where many foreigners lodge. Coincidentally, their next-door neighbors are also time travelers. One of Septimus' tourists has accused these neighbors of being smugglers.

The accused smugglers are the Flime family. There are two brothers, Milbank Flime and Barcord Flime, and their sister, Osta-Plus Flime. They claim to be field historians working for Hodge College in Squamus, Massachusetts, at some date they are coy about revealing. (To the Athenians, they claim to be trade factors from someplace on the Euxine—the Black Sea.)

Milbank is skinny and limp, Barcord is pudgy and greasy, and Osta is bony and prickly. Milbank and Osta are both bossy. Osta insists on being introduced as "Osta-Plus"; the "-Plus" means she has genetic enhancements, as she is quick to tell you. (Milbank is quick to tell you that they are nothing more than the ability to make her own vitamins and essential amino acids.)

All their stats are 50. Their only relevant skills are Falsification, Forgery, and Stalk & Hide, all 75. They speak Greek and English. Milbank and Osta also speak Italian. As you may gather from their skills, they really are smugglers. They commission statues from the Greek sculptors and smuggle them to unprincipled art collectors in their home era. They have smuggled four figures by the great Phidias and are about to send off a fifth. (These statues are beautiful and realistically painted, too.)

The accuser is Shairn Fodor, a young lady from the far future. She is beautiful, sharp-witted, and energetic, even a bit impulsive. Barcord Flime was smitten by her, invited her over, and hung about a lot. Being brighter than the Flimes, Shairn soon figured out what they were up to. When Barcord got too insistent in his attentions, she decided to blow the whistle on them. Shairn has Re and Ap of 90, In and Pr of 70, all other stats 50, and the skills Stalk & Hide and Forgery at 85. She speaks English, and mixes Greek with accented Intrinsic in an artful way that makes Septimus wince but doesn't seem to alarm the Athenians.

Shairn is a smuggler, too, though at a much smaller scale. She just buys lots of pricey souvenirs, then hides them in her luggage and re-sells them back home, at college. She does this to earn money that her parents do not control. Her parents feel (perhaps reasonably) that Shairn needs careful watching, so Shairn has two traveling companions.

One is her uncle, Waldr Fodor, a bulky, boring man of middle age. He's very amiable but perfectly useless as a chaperone. All his stats are 50, except In of 20 and Me of 95. He is fascinated by ancient Greece but speaks no Greek; instead, he uses a hidden earplug that routes through a translation computer back at the rented house. This means he's effectively mute as far as the Athenians are concerned. (Most of the other tourists use this same system.) To role play his conversation, pick up a history book on ancient Greece (the duller the better) and start reading.

The other companion is Sharin's robot valet, Clicks. Clicks is a cheap model, a brass-finished stick figure with a shiny black ball for a head. All its stats are 40. It speaks no Greek. Clicks is under strict orders from Shairn's parents to keep her out of trouble, so it is in an agony over her smuggling sideline. Clicks never leaves the rented house—Septimus forbids it. It keeps a tray, a cushion, and a blanket nearby at all times; if it thinks there's a danger of being seen by an Athenian, it crouches down, holds up the tray with the cushion, and throws the blanket over itself, hoping to be taken for a padded seat. (It's very good at holding still.)

The last complication in Shairn's life is Philemon. He is a young man of the citizen class, one of Phidias' models. (St, Co, Ap all 90, other stats 50. Athletic Games, Spear, Sword 80.) He and Shairn have fallen in love. (Clicks is in an agony about that, too.) He is a male engenue, bidable, sweet-tempered, and naive. He finds Shairn fascinating and alarming, unlike any girl he's even met. Shairn is thinking of trying to smuggle him back to her home era; she wants to rescue him from the Peloponnesian Wars.

Philemon used to think of her as an Amazon princess, because of her bold manner. Now, he is beginning to think she is a sorceress or nymph or something else uncanny; she knows so much, even about the future, it seems, and there's this draped stool that seems to follow her all over the house...
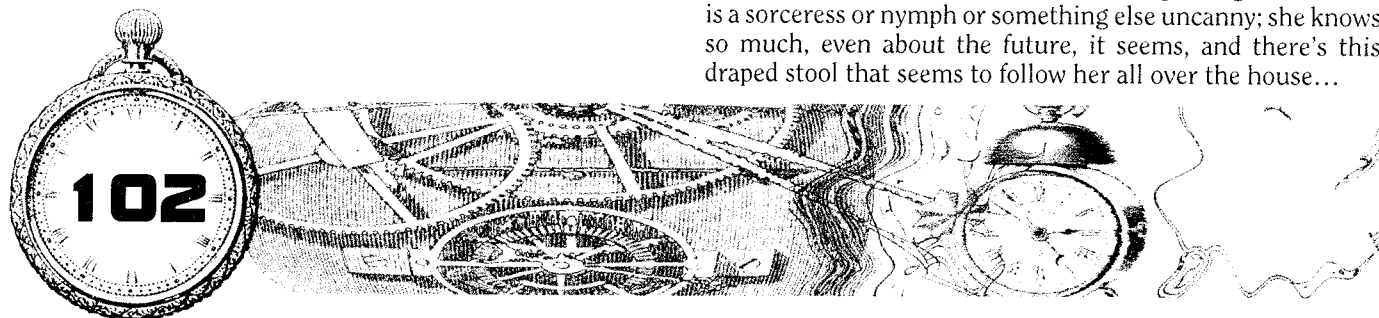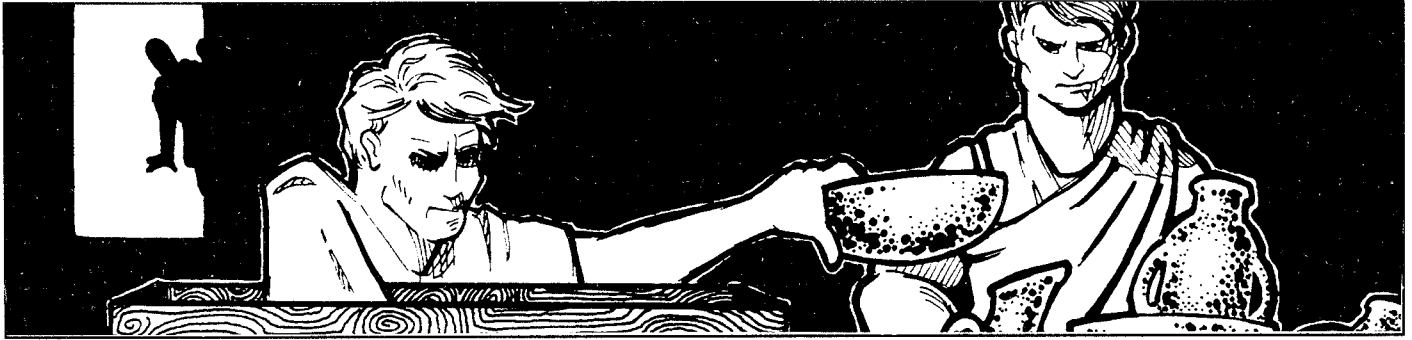
Shairn is not the only one with complications. Milbank Flime is the one who actually hauls the statues through the temport. However, he does not take them straight to the future. Secretly, he stops off in Renaissance Italy and has the statues copied by Giovanni Maroti, a little-known sculptor of Genoa. Giovanni lives as the house guest of his patrons, a wealthy merchant family, the Anziannos. Milbank then sells the (unpainted) pseudo-Phidias on his own, without splitting the profits with brother and sister.

Giovanni's frustration is that his work is technically perfect but not at all inspired; however, it makes him a perfect copyist. (St 70, Ag 90, Re 70, all other stats 50, Perception and Sculpture 95). Giovanni would rather his patrons did not know he was moonlighting, so Milbank has to deliver and pick up his statues secretly. Giovanni thinks Milbank is a British con man.

These temports, by the way, do not belong to the Flime family. They belong to Clockwise Courier Service. The Time-keepers sold the temports to Clockwise and license their use. Clockwise is a small transtemporal business with, as you might guess, lax standards. But they are innocent in this affair.

Step through a Clockwise temport in Athens and you find yourself in a dull place like a bus station, only cleaner, with low gravity. (It's on the Moon, at some point in the future.) The various doors out are mostly T10 and T10-W temports.

Clockwise Courier uses a few standard sizes of shipping crate. The Flimes use these to ship their contraband statues. Also, Milbank uses these to ship his contraband copies. They keep a third crate, packed full of cheap pottery, as a decoy to show the Clockwise Courier people what they are ostensibly shipping to the future. Finally, Barcord gave one to Shairn (back before he offended her) to keep her luggage in.

Keep these four crates in mind. When the PCs arrive in ancient Athens, Septimus introduces them to Shairn, who tells them that the next Phidias statue is now in a crate in the Flimes' house. But the Flimes have anticipated Shairn and substituted the crate of crockery for the crated Phidias.

Milbank Flime has not taken the Phidias away, though. He wants to collect the previous statue from Giovanni before he delivers the next one—it's hard enough for Giovanni to keep one statue and its copy secret, let alone a second statue. Now that the PCs have arrived, though, he daren't use the temports and excite suspicion. At least not for a while.

Where to hide the Phidias, then? All the crates in his house will be searched. But Shairn has a crate that is presently standing empty in the cellar of the house next door. He takes hers and leaves the Phidias in its place. Shairn can then discover the Phidias whenever it would be most embarrassing to her— for instance, when she goes down to stow a bit of her own small-time contraband. Now she has a motive for switching boxes.

Keep switching boxes timed to keep the PCs confused. When you get tired of that, have Milbank make a dash to the Renaissance through the temports. If the PCs don't catch him at it, his brother and sister can, and the PCs can hear the resulting family feud. You can then move the scene back and forth from ancient Athens to Renaissance Genoa.

If Shairn feels herself endangered, she may try to smuggle Philemon out in her crate, planning to escape with him or meet him later in her own era. Then you can switch crates again and drive her, Philemon, and any sympathetic PCs, into a tizzy.

Philemon has had practice standing very still, and is the original for some of Phidias's statues (which are, remember, realistically painted). He could probably fake being a statue for at least a few minutes, well enough to elude any distracted characters. See if you can get Philemon accidentally delivered to Giovanni's studio.

Keep in mind what the various NPCs want to hide and will lie about:

- The Flimes, of course, want to hide their smuggling.
- Milbank Flime wants to hide his private counterfeiting operation.
- Shairn wants to hide her own smuggling, and her plans for Philemon.
- Clicks wants to hide anything Shairn wants to hide, and wants to hide itself from the Athenians (including Philemon).
- Giovanni wants to hide his moonlighting activities from his patrons.
- For that matter, Septimus Stahl wants to hide the fact that he's an android, though it isn't likely to come up.
- Philemon and Uncle Waldr have nothing to hide, but are readily confused.
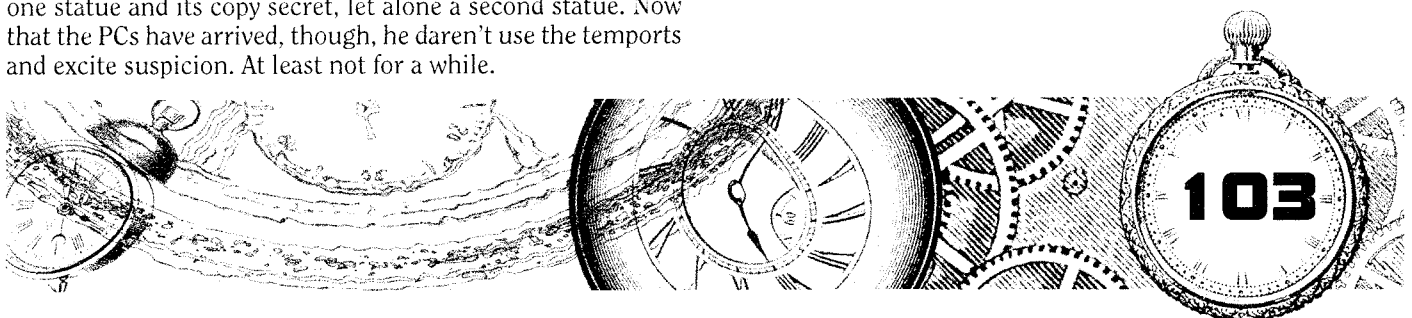
18.0 THE "BUFOON" CONVENTION

The scenario is set in the present and assumes that the PCs work for the League of Ages or at least can be induced to do the League a favor. It is a hide-and-seek problem where the PCs try to retrieve a piece of future technology.

The PCs' League contact comes to tell the PCs of a problem. A League time ship blew up or crashed in the American midwest, in the early 1990s. (Exactly what happened, and whether it was an accident or a fight, are the GM's choice.) The League quickly came in and gathered up the wreckage, but a review of a sensor log made by one of the scouts on the clean-up team shows a contemporary watching the entire disaster and making off with a chunk of the wreckage. And they fear that the wreckage was part of the time drive. The League would very much like the PCs to retrieve or destroy this bit of anachronistic technology. And they would like the PCs to be as discreet as possible about it.

The League contact gives the PCs the time and place, and a picture of the fellow with the prize. Beyond that, the PCs only have whatever powers and tools you usually let them have.

First, they must track down the finder. The wreck happened over a fallow field near Fracola, Iowa, pop. 1500. Timelocks prevent the PCs from reaching Fracola before the finder is well away with his booty. It is a quiet town in the middle of the farm-quilted Great Plains. The PCs must snoop around the town to identify him. By hanging around with binoculars, posing as traveling salesmen, etc., they can soon establish that he doesn't live on the farm that owns the field were the ship crashed.

Let a day or two go by before the PCs find someone who recognizes their picture or description, or before they locate the finder's picture in an old high school year-book or newspaper article. Eventually, they discover their quarry is one Charles Fagin, the local flying-saucer nut. He recently began acting excited and mysterious, and unexpectedly ran off ... somewhere. (This first contact should not know where.)

By pilfering Fagin's room, or by locating a closer friend of Fagin's, the PCs discover that he ran off on short notice to a flying-saucer-watchers' convention in Siatica, New Jersey. By then, three or four days should have gone by.

The PCs can pinpoint the location of the convention from Fagin's papers, or by checking the local papers when they get to Siatica. A local hotel is hosting it—a convention of many different UFO groups, under the umbrella organization BUFOON (Bureau of UFO Oriented Networks).

If the PCs have a time machine suitable for this, they may want to back up a few days and arrive in Siatica well before Charles Fagin. Go ahead and let them; it won't help. You see, Fagin is a rather cautious (well, paranoid) sort. And someone in Fracola (a friend, a landlady, whatever) noticed the PCs making inquiries. Fagin stayed at a motel at some point on his trip to Siatica and left the phone number with this friend; the friend called Fagin.

So Fagin knows that he is under investigation. He believes these investigators (the PCs) to be agents of the government or of PSICOP (Program for the Scientific Investigation of Claims of the Occult and Paranormal). The government agents would be connected with the Air Force or NASA. PSICOP is a debunking organization, publishers of "The Inquisitive Skeptic," a magazine dedicated to disproving the existence of UFOs, Bigfoot, the Loch Ness monster, ESP, astrology, channeling, ghosts, etc.
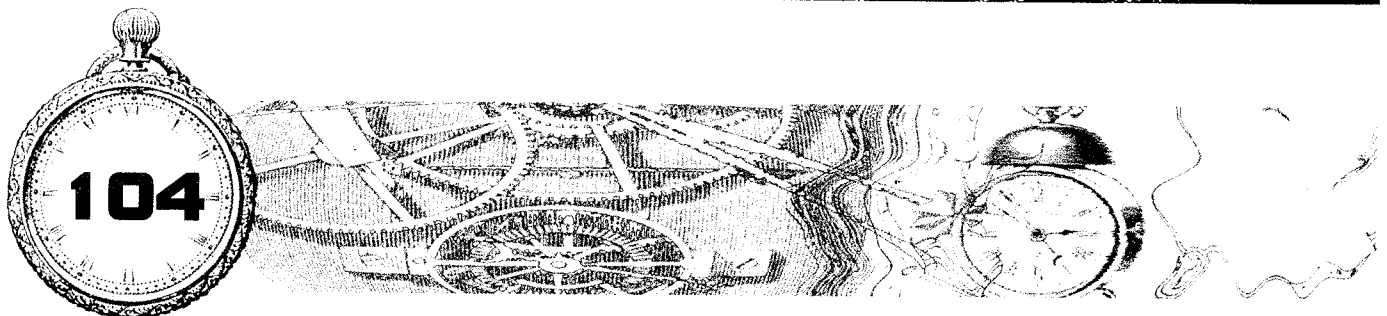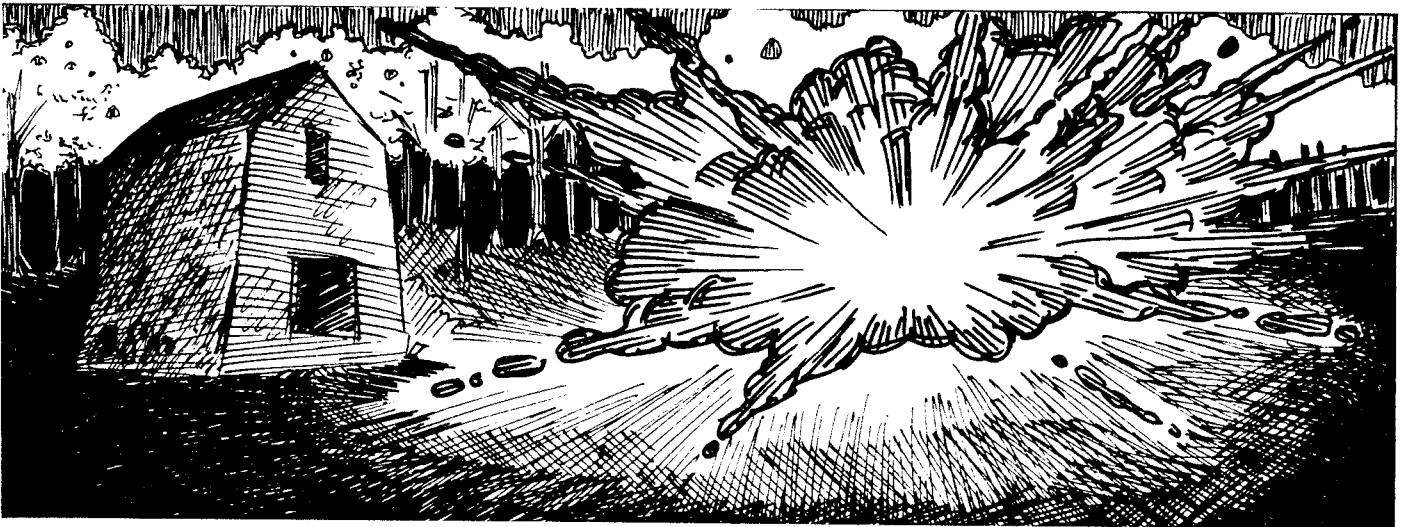
Fagin has perfectly average stats, except for Memory and Reasoning, which are both 80. He also has 60 in Stalk & Hide and Acting. He is a young white male of any ordinary description you like.

Siatica, New Jersey, is part of the east coast megalopolis, the "BosWash complex," solid cityscape. The hotel is a large one, and the BUFOON convention has lots of attendees. The PCs will probably want to get rooms in the hotel and buy convention memberships ($25 each). When they sign in, the attendant asks them the name of their UFO organization. The PCs don't need to give a name—BUFOON just wants the data for their records—but don't tell them that; see what they come up with.

The hotel is crowded from the convention. Keep this in mind whenever the PCs move around. The convention features:

• Speeches by special guests.
• Group and panel discussions.
• Movies (documentaries as well as SF films), free to attendees.
• An art show (featuring UFO- and space-related painting and sculpture).
• A costume ball.
• A "hucksters' room" where folk sell UFO-related literature & junk.
• Religious services for UFO-based cults.
• "Channeling" sessions communing with aliens.
• An exhibit on "Close Encounters of the Second Kind."

The exhibit is of special interest to the PCs, since "Second Kind Encounters" are physical evidence. (Of course, the PCs may not know that right away.) The wreckage they are after would obviously qualify. (First kind is sighting, third kind is personal contact.) The exhibit opens on the second day of the convention, which lasts three days.

All over the convention, in the literature and speeches and films and panels, certain topics come up over and over:

• UFO sightings.
• What the aliens might be up to. (Exploration? Contact? Invasion?)
• Whether or not the government is covering up UFO evidence, including alien wreckage, bodies, or prisoners.
• Ancient astronauts.
• Whether or not there are alien bloodlines among humans.
• Claims to "channel" disembodied aliens.
• Claims to BE disembodied aliens residing in a borrowed human body.
• Stories about "missing time" and people abducted by the "Greys."
• Possible related mysteries, like the Bermuda Triangle, crop circles, and cattle mutilations.
• Stories about "Men In Black" (MIBs).
• Historical UFO encounters, like World War I "foo fighters."
• Efforts by conventional science to contact aliens by radio.

The convention slops over into science fiction and fantasy, and into other fringe areas like perpetual motion machines (many with designs for sale in the hucksters' room) and psychic powers (many services available in the hucksters' room).

Most of the people at the convention are superficially normal, though there is a vaguely academic air about many of them. Several are very thin or very fat. Several wear '70s haircuts and clothes. There are several intense young women in black—both black street-clothes and black costumes. In fact, lots of people wear costumes both before and after the ball. Popular costumes are astronauts, "Greys," and "Men In Black."

"Greys" are skinny, eggheaded aliens with huge black eyes and white or gray skins. They are by no means the only model of alien pictured in the art and literature of the convention, but they are the most popular. They are said to abduct people, perform strange and painful medical examinations of them, then return them with amnesia to cover the fact. (Not very successfully, it appears.)

"Men In Black," or MIBs, are mysterious people with pale complexions, wearing sunglasses, white shirts, and black suits, hats, shoes, and ties, who deliver vague and ominous threats to people who investigate UFOs too much. It's a much easier costume to copy than the make up for a Grey.
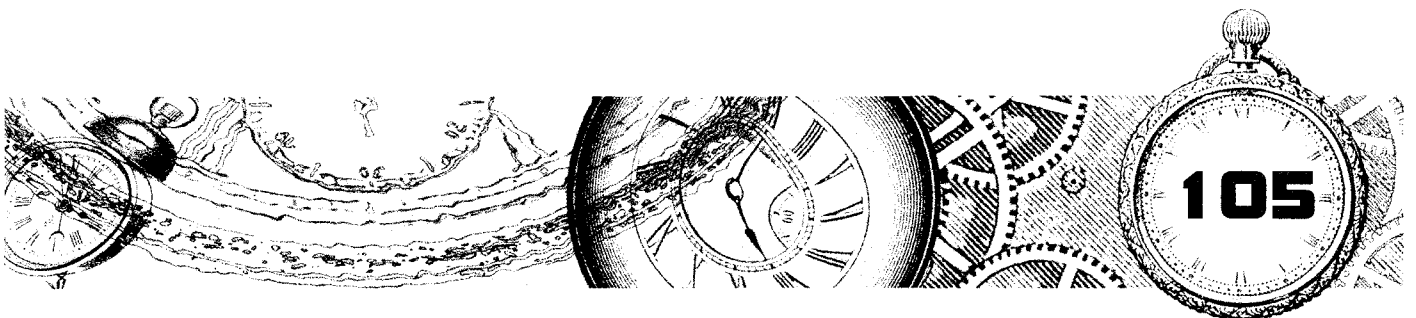
After the PCs circulate through the convention for a while, searching for Fagin, they may become aware that there are several factions of UFOlogist at the convention. Most just like to attend for fun. They rather hope that UFOs are alien spacecraft, and hope even more that the aliens will make open contact; they are fairly lighthearted about it all.

Some folk, however, regard the aliens as their spiritual superiors and belong to an ET-worshipping cult (and preach that Elders will land Real Soon Now), or are fans of a channeler (who claims to be in telepathic contact with aliens) or a "walk-in" (who claims to BE an alien in a borrowed human body).

At the other pole, you have the people who regard aliens as enemies, performing callous experiments on abducted humans, or scouting for an invasion. These folk include teams of Grey-watchers and MIB-watchers. They get into arguments with the pro-alien types.

Then there are the skeptics and CETI people. (CETI = Communications with Extra-Terrestrial Intelligence.) Their approach is conventionally scientific. They get into arguments with everybody else.

Fagin has contacts with all these groups except the skeptics. He desperately wants to show his wreckage in the Close Encounters exhibit, but is (rightly) afraid that his pursuers want to take it away. He has a verbal description of the PCs. (Are any of them striking in appearance?) As soon as he arrives at the convention, he puts the wreckage in the hotel vault and starts to work:

First, he contacts the convention committee and gets permission to put his find in the Close Encounters exhibit. This exhibit has hired security guards inside and at the doors. It is set up in a large function room.

Then he contacts his various UFOlogist friends, shows them his prize, and warns them that the PCs are coming to steal his evidence. He repeats the verbal descriptions. Since the friends come in antagonistic groups, he doesn't tell any of them that he has spoken to the others. (This should increase the confusion factor.)

Next, he seeks out a sculptor exhibiting in the art show and hires him or her to make a decoy copy of the wreckage. The sculptor is given the weight (about 30 kilos, 65 lbs), the size (about 50 cm, 2 ft, at the longest), and some Polaroid photos to work with. Speed is more important than accuracy to Fagin. Secrecy is very important to him.

At least three times in one day, Fagin will lug a burlap-wrapped object to the hotel vault, have it opened, and lug a burlap-wrapped object back. The net result is that it is impossible to tell by ordinary observation whether Fagin has the decoy or the real wreckage in the vault. (You can have it be whichever is convenient to your purpose at any given time.) Fagin keeps his object (whether real or decoy) in his room, hidden in the TV set. It is a fake TV he bought from a furniture store; the real TV is in a friend's room.

When the PCs arrive, they will have to cope with the decoy, crowds of eye-witnesses everywhere, the hotel security, the hired security, and Fagin's various bands of friends. The friends have a number of tricks to pull.

The ordinary UFOlogists are the largest group. They are not totally sure Fagin has a piece of UFO, but they agree he has something nifty. They assume, along with Fagin, that the PCs are agents for PSICOP or the Air Force, trying to rain on Fagin's parade. They will harass the PCs by being a nuisance. They will make "friends" very quickly, "helpfully" show them around the convention, spin long and boring tales, and never, never leave the the PCs alone if they can help it.

The MIB-watchers believe the PCs are agents of the Men In Black, or are MIBs themselves out of uniform. They are more than a little crazy. If the PCs leave the hotel at night, the MIB-watchers will follow in a gang twice as large as the PC party and assault them with clubs. More likely, they will keep the PCs under observation and, when one or two are left alone, hustle them off to a hotel room where they threaten them with violence if they do not leave Fagin alone. They will also try to interrogate the prisoner about the MIBs, their nature (human or alien) and their aims. The MIB-watchers won't kill, but they have no inhibitions about bruising. MIB-watchers have average stats, except for 75 Strength and 75 in assorted brawling and club skills.

The Grey-watchers suspect the PCs are agents of the alien Greys. They will try to abduct the PCs. The Grey-watchers are neat, serious, and a little tense. (And just as crazy as the MIB-watchers.) One of them will "befriend" the PCs and, if asked about Fagin, will offer to take them to his room. He leads them to a room containing several masked Grey-watchers, equipped with barbituates and tranquilizer-dart rifles. They will try to knock out the PCs, interrogate them about Greys as they go under, and leave them far off in the countryside. Grey-watchers

have average stats, except for 80 in Reason and 60 in using their trank-rifles and drugs.

The saucer-cultists believe the PCs are NASA or PSICOP agents. They will make nuisances of themselves, like the "normal" UFOlogists, but will also try to convert the PCs to their way of thinking.

Any and all of these folk will be *fascinated* by any futuristic knowledge, skills, or technology the PCs display, and they are all very quick to notice such things.

For an additional complication, you can throw in a real Air Force agent, Captain Ian Walsh. He was sent to investigate the explosions near Fracola and noticed the PCs already busily at work. He tracks them to Siatica (or duplicates their deductions) and goes on watching them. He can rescue them, if need be, though he will then ask lots of embarrassing questions. Or he can step in and stop them if he catches them doing something illegal. Walsh is under a mild timelock that tends to keep him from ever seeing the wreckage.

For another complication, Fagin can start playing with the wreckage. Parts of it look electrical. If he runs current through these parts, he may notice that the lights look brighter, the traffic outside the window appears to speed up, and, when he stops, his watch is behind. Or he might notice the reverse effect—dim lights, slow traffic, fast watch. He's getting a feeble time distortion. Or his fiddling could locally alter the strength and direction of gravity a little. In any case, he will be too excited by this to keep the news to himself. Rumors will start circulating the convention and these can guide the PCs to Fagin.

For a bit of farce, the PCs could run into Philo Xenos, the alien freetimer mentioned in the NPC section, who would probably be fascinated to see what humans thought about non-humans before they actually met any.

For another bit of farce, the PCs may notice lots of books in the hucksters' room with alternate theories on UFOs. The popular idea is that they are from outer space, of course, but some folk claim they are from Atlantis, or inside the hollow Earth, or Russia, or are living creatures from the stratosphere … or are time machines. The PCs may be a little upset to run across a book entitled "UFOs—Ships from the Future." If they buy it, they will find that it supposes the Greys are highly evolved human-descended time travelers and spends most of its ink talking about precognition, wormholes, and half-baked quantum theory.

There are several ways to end the scenario. The PCs could fail completely, in which case they can go on trailing Fagin as he tries to show off his discovery to labs, universities, and museums. The PCs could fail and Walsh might overcome the mild timelock, see the wreckage, and haul it off to a government lab; the PCs then have to cope with the military to retrieve the thing. The PCs could succeed and leave poor Fagin gnashing his teeth in frustration. The PCs could make a deal with Fagin and explain the real situation to him; he could then become a contact in later episodes.

19.0 DINOSAUR STRANDING: THE LOST COLONY

This scenario throws the PCs as castaways into the Cretaceous period, where they must cope with the aftermath of a battle between the League of Ages and the Revisionists. It could be extended into a campaign.

The scenario opens with the PCs in a League Clockracer piloted by Kora Si (see Section 9.10). They are either on a supply run to a research base in prehistory or answering a distress call from the late Cretaceous, your choice. The supply run can leave the PCs less prepared, but the distress call ties in more tightly to the rest of the plot.

As the PCs leave hyperspace and come in for a landing, they encounter a damaged vessel that Kora recognizes as a Revisionist ship. The two ships trade fire a little, then the Revisionist tries to flee into the timestream. (Remember Revisionists use Holmes-field devices more than hyperdrive.) But the enemy's malfunctioning Holmes field catches the PCs' Clockracer. The Holmes field and the Clockracer's artificial gravity fields tangle and badly damage both ships. (Of course, the PCs may only learn of these technical details later, from Kora.) The Revisionist ship vanishes and Kora finds her ship crash-diving through the stratosphere of Cretaceous Earth.

Kora and the PCs have a few electric rounds to strap on escape belts and bail out. The escape belts are futuristic devices that protect the user with force fields and artificial gravity, letting humans survive a bail-out at hypersonic speeds. These belts burn out after a single use. Kora and the PCs land without serious injury, but not necessarily with much equipment.

Their first job is to re-group. They will be strung out several miles apart along the ship's line of flight. They can send up smoke signals if they have no better equipment for finding each other. Make them take about a day.

They find themselves in a wide, dry prairie, studded with outcrops of rock and little copses of trees. The wildlife consists of dinosaurs, birds, pterosaurs, and small mammals. You can, of course, throw a dinosaur at them any time you like. They need to watch out for smaller predators as well as tyrannosaurs, and irate or stampeding plant-eaters. Remember that you can give the dinosaurs any coloring you like (though plaids and hot pink might not go over well), and make up species unknown to 20th-century science.

What to do after they collect themselves? First, make sure any over-useful equipment got lost or broken in the escape. No Timekeeper-style transtemporal communicators, for instance. However, Kora does have a more ordinary communicator, and she is surprised to find that the Clockracer's autopilot is still on the air...though not very coherent. Still, the wreck of the ship is their biggest cache of resources. At your discretion, you can have Kora hold out the hope that the ship may be repairable or at least have a usable distress beacon. (The League's technology doesn't include transtemporal communicators, but you could stretch the point and let them have a simple distress beacon.)

So the PCs head off toward the wreck of their Clockracer. This sets them hiking east. Around now, they may wonder where, exactly, they are. Depending on how clever they are, how much equipment they still have, and how much they saw during the crash, they may be able to figure out that they are hiking toward the east coast of South America. They are a hundred miles or so north of the land bridge joining South America to Africa. (In geological history, they are at the tail end of the breakup of Gondwanaland.) If they don't come to the wreck before they reach the shore, they'll have to head south along the coast and cross on the isthmus.

Give them one to three days of hiking and wilderness adventure. Then have them spot the smoke. This is three or four thin columns of smoke rising from forest south of their line of march. Kora, if no one else, raises the hope that this is the camp of some field paleontologists. Send the PCs off toward the smoke.

However, the PCs find that the smoke rises from a small log cabin village in a forest clearing—a village inhabited by a mix of humans and dinosaurs.

The humans are League agents and their children. They were stranded here when their ship crashed after a battle with a Revisionist ship (the one that also stranded the PCs, in fact). The League ship crashed twenty years ago.

The dinosaurs were on the ship when it crashed, as eggs. They were a genetic engineering experiment by the Revisionists, presumably intended as soldiers or some other kind of minions. The League agents had destroyed the Revisionist base and rescued the near-term eggs, then fled in their ship. They were pursued by the Revisionist ship, gunned down, and left to survive as best they could. The Revisionist was damaged in the fight and stumbled forward through time twenty years, where it met the PCs' ship and inadvertently brought it down. (Of course, the PCs will discover all this gradually.)

The dinosaurs are intelligent and include a good deal of human DNA in their make-up. You may treat them as psychologically human. They look like Struthiomimus—like a tailed and scaled ostrich—except that their arms are more human, their necks somewhat shorter and thicker, and their heads decidedly more humanoid. They lack projecting noses and ear flaps, and have feline eyes and very short muzzles, but are otherwise human-like of face. Their expressions and voices are human-like. Males are gray-green, females are slate blue; other than that, the sexes look identical to the casual eye. They style themselves Anthroposaurus sapiens but their human colleagues call them "saurids."

If you want to play the PCs along, keeping them in the dark as long as possible, have them meet a hunting party of saurids in the forest before they reach the village. If they spot the saurids before the saurids spot them, they can jump to the conclusion that the saurids alone are responsible for the camp fires they spotted, and be startled at the existence of (they presume natural) intelligent dinosaurs.

Eventually, the PCs and saurids meet. If the saurids speak English or another known language, this will blow away the idea of natural dinosaur intelligence, especially if the PCs ask questions and the saurids answer. Or you can string the PCs on a little longer by having the saurids (and their human colleagues) speak something unknown to the PCs.

The saurids are mightily confused by the PCs. They have known since childhood about the time ships and the battle that brought them here, but it was all remote and unreal to them until now. All will be excited by the League insignia on Kora's uniform. A few may fear a Revisionist deception (though Revisionists were only dim bogies to them before). Unknown faces of any kind are startling in themselves.

If the PCs have a reptile phobia and, assuming the saurids are hostile, are hostile themselves, you have the raw material for great misunderstandings.

With or without the saurid forest encounter, with or without prior explanations, the PCs should eventually get to the camp and learn from someone how these people got here. Because of their presence, the camp quickly falls into three groups:

First, there are the oldsters, the people who personally survived the shipwreck. They are headed by Algar Beck, a fiftyish man, thoughtful and serious. All the oldsters are very excited at the prospect of getting home once more.

Second, there are the survivors' human children and saurid adoptive children. They knew all about the timewreck and such in theory, but it was rather mythological for them; the real world was a wilderness full of monsters and empty of people, with a 19th-century tech-level (plus a few scraps of futuristic tech). Now, suddenly, the mythology is real. Some naturally follow their elders' lead and are eager to return to the future.

The young humans of this group are represented by Andra Kessem, a young huntress and hadrosaur trainer. The saurids of this group are represented by Cadmus Kessum, Andra's foster brother.

Third, some of the saurids and native-born humans want to stay. Some want the whole colony to stay; others want to split the colony up. These people must not be on very good terms with their parents and foster-parents. They are represented by Varro Price and Eurayle Lews, male human and female saurid respectively.
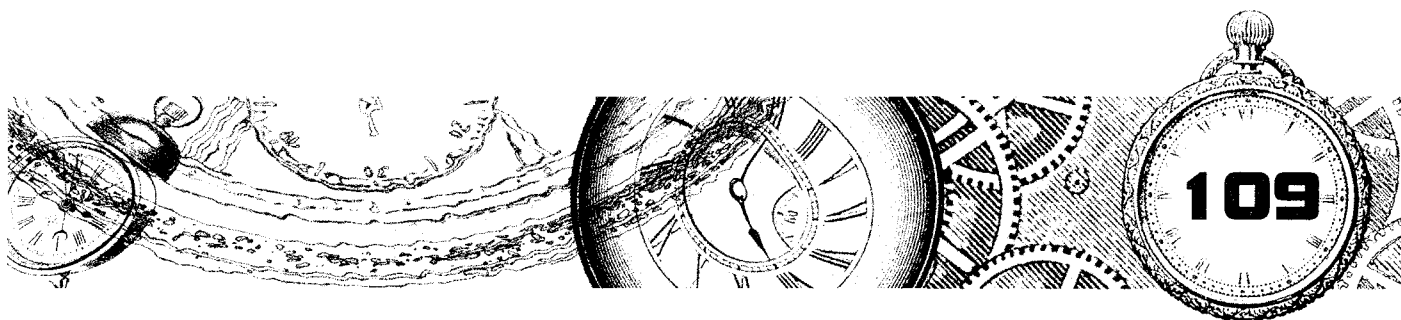
Why don't the separatists worry about the upcoming extinction of the dinosaurs? Some of them simply do not believe in timelock and think the course of history can be changed. Others don't care about the extinction, since it is still probably more than a million years away.

Keep the characters arguing about whether and how to go after the wreck, and what to do if they can use it, as long as the results are interesting. Other topics for discussion can be basic temporal theory, whether the future would accept the saurids, and whether the separatists could build themselves a full civilization before getting scuttled by timelock (timelock with the extinction, and also timelock with other time-trips to this era that never noticed a civilization).

Before interest begins to flag and also before the PCs set out for the wreck, bring back the Revisionist ship. Let the PCs see it tear across the skies, trailing smoke, followed by a thunderous crash a few seconds after it passes out of sight.

Now there are two wrecks to explore, the Revisionists' being much closer. You have many possibilities now:

• Did any Revisionists survive the wreck? If so, did they bail out like the PCs, or are they at the crash site?

• Will the separatists make alliance with any surviving Revisionists? Will the Revisionists be able to seduce any to their side?

• Is there a working or repairable transtemporal communicator on the Revisionist wreck? If so, can it be used to call anyone besides the Revisionists?

• Is there a working or repairable Holmes-field drive on the Revisionist ship? If so, can it get the ship off the ground and into the timestream, or must the PCs try to jury-rig a time machine?

• Is the transtemporal distress beacon in Kora's ship still workable? Can anything useful be made by combining bits from the two wrecks?

• Do the separatists want to let anyone go explore the wrecks at all? Or do they fear that any emigres to the future will insist on coming back for them? Are they right in that fear?

NPCS

Algar Beck

Human Male, Senior Agent, League of Ages.

Profession / Level: Researcher-Explorer / 12

Stats:

St: 66　Qu: 91　In: 88　Pr: 70　Em: 67　Co: 68
Ag: 90　SD: 81　Re: 93　Me: 80　Ap: 57　Hits: 34

Skills:

Animal Train (dino) 45	Adrenal Defense 5
Brawling...........................45	Chemistry 75
Climb 55	First Aid 60
Foraging...........................75	Martial Arts (strikes) 30
Navigation 70	Perception 75
Planetology 90	Ride (dinosaur) 35
Stalk & Hide 40	Swim 40
Temporal Theory 75	Tracking 50
Weapons (spear, bow) 50	Weather-watch..................55
Zoology (prehistoric) 90	

Andra Kessum

Human Female, Huntress and Hadrosaur-rider.

Profession / Level: Explorer / 8

Stats:

St: 71　Qu: 84　In: 82　Pr: 76　Em: 70　Co: 66
Ag: 91　SD: 70　Re: 83　Me: 80　Ap: 84　Hits: 55

Skills:

Ambush ....2 ranks	Animal Train (dino) 75
Adrenal Defense 5	Adrenal Moves (speed) 35
Brawling...........................50	Climb 55
First Aid 55	Foraging...........................75
Navigation 80	Perception 75
Ride (dinosaur) 75	Stalk & Hide 50
Swim 45	Tracking 65
Weapons (spear, bow) 75	Weather-watch..................55
Zoology (prehistoric) 70	

Cadmus Kessum

Saurid male, Hunter.

Profession / Level: Warrior Monk / 8

Stats:

St: 88　Qu: 92　In: 83　Pr: 60　Em: 74　Co: 69
Ag: 74　SD: 90　Re: 80　Me: 82　Ap: 70　Hits:180

Skills:

Ambush ....6 ranks	Animal Train (dino) 55
Adrenal Defense 55	Ad Moves (speed, str) 55
Brawling...........................75	Climb 70
Disarming 45	First Aid 45
Foraging...........................70	Martial Arts (both, r III) ..55
Navigation 60	Perception 65
Ride (dinosaur) 50	Sniping.............................40
Stalk & Hide 55	Swim 80
Tracking 80	Weapons (spear, bow) 65
Weather-watch..................60	Zoology (prehistoric) 40

Varro Price

Human male, Hunter.

Profession / Level: Rogue / 8

Stats:

St: 91　Qu: 72　In: 71　Pr: 73　Em: 55　Co: 85
Ag: 93　SD: 59　Re: 72　Me: 82　Ap: 64　Hits: 88

Skills:

Ambush ....4 ranks	Adrenal Defense 10
Adrenal Moves (speed) 60	Brawling...........................65
Climb 55	Disarming 55
First Aid 60	Foraging...........................65
Martial Arts (both) 50	Navigation 45
Perception 45	Ride (dinosaur) 35
Sniping.............................35	Stalk & Hide 70
Swim 40	Tracking 65
Weapons (spear, bow) 75	Weather-watch..................55
Zoology (prehistoric) 45	

Eurayle Lews

Saurid female, Hunter.

Profession / Level: Fighter / 8

Stats:

St: 90　Qu: 72　In: 69　Pr: 73　Em: 56　Co: 96
Ag: 71　SD: 62　Re: 82　Me: 93　Ap: 73　Hits:180

Skills:

Ambush ....5 ranks	Adrenal Defense 10
Adrenal Moves (str) 60	Brawling...........................75
Climb 50	Disarming 60
First Aid 70	Foraging...........................55
Martial Arts (both) 45	Navigation 55
Perception 55	Ride (dinosaur) 35
Sniping.............................45	Stalk & Hide 45
Swim 55	Tracking 65
Weapons (spear, bow) 95	Weather-watch..................45
Zoology (prehistoric) 30	
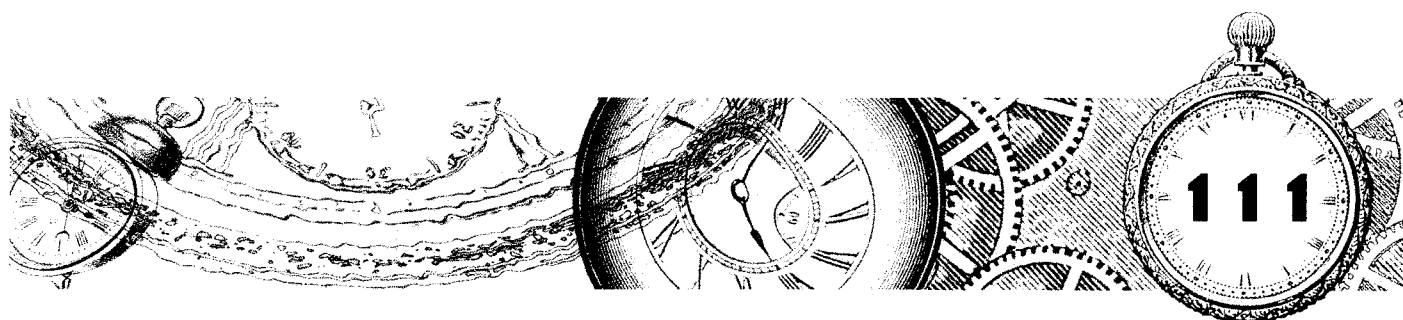
20.0 THE ELEUSIS ORACLE

This scenario is set in ancient Greece, in 1209 BC, early in the Iron Age and shortly before the Trojan War. This is, in fact, the setting for *Mythic Greece*, and I encourage you to use that book as an aid for the scenario. You can, of course, leave out the mythical elements if you want. But they could make a heck of a good surprise for the PCs!

This scenario may include a lot of combat, a lot of intrigue, or both, and assumes the PCs have become advanced enough to be somewhat famous in the time-traveling community. It gives the GM a chance to play extensively with timelocks, loops, and fating, though these can be laid aside if desired. You could use Moiracles (Section 9.15) as a guide, but remember the era is as remote from him as medieval England is from the players.

The PCs are called in by the League of Ages or the Timekeepers or both, to help locate an important piece of future technology before the Revisionists can get it. Combined forces of the two patrols engaged in a covert, stalk-and-strike struggle with Revisionists in ancient Crete. The Revisionists were on the run, fleeing from the far future with some important loot. They were defeated and the loot retrieved or destroyed, but, after the battle, the victors found that one piece of loot was not destroyed as supposed—rather, a decoy was destroyed in its place. The PCs have to retrieve it, since patrol agents normally assigned to the area are all time-twisted into the battle and not temporally reliable.

The gadget the PCs are after is a devastating combination of computer and time machine called the Nornstone or (in Greek) the Moiralith. It is a shiny black sphere about 20 cm (9 inches) wide. It is heavily armored and has the following stats: Re: 120, In: 90, Me: 200, AT(DB): 20(0), Hits: 300, Perception: 100.

The Moiralith not only has a first class intellect, it has great sensors. It can see in all directions at once, its vision is both telescopic and microscopic, and it can see in infrared and ultraviolet as well as in visible light. It hearing is equally wide and acute, and it can echo-locate like a bat. It can also receive telecommunications (radio, TV, etc.) when there is any around.

The Moiralith makes accurate deductions from all its observations. By making voice-stress analysis and observing body-language, respiration, heart-beat, and skin temperatures, as well as noting subtle semantic clues, it can act as a lie-detector. And it has a vast on-board library of useful, not to say sensitive, information. But none of this is its best trick.

The Moiralith is a combination time machine and computer. It cannot time-travel bodily, but it moves information back and forth through time within itself. Just for a start, this gives it almost infinite data capacity. And for a finish, it can foretell the future. Via tachyonic cybernetics, it can access data it has erased *and* reach data it does not yet know.

The Moiralith's formidable intellect is too busy doing its job of observation, deduction, and dodging internal timelocks to have any time left over for things like personality or security issues. (Security issues were handled by its guardians, who clearly failed.) It answers any question from any source, honestly and clearly. It does nothing *but* answer questions. It has no will of its own and plays no favorites. It never volunteers information, but answers unambiguously and takes the background of the audience into account.

It can speak (in a clear, detached, androgynous voice) all the major languages of history (see Section 8.1), plus Intrinsic, and can quickly learn more languages. It can also display 3D pictures on its surface. It never refers to itself (it has no "self), but to "this device" or "this resource" (in Greek or Intrinsic, "this treasure"). It is not omniscient and, because of timelock, cannot always tell everything it knows. Its forms of negative answer include "that is not a valid question," "that information is unavailable," and "this device cannot supply that." Either of the last two may conceal timelocks. If you ask, it will tell you when it is timelocked—if the timelock lets it.

Perhaps you see now why everyone wants to retrieve this thing. Its loss to the Revisionists would be an enormous triumph for the enemy and an unplugable security leak for the patrols.

The battle in which the Moiralith was lost took place in a small wood on the northern coast of Crete. Nearby farmers perceived only thunder and summer lightning on a cloudless day and were appalled at the omen. But a bold and inquisitive traveler came to investigate—Lukos son of Phoitios, a trader from Knossos. He found scorch marks on the trees, small craters in the forest floor, bloodstains, bits of charred metal, and the Moiralith. He muttered, "I wonder what this is," and it answered "This is the Moiralith." He has kept it as a secret treasure ever since.

It should take the PCs a few months of Lukos' time to get on his trail. If caution doesn't keep them away from the battle site long enough for Lukos to come and go, use timelock or plain ill fortune (not that there's much difference) to give Lukos a day or so head start. If the PCs suspect timelock and wonder how they could be timelocked away from the Moiralith, have a patrol NPC shrug and vaguely suggest that a prescient computer might be expected to be associated with odd temporal effects.

Lukos will need his head start to get acquainted with the Moiralith, decide what to do with it, and put distance between himself and the PCs (not that he knows yet that the PCs are after him). Lukos is bold and inquisitive, hungry for both power and the exotic. Until now, all he could do for those hungers was become well-to-do and visit foreign lands. Now, with the Moiralith, he decides to set up as a master fortune-teller, able to foretell the fates of kings and nations.

But he learns from the Moiralith that, in order to make the best use of it, he has to "show it around," so it can see and hear what is going on nearby. He lodges it in a shoe-box-sized portable shrine, with grille-work, and hides it amid several similar shrines with little idols in them. (Lukos uses these as real shrines, making prayers and offering incense to the idols. The gods include Hermes, Apollo, the Three Moirae (Fates), and Hecate.) He then packs the shrines in amid scrolls of lore, charms, amulets, and other typical wizard-junk.

Once Lukos has his act designed, he leaves Knossos to look for a suitable royal patron. He settles on Dione and Kerkyon of Eleusis. Eleusis is a city near Athens, noted for a yearly celebration in honor of the goddess Demeter and her daughter Persephone (usually called Kore, "the Lass"). It is an ally of Athens: if you follow *Mythic Greece*, this means Kerkyon is a subject king to Theseus, who used to be king of Eleusis himself. (And he was then called "Kerkyon." The name is a title, like "Pharaoh.")
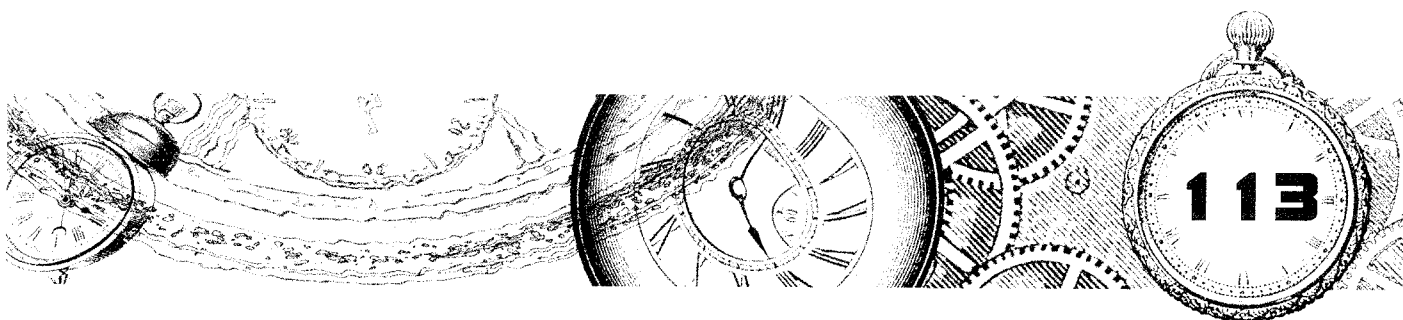
Kerkyon is a hot-blooded young man, a warlord rather than a statesman. Yearly, just before the festival, he must wrestle the first challenger to keep his crown. The loser of the match is thrown over the cliffs, into the sea, as an offering to Demeter. That was how Theseus won his kingship, but he abdicated to become crown prince and then king of Athens. The present Kerkyon was chosen by Theseus through a series of wrestling contests. (The losers were not sacrificed.)

Kerkyon is married to a middle-aged woman, Dione (pronounce all the vowels), who is queen of Eleusis and high priestess of Demeter, and has been wife and widow to a dozen Kerkyons, including Theseus. She is the stateswoman who runs the city politics. She always hated the sacrificial wrestling, contrived to help Theseus abdicate and ally her city with Athens, and it now conniving to alter the rituals in a gentler direction. Kerkyon has not had a challenger in three years; as long as he looks healthy enough, he keeps buying her time.

Into this situation drop Lukos with the Moiralith. He and it will soon know all about court politics. Meanwhile, the PCs have showed up and can be searching for clues...and rivals. The Revisionists are also looking for the Moiralith, of course. Use agents with stats like those of Gimilik and Sorvil (Sections 9.6 and 9.22) but with datable skills adjusted for Early Antiquity. Make the Revisionist party a bit less formidable than the PCs; the PCs have other problems.

The PCs will find no clues near the battle site, but it will take them some time to give up. There are several nameless villages around, but the nearest big city (a logical place to take a treasure) is Knossos, the capital of Crete. Once you get the PCs to Knossos, there are three leads you can give them:

- By great good luck, they can encounter Lukos' family or business partners, who, by greater good luck, will mention his sudden new interest in fortune-telling and his recent trip to Eleusis.
- More plausibly, and with a greater potential for combat, the PCs can encounter their Revisionist counterparts. The Revisionists can, if you like, have just made the discovery in (1). By guile, force, or psionics, the PCs may learn from the Revisionists about Lukos. Or the Revisionists may know nothing yet, just be a threat and a nuisance, and tag after the PCs to make trouble later.
- Most plausibly, the PCs will ferret vainly for clues in Crete until they hear a rumor at the docks of the great new fortune-teller in Eleusis.

But there is a fourth possibility, if you want to use the peculiar talents of the Moiralith:

- Lukos, in natural anxiety, asks the Moiralith if he will ever lose it. It answers that he will. It can't tell him exactly who, because of timelock problems, but it displays images of all the PCs and Revisionist NPCs. It also tells him these people are now in Knossos. Lukos, of course, can't stand to do nothing, and hires some toughs to take ship to Knossos, there to seek out and kill the PCs (and Revisionists). These murder attempts will attract the PCs' attention and it should not be hard to trace their assailants to Eleusis.

Once the PCs are in Eleusis, they must cope with the following situations:

- Lukos soon learns that they are in Eleusis and probably keeps sending thugs after them.
- Unless the PCs have been able to wipe them out already, the Revisionists reach Eleusis about the same time the PCs do.
- Lukos has become a celebrity in the city, living in the castle as a royal guest, and it will be very hard to deal with him secretly.

Lukos, meanwhile, has learned that, when you take a royal patron, you get the patron's problems. Besides the threat of the PCs and the Revisionists, Lukos must cope with:

- Queen Dione. She badly wants to know if Kerkyon will have to face a challenger this spring. That information will tell her how much time she has to act. She wants to save Kerkyon's life and to persuade the other priestesses to change the rituals with about equal urgency.
- Kerkyon. He, on the other hand, very badly wants to NOT know if he must face a challenge this spring, and even more urgently wants to not know if he will win or die. He has lived with fortune-tellers all his life, but Lukos' phenomenal track record forces Kerkyon to take him much more seriously. He dreads the man and is ashamed of his fear, with the result that he acts rudely to Lukos, and the gentlemen of his personal guard follow suit.
- Gamblers. They have begun approaching Lukos with evergreater bribes and threats, wanting information—and always exclusive and secret information—on Kerkyon's future.
- Priestesses. Dione is a reformer; many of the conservative priestesses object to this and see Dione's pet soothsayer as a tool Dione has brought in to proclaim an oracle from the gods commanding the change of ritual. Lukos feels it is only a matter of time before they start trying to assassinate him.

This should give the PCs (and the Revisionists) plenty of material for scheming. They can collect hints of these various factions from local gossip. Here are two plot results you might want to aim for:

• If one of the PCs is a big, strong fellow, perhaps he could challenge and beat Kerkyon, then spare his life (as Kerkyon would certainly not do for him), all as part of a deal struck with Queen Dione for the occasion of reforming Eleusis' religion. (You should, of course, arrange for the time of year to be early spring.)

• The PCs can take the Moiralith from Lukos by force or great threat, but no bribe will work...*except* the offer to make a time traveler of him.

NPCS

Lukos

Minoan Trader.
Profession / Level: No Profession / 8
Stats:

St: 72	Qu: 73	In: 69	Pr: 75	Em: 54	Co: 66
Ag: 61	SD: 62	Re: 74	Me: 79	Ap: 62	Hits: 54

Skills:

Acting 75	Appraisal 65
Diplomacy 60	Knife 20
Martial Arts (strike) 45	Public Speaking 80
Temporal Theory 40	Trading 70
Trickery 70	

Kerkyon

King of Eleusis.
Profession / Level: Warrior / 5
Stats:

St: 98	Qu: 71	In: 62	Pr: 68	Em: 67	Co: 91
Ag: 82	SD: 66	Re: 55	Me: 55	Ap: 64	Hits: 81

Skills:

Adrenal Defense 10	Brawling 60
Charioteering 40	Dirk 30
Foraging 45	Short Bow 30
Moving in SL 25	Sailing 20
Spear 60	Swimming 30
Sword 75	Thrown spear 55
Wrestling (MA sweeps) 75	

Dione

Queen-Priestess of Eleusis.
Profession / Level: Cleric / 9
Stats:

St: 52	Qu: 57	In: 93	Pr: 91	Em: 89	Co: 67
Ag: 71	SD: 78	Re: 70	Me: 81	Ap: 87	Hits: 66

Skills:

Administration 75	Diplomacy 80
First Aid 70	Interrogation 55
Perception 75	Psychology 60
Public Speaking 85	Religion (ancient Greek) . 90
Seduction (emotional) 65	Weather-watch 55
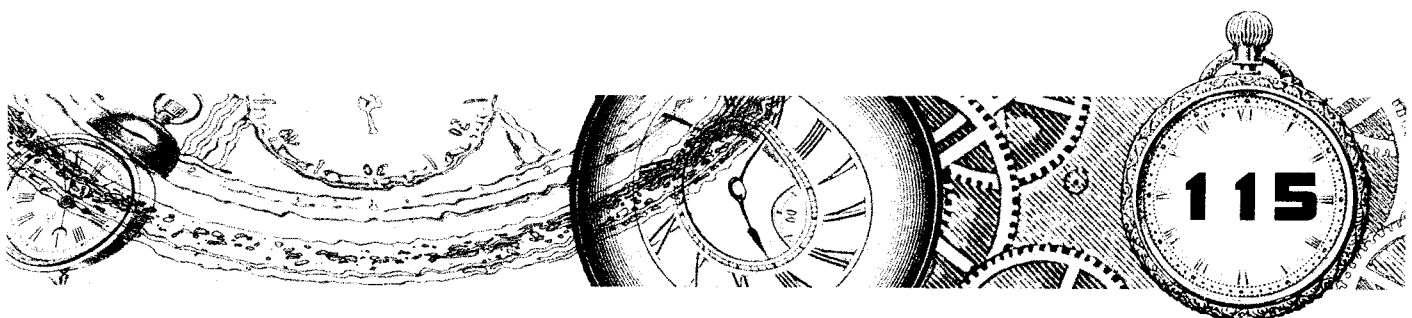
21.0 POACHERS ON DINOSAUR TRAIL

This scenario is set in the Cretaceous Period, and uses the Timekeepers' temports. It's a wilderness adventure pitting the PCs against poachers in a race across prehistory. It starts with the PCs in the dinosaur era, in the company of a group of scientists, and so could form part of a longer campaign.

Dinosaur Trail is a space-time track that zigzags back and forth across North America and leapfrogs through the Mesozoic era. It was set up by the Timekeepers, early in their causal flow, for field paleontology. The trail comes in segments, at ten-million-year intervals; it takes eighteen segments to span the whole Mesozoic. Segments are connected by simple T4 temports; these are just like T3 temports, except that they create a square portal five meters on a side. This is large enough for any field vehicle, some small space and time ships, and all but the largest specimens.
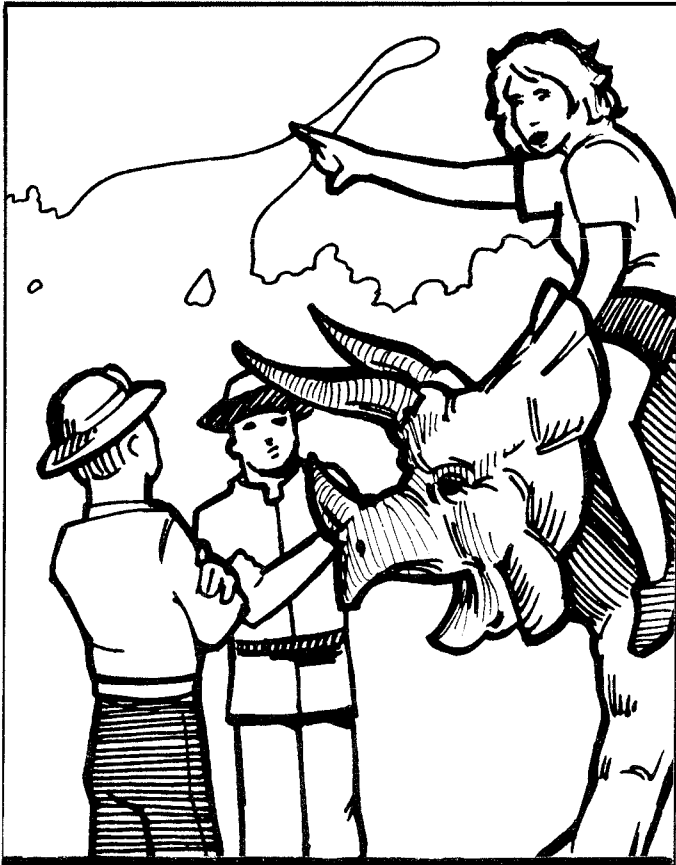
A segment of Dinosaur Trail consists of two main camps, Forward and Reverse, and a varying number of smaller field camps. Each main camp has a temport, a time gate, leading to the neighboring segments. The temport of the Reverse Camp leads back to the earlier segment; the temport of the Forward Camp leads on to the later segment. Thus the Reverse Camp of segment 14 is connected to the Forward Camp of segment 13, while Forward Camp 14 is connected to Reverse Camp 15.

The camps within a segment are a few dozen miles apart (it varies with each segment). The segments are synchronized on day and night. An air-jeep can move from one end of the Mesozoic to the other, spanning 180 million years, in a subjective afternoon. (The PC party, however, is moving much more slowly.) The camps are not always occupied. In fact, they are usually empty except for transients, though there is almost always someone working somewhere on Dinosaur Trail at any given time.

There are time-stations at the Reverse Camp 1 and Forward Camp 18, with direct temport gates to the "present." These are always manned. There are direct gates to the "present" at Forward Camp 4 (the Triassic-Jurassic boundary) and Forward Camp 11 (the Jurassic-Cretaceous boundary); these are not always manned.

The adventure starts with the PCs at segment 15, on the trail between camps. They are members of a collecting expedition led by Iris Eisley (Section 9.8). Iris & Co. have gathered up a lot of good specimens (all alive and healthy) in the mid-Cretaceous and are working their way back to the nearest time-station and a temport home at segment 18.

How the PCs and Iris got together is up to you. It is presumably the result of the PCs' earlier adventures. They may be on the expedition as researchers, or hired to ride shotgun, or assigned to ride shotgun by the Timekeepers, or be high-paying tourists.

Iris's attitude toward the PCs depends on their usefulness up till now. If they have gotten in the way or mistreated any wildlife, she will be very cold; if they've been helpful or displayed interest in the scientific side of the things, she will be brisk but friendly. Iris is very good at sizing up character, so even if she has not had much time with the PCs, she will soon formulate an appropriate attitude toward each one.
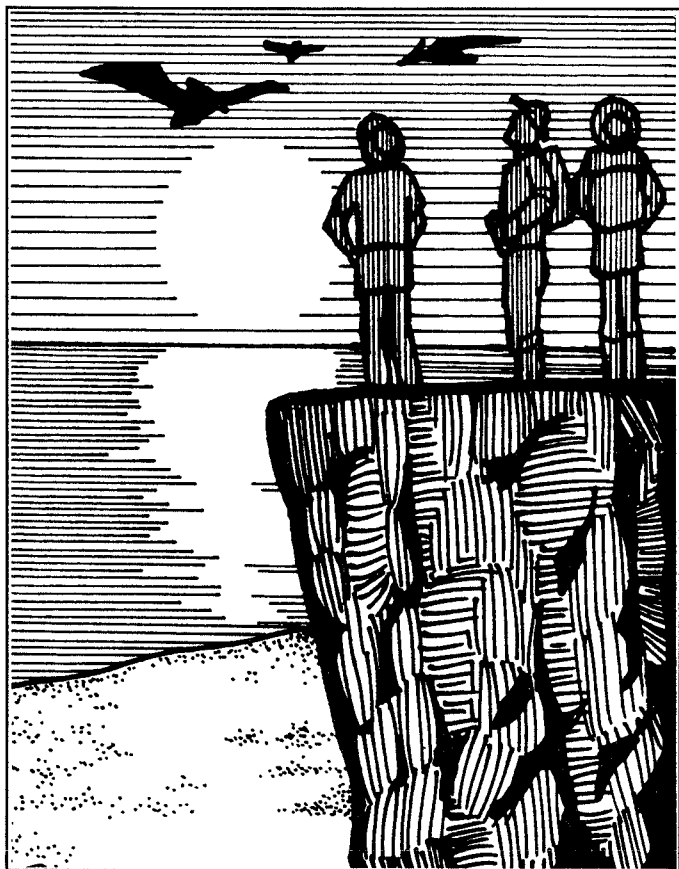
The expedition moves on a mixture of very old and very new transport. It has three semi-sized all-terrain trucks (holding most of the smaller specimens and their supplies), six skycycles (one or two passengers each), two tame triceratopsi ("trikes," named Cope and Marsh, carrying most of the camping gear), and four tame struthiomimi ("struthies," featherless ostriches with forepaws and tails, one rider each). There are twenty people on the expedition, including the PCs. Except for the PCs, all the others are students and teachers of paleontology. Iris usually rides a trike or struthie.

The expedition is armed with stun rifles and tranquilizer-dart rifles. However, since these are calibrated for tyrannosaurs and the like, they could do a significant amount of damage to humans. They have hand-held comm units, but nothing that works across time.

The expedition has to cross four segments to reach the time-station. These segments are ten million years apart, besides being in different locations, so each has a different geography:

Segment 15: Heavy forest. 3 days' passage. Both main camps are small clearings with a stream flowing through and a small garage-like building housing the T4 temport. Iris has the keys for this building and the temport. In between is unbroken climax forest, mostly evergreens of various kinds. There is little undergrowth. Iris navigates from the Reverse Camp to the Forward one by following the stream of the first camp back to a river, then heading down river until she reaches the stream of the other camp. You may encounter small herds of apatosaurs munching on the treetops, occasional large meat-eaters or a pack of dromaeosaurs ("dromers," late relatives of deinonychus), and the much smaller gaurosaur, a tusked and pig-faced animal that roots on four legs and runs on two. There are also lots of small mammals, bird-like creatures, and pterosaurs scurrying about.

Segment 16: Shore of the Kansas Sea. 2 days' passage. The Kansas Sea is a shallow, semi-tropical sea like the Caribbean, spread over the central plain of North America. The party's route takes them northward along the eastern shore of this sea. Both camps are on low hills overlooking the beach, so all the party has to do is hike for two days along the shore with the sea on their left. The coast is a broad sandy strip between low hills and cliffs on the one hand and the shallow sea on the other, with clusters of palms and banks of newly-evolved dune grass. It would be a great vacation spot except for the adventure in progress. You may encounter small herds of hadrosaurs (duck-bills, "hadros") of various species, some with strange crests. These are hunted by dromer packs. The sea contains ichthyosaurs, plesiosaurs, and mosasaurs, but not so many that you can't go swimming if you're careful. The sky contains pterosaurs and early sea-birds.

Segment 17: Volcanic plain near the sea. 2 days' passage. This segment is a rolling prairie, a sea of grass flecked with occasional stands of trees and outcrops of dark igneous rocks. A mountain range far to the north has several smoking volcanoes in it. The party's path is from one big outcrop to another one due east of it. For most of the way, Iris intends to follow a handy game trail. Since this is a game trail laid down by the seasonal migrations of apatosaur herds, it is as wide as an eight-lane highway (and apatosaurs have right-of-way!). Besides apatosaur herds commuting from forest to swamp or back, you may see herds of ceratopsians (the "trikes" and their kin), and their spectacular predators, the tyrannosaurs. There are also lots of smaller dinosaurs, plus insects and some early birds.
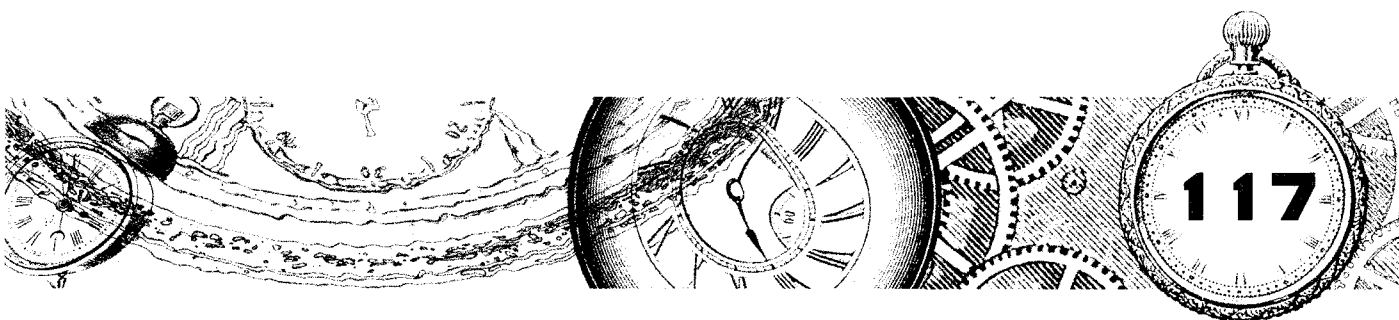
Segment 18: Savannah. 3 days' passage. This segment lies further south and east, far from the mountains and the sea. It is very similar to the previous segment, except the trees stand isolated or in small groups, and there are few rocky outcrops. The party's path lies from one small mesa to another northwest of it. Once again, it follows a big game trail much of the way, this one beaten out by ceratopsians. The fauna are the same, but rarer. (The dinosaurs are in decline at this point.)

The expedition's catch includes several species of little coelurosaurs, a few apatosaur and hadrosaur calves, relatives of the struthies, various small to medium-sized pterosaurs, and an assortment of early birds and mammals. (One of the grad students has named a tree-rat "Adam" and jokes that they may be timelocked against taking "Adam" out of the Mesozoic—perhaps he is the destined ancestor of the primates and, thus, humanity. (He isn't.))

A few specimens are rare and beautiful. These are the targets of the poachers. These "loot" specimens are:

Pavosaurs: "Peacock lizards." Members of the coelurosaur family, little goose-sized dinosaurs. This species has a crest of feathers on the head and neck and a fan of feathers up the sides of its tail. The feathers are a brilliant aqua, while the rest of the body is a vivid blue. (The creature mixes feathers and scales.) The expedition caught three, all males, nabbed while displaying to a duller-colored female who got away.

Chrysoderms: "Golden skins." They would look like gophers, only they have thick eight-inch tails and are reptiles. They burrow like gophers and have amazing, glittering golden hides. The expedition spent a day digging out a small colony and got five.

Irisaurs: "Rainbow lizards." Members of the coelurosaur family, little chicken-sized dinosaurs. This species has an indigo body, magenta face, feet, and forepaws, a golden belly, and spots of emerald on the back. It smells funny (unless washed) and is very poisonous to eat. The expedition caught four, of undetermined sexes.

Iripteryxi: "Rainbow wings," pronounced "ear-IP-ter-EX-ee." Early birds. They look like their cousin, archeopteryx—pigeon-sized, with teeth, clawed wings, and a long tail—but the males have iridescent feathers of every color, laid out in intricate markings. (The females are colorful but in a subdued, pastel way.) The expedition caught four males and three females.

Pardosaur: "Leopard lizard." This relative of the struthiomimus has a golden brown hide with leopard-like spots and rosettes. The expedition caught only one, but it's a gravid female. She's carnivorous and not very tame yet.

All of these animals are very valuable, live, butchered, stuffed, or skinned. And, in those eras where the animals are not yet ranched and their products not yet cultured, the only way to get these beasts is to hunt for them. The patrols put strict limits on the hunting, to avoid timelocks recoiling into their home eras. So there are dinosaur poachers.

Iris sent a courier ahead with news of her catch and some poachers have learned of it. They gatecrashed through the Timekeeper temports down Dinosaur Trail. They will start preying on the expedition somewhere in the middle of segment 15, and will continue until the PCs stop them, or until the expedition reaches the time-station at the end of segment 18, or until the expedition runs out of dinosaurs or defenders (i.e., loses).

The poachers are equipped with stun rifles, laser rifles, skycycles, and comm links. Have the poachers outnumber the PCs by one or two—more if the PCs are very high-level.

The poachers make their first attack on the second night in segment 15, in the forests. Two try to break into a truck while two others watch from the shadows, stun rifles ready. They will try to act quickly, since they will doubtless rouse lots of honking, squeaking dinosaurs. Try to ensure that the poachers are not caught, whether or not they get any animals.

Let the poachers make repeat raids every other night or so—sometimes on consecutive nights, sometimes after two or three nights' break. Meanwhile, the PCs should be laying traps, lying in wait, and trying to hunt the poachers down.

Someone will probably have the bright idea of sending one of the skycycles on ahead, to get help. The poachers will hunt down this messenger and shoot them out of the sky, killing them by the crash if the gun itself doesn't do it. It would probably be dramatically effective for the PCs to find the crash site and (maybe) some remains.

Note that the pardosaur is too big to carry off stunned or dead; it must be taken alive.

Note also that the poachers and the expedition use comm units that are not broadcast radios. It is a Very Hard (-20) Electronics Technics roll to modify any of the expedition's equipment to try to intercept the poachers' communications. It is an Extremely Hard (-30) Electronics Technics roll to juryrig any remote sensing equipment that detects the poachers' equipment.

You may make one of the expedition members a traitor. This can let the poachers anticipate many of the PCs' plans.
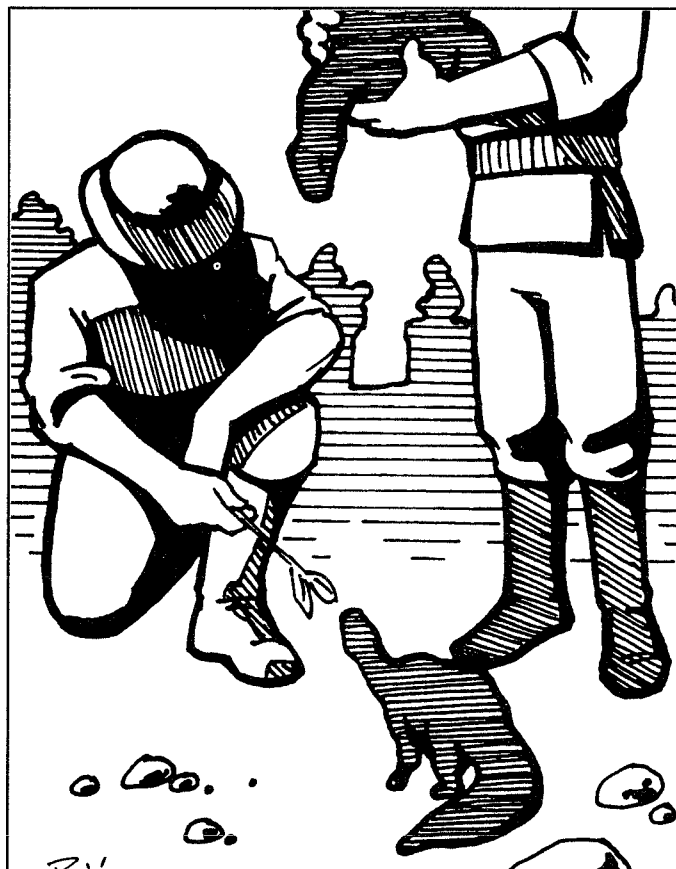
DINOSAUR STATS

Weights are given in kilograms; 1 kg is about 2.2 lbs. Stats are for adults of large species. Each listing fits several related species.

Small animals: 1 to 10 kg, 10 HP, as strong as a cat or dog.

Dromers: 200 kg, 70 HP, 2x human strength.

Pardosaur, Struthies: 150 kg, 120 HP, 3x human strength.

Hadros: 5000 kg, 200 HP, 20x human strength.

Trikes: 5000 kg, 350 HP, 20x human strength.

Tyrannosaurs: 7000 kg, 500 HP, 25x human strength.

Apatosaurs: 30,000 kg, 700 HP, 100x human strength.
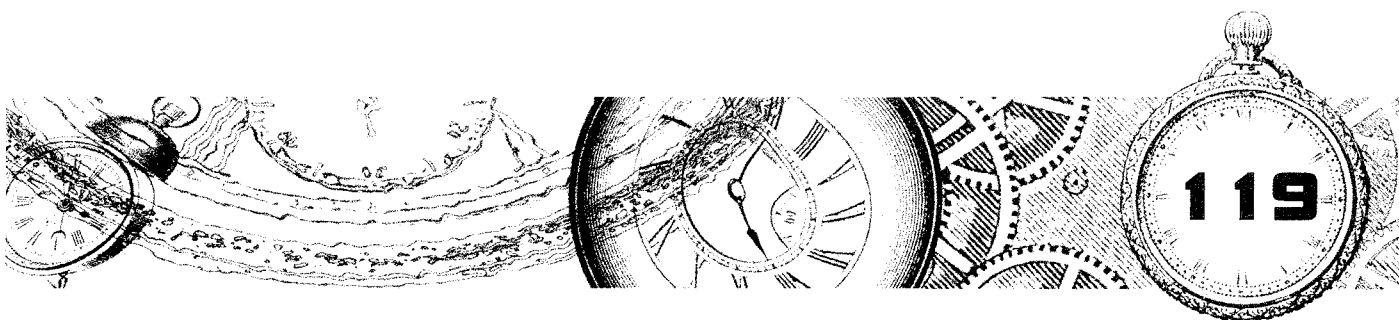
22.0 ADVENTURE IDEAS

This section lists some general ideas for adventures that you can adapt to your particular time-travel campaign.

22.1 RESCUE THE RESEARCHERS

Many adventures can be based on routine time patrol functions. One of these functions is rescuing innocent time travelers who fall victim to period dangers. You can use the *Robin Hood* book for background information on this one.

In 1100, William Rufus, the second Norman king of England and the son of William the Conqueror, died. He was shot by an arrow while out hunting in New Forest, near England's southern coast. It was said to be an accident, but historians have always wondered. William's brother, Henry I, took the throne next and had an obvious motive for wanting his brother off it. Bishop Odo was plotting a rebellion against the Norman dy-

nasty, and William was unpopular with the clergy generally. He was particularly hated near the Welsh border for his raids into Wales and for installing the cruel Robert of Belleme as Earl of Shrewsbury. And nobody liked his cruel punishments, high taxes, and broken promises. The arrow that killed him was probably shot by Walter Tirel, Lord of Poix in Normandy, another logical suspect. For that matter, Robert of Normandy, back in France, would welcome disorder in the English branch of the family.

Field historians setting out to investigate this old mystery could easily run afoul of several sets of people—Odo, Tirel, Henry, Robert, bishops or barons, gentry or commons, Norman or Saxon, loyal or rebellious. These people could be trying to hide their own guilt, shield others, fend off suspicion of guilt, stamp out a source of unrest in a troubled kingdom, or just feel that any friend of William's is an enemy of theirs.

When the historians fail to make their return connection, the PCs get called in to rescue them. The PCs then run the same dangers that the historians ran, but with less background knowledge and with the contemporaries already alert and suspicious.

22.2 FALL BACK TEN DAYS AND PUNT

(Rescue the Researchers Revisited.) Okay, so the PCs failed to rescue the historians in 1100. Quickly, before the baron dismembers the professor or some other unalterable disaster happens, hop back in the time machine and try again earlier.

The good news about the second time around is that you are much better informed. The bad news is that you are much more constrained by timelock. You *cannot* get in the way of your earlier selves or prevent any of the mishaps that happened to you the first time. Polish up your disguise and acting skills, and tread warily.

22.3 SECRET BATTLES

This is a deliberate exercise in timelocking. Get a fairly detailed account from the players of the PCs' doings at home for a week. Find out where they went, what they did, and who they saw. Then tell them that there is a nest of Revisionists in their own back yard. The best time to tackle them: last week, the week you just chronicled. Awkward, that, since they can be sure they'd have noticed themselves if they'd met them in the past few days.

You can now use the described activities to mark out the places and times the PCs cannot be when they move to last week. You can also reveal landladies, office-mates, and other familiar NPCs as members of Revisionist-sponsored secret societies. Remember that neither the PCs nor the Revisionists and their cronies can create any loud public disturbances; they *cannot*, since it didn't happen.

22.4 THE PENITENT ENEMY

Craft an enemy for the PCs. He shouldn't be a deadly enemy, but he should be a substantial nuisance. If the PCs are patrol members, this guy got promoted over them, or outshone them on assignments and stole their glory—or they did that to him (more or less accidentally, if the PCs are at all nice people). If the PCs are time traders, the enemy is a business rival. If they are researchers, the enemy is the fellow with the rival theory, or who managed to publish first, or who they published before. *If* they are just tourists, he is the trader or researcher they accidentally tripped up...three or four times.

The net result is that this guy and the PCs are never happy to see one another. At least, one side is never happy. It doesn't come to gunfire, but it easily comes to angry talk and maybe even a little scuffling.

After you have built up this obnoxious relationship, bring the enemy on stage again—twice—at the same time. That is, the PCs find there seem to be two of him. One is just being his obnoxious self. The other, when they agree to talk with him, tells a very strange tale:

He is now running a scheme against the PCs that will turn out to be lethally dangerous. He's terribly sorry; he never meant it to go so far. So he's come back into his own immediate past to warn the PCs about his own "current" activities and to help them evade the schemes of his own earlier self.

Do the PCs believe him? After all, maybe this story is just part of another scheme. And even if they believe him, they are in for trouble.

Now, a question for the GM: whatever the PCs decide to believe, was he telling the truth?

22.5 TIMEQUEST

You can organize an entire campaign through time on the traditional plan of the quest. There are several ways of organizing one.

The PCs can be seeking an important person or item, whereabouts and whenabouts unknown. They have a list of likely times and places, and start working through it.

The PCs can be seeking the members of a team of vital people, or the bits of a disassembled item, scattered through time and space. This is a little less frustrating than the first method, since you can see results add up.
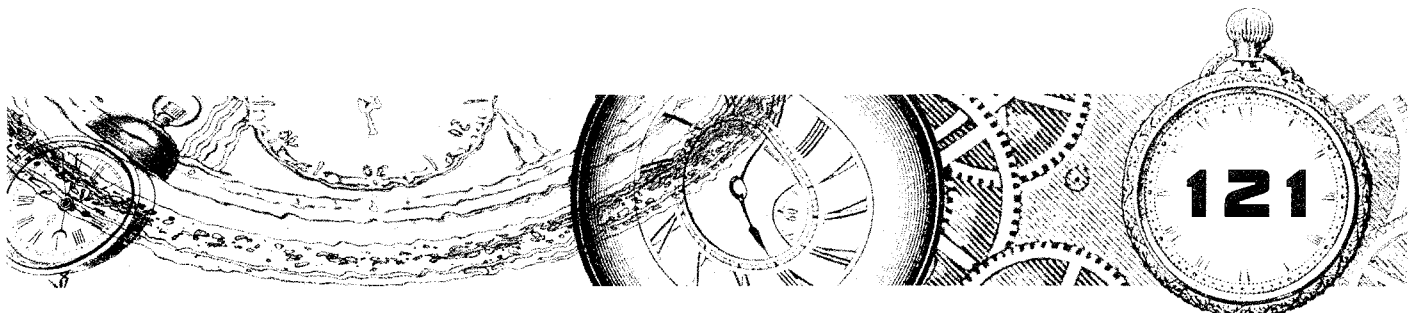
The PCs can be looking for help, hunting through time for the person or device or method that can avert the disaster they left brewing behind them (or the one they know is fated to be brewing ahead of them). The great advantage of time travel is that the disaster gets no worse while you are away; there is no "while" back home.

The PCs can be running from a lethal enemy, hoping eventually to find the allies or resources to defeat him, or a place where they can shake him off their trail. This can involve them in repeated time-twists and time-tangles with their foe.

These forms can be combined: The PCs can race through time collecting the people and things to help avert disaster, with a lethal enemy dogging their heels.

The timequest gives you a way to link widely separate settings and weave fating, timelock, and time-tangles across a broad tapestry. But it also gives you room to avoid these complications when you want to.

22.6 EMPIRE BUILDING

Once the PCs become advanced and powerful characters, they may become ambitious. Suggest to them that they start up their own time patrol, time-trade company, tourist service, or research institute. The last three can exist in the context of the two patrols outlined in this book. But if the PCs want to found their own patrol, they have a trickier task ahead of them.

They may keep their patrol small or secretive and work within the freetiming community as temporal vigilantes or security services.

Or, if the PCs feel they have a very good grasp of temporal theory and a very good position in the causal web, they might try liaison work. The League, the Timekeepers, and their possible successors often have difficulty dealing with each other, because of problems like timelock and fating. Such problems can be contagious, but if the PCs enjoy the challenge of avoiding them, they might like the job of go-between.

Or they may head for the frontier. The jurisdictions of the League and the Timekeepers are limited in both space and time; somewhere in space, some time in the future, their law stops. Out there, the PCs can try their own hand at time-patrolling. Such PCs should be energetic and highly principled.

A frontier patrol like this would operate on other planets than Earth. Working out the inhabitants, their histories, and their connections to Earthly history is a big job, but it is also a big opportunity for the GM.

A tailor-made situation for the PCs would be a cluster of remote and isolated Earth colonies, just "now" working their way up to the level of interstellar commerce. Hyperdrive brings timeflight in its wake, so they have occasional problems with timelocks, temporal pirates, etc. The PCs, experienced in such problems, drop out of the timestream and polish off a few time bandits. The grateful colonists may be happy to let the PCs set up as their temporal authority.
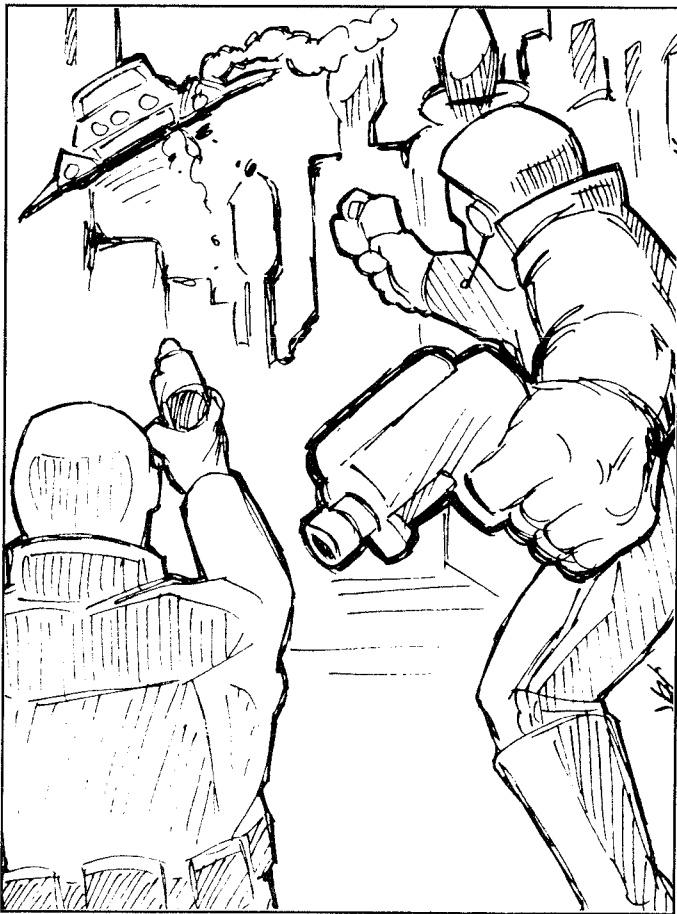
Appendices
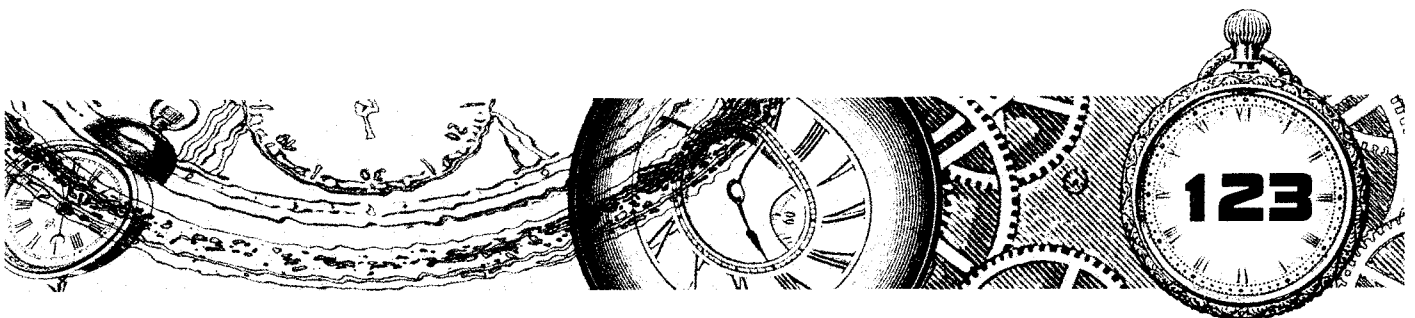
APPENDIX I: TIMELINES

This appendix provides a capsule summary of history. Naturally, it is grossly incomplete, but it may help to orient bewildered time-travelers. This section is a research tool, to help you match contemporary events in distant parts of the world (What was going on in China when Rome fell?); to help you estimate the technical level of a period; and to point you to literature about the period, both fictional and non-fictional.

Under the "Skills & Learning" headings, the name following an idea or invention is not always the inventor, but the person who made the thing important. Under the "Literature" headings, the authors listed wrote *about* the period in question, but they did not always write *in* the period in question.

Note that many ancient dates are, in fact, very uncertain.

PRE-PALEOZOIC ERAS

[Before 600 million years ago]

15 eons ago:
Creation. (An eon is 1,000,000,000 years.) The Big Bang. Space is filled with radiation and superheated gas.

12 eons ago:
The galaxies form.

10 eons ago:
Likely date for first carbon-based life anywhere in the universe.

5 eons ago:
The Solar System starts forming.

4 eons ago:
The Solar System finishes forming; the great meteor showers on Earth stop. When Earth cools, the ocean forms during an age of rain.

3.7 eons ago:
Life appears on Earth, as single-celled organisms.

2.5 eons ago:
First known cycle of ice ages.

2 eons ago:
Early plants fill Earth's atmosphere with oxygen. First microscopic animals appear.

1.3 eons ago:
First multicellular life.

850 to 600 million years ago:
A long series of ice ages.

PALEOZOIC ERA

[590 to 248 million years ago]
This era starts with the appearance of mollusks and arthropods, and ends with the appearance of the dinosaurs. Three major, connected continents form: Eurasia, Laurentia (containing modern North America, Greenland, Britain, Scandinavia, and Siberia), and Gondwanaland (containing modern South America, Antarctica, Africa, India, and Australia).

CAMBRIAN PERIOD

[590 to 505 million years ago]
The "Cambrian Explosion": a huge variety of new life forms appears, including mollusks, echinoderms, and arthropods. Trilobites flourish. First chordates appear: small jawless, boneless fish. The period ends in a series of mass extinctions.

ORDOVICIAN PERIOD

[505 to 438 million years ago]
Trilobites diminish. Corals and six-foot sea-scorpions appear. The period ends in an ice age and a mass extinction.

SILURIAN PERIOD

[438 to 408 million years ago]
Reefs flourish. Ammonids (shelled squid) and armor-plated fish appear. Jawed fish appear. Plants appear on land.

DEVONIAN PERIOD

[408 to 360 million years ago]
"The Age of Fishes." Sharks and bony fishes appear and flourish. The first trees appear on land. Arthropods, including the first insects, appear on land. The first amphibians appear late in the period.

CARBONIFEROUS PERIOD

[360 to 286 million years ago]
"The Coal Age." Ice ages in the southern hemisphere. Great tree-ferns and other plants form enormous swamp-forests. Yard-wide dragonflies and foot-long roaches appear. Alligator-sized amphibians are the dominant animals.
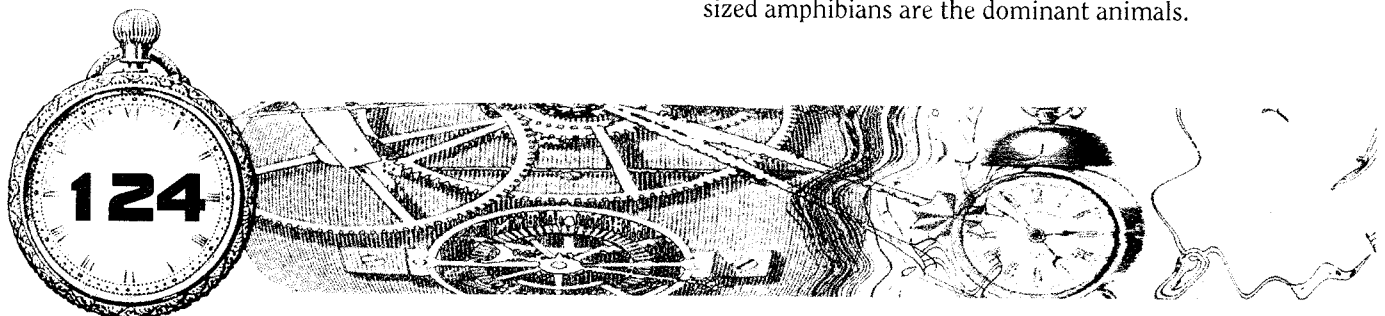
PERMIAN PERIOD

[286 to 248 million years ago]

Amphibians continue to dominate, but the first reptiles appear and move inland, including the fin-backed Dimetrodon. Trilobites become extinct. The period and the era end in the greatest mass extinction in Earth's history.

MESOZOIC ERA

[248 to 65 million years ago]

"The Age of Dinosaurs." This era starts with the appearance of the dinosaurs and ends with their extinction. There is a single giant continent through most of this period, Pangaea. Toward the end, it splits into Gondwanaland and Laurasia.

TRIASSIC PERIOD

[248 to 213 million years ago]

Early mammals and dinosaurs appear, as do early sea-reptiles and pterosaurs. No mammal is larger than a cat. Dinosaurs are still relatively small. Interesting and familiar forms include: pterosaurs and ichthyosaurs (which last till the end of the era), amphibious nothosaurs, turtles, crocodilians (including long-legged racing crocs!), and prosauropods (lightly-built predecessors of brontosaurs).

JURASSIC PERIOD

[213 to 144 million years ago]

Dinosaurs and their kin flourish. Many interesting and familiar forms appear, including: stegosaurs, diplodochus and other brontosaurs, allosaurs, plated scelidosaurus, aquatic plesiosaurs, and giant flipper-footed sea-crocs. The first birds (archaeopteryx) appear at the end of the period.

CRETACEOUS PERIOD

[144 to 65 million years ago]

Flowering plants appear. Most of the familiar forms of dinosaur appear, including: tyrannosaurus, hadrosaurs (duckbills), protoceratops, triceratops, iguanodon, deinonychus, struthiomimus, ankylosaurus, brachiosaurus, titanosaurs, pachycephalosaurs. Birds share the sky with pterosaurs. In the seas, mosasaurs appear, ichthyosaurs and plesiosaurs continue to flourish, and turtles reach lengths of four yards. The period and the era end with the most famous mass extinction of all, including the dinosaurs among its victims.

CENOZOIC ERA

[65 million years ago to the present]

"The Age of Mammals." This era starts with the extinction of the dinosaurs and is still going. The two supercontinents, Laurasia and Gondwanaland, break up into the continents we have today—Laurasia into North America, Europe, and Asia (minus India), Gondwanaland into all the rest.

PALEOCENE EPOCH

[65 to 58 million years ago]

At the start of the epoch, most mammals are rat- or mouse-sized and none are larger than a dog. Rodents, insectivores, early primates and marsupials appear. By the end of the epoch, the early, four-toed horse, eohippus, appears.

EOCENE EPOCH

[58 to 37 million years ago]

Mammals begin to diversify rapidly. Whales appear. Giant sharks appear, some large enough to eat whales. Hoofed animals appear, including a small, tapir-like elephant. The dog, cat, and weasel families appear. The giant, flightless raptor Diatryma appears.

OLIGOCENE EPOCH

[37 to 24 million years ago]

Horses disappear from Eurasia; the three-toed Mesohippus survives in North America. Intersting forms include: various huge and bizarre titanotheres, saber-toothed cats, bear-sized dogs, and early elephants with short trunks and four tusks. The first monkeys appear. Ice age around Antarctica. The climate of Earth cools somewhat, down to modern levels.

MIOCENE EPOCH

[24 to 5 million years ago]

Modern whales and dolphins appear. Snakes, songbirds, frogs, rats, and mice expand and diversify. More modern forms of bear, hyena, deer, cattle, antelopes, sheep, goats, giraffes, and pigs appear. The first apes appear. Interesting forms include variations on the elephant and Baluchitherium, the largest known land mammal.
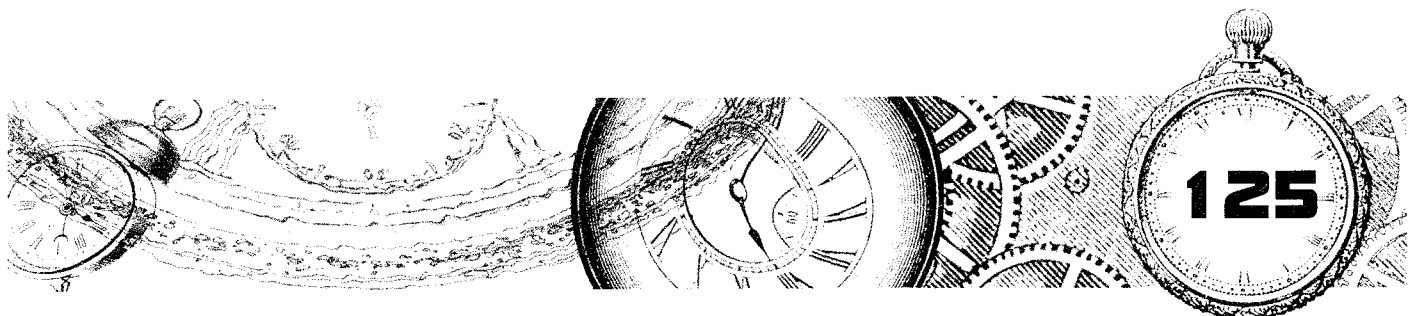
PLIOCENE EPOCH

[5 to 1.8 million years ago]

The climate warms somewhat and sea levels rise. Early hominids appear in Africa: Australopithecus species (afarensis, boisei, robustus, africanus), Homo habilis and early Homo erectus. H. habilis is the first hominid known to make stone tools.

PLEISTOCENE EPOCH

[1.8 million to 50,000 years ago]

Giant ground sloths appear in South America. The most recent series of ice ages begins; glaciers advance and retreat four times. Mastodons and mammoths appear, along with sabre-toothed tigers, woolly rhinoceri, the Irish elk, bear-sized beavers and elephant-sized bison. Australopithecines die out. Homo habilis dies out. H. erectus flourishes. About 100,000 years ago, early Homo sapiens, such as Neanderthal Man, appear.

HOLOCENE EPOCH

[50,000 years ago to present]

Latest ice age slowly ends as glaciers retreat. Neanderthal Man disappears. Modern man, Homo sapiens sapiens, appears.

OLD STONE AGE

[50,000 to 10,000 BC]

Modern humans appear and human culture shows up at the same time. A uniform culture of hunters appears around the shores of the Mediterranean. The giant ice-age mammals are hunted to extinction. Around 30,000 BC, humans invade North America and Australia.

Skills & Learning:

Painting, carving, and music are invented, probably along with many other arts.

Literature:

• Jane Aule: The Clan of the Cave Bear, The Valley of the Horses, The Mammoth Hunters, The Plains of Passage

NEW STONE AGE

[10,000 to 3000 BC]

This age begins with the invention of agriculture and ends with the introduction of bronze tools. Many basic skills and technologies were invented in this period, including civilization (i.e. living in large cities). Recorded history begins near the end of this age.

Skills & Learning:

c9000 BC .... Domestication of cattle in Mesopotamia.
c7700 BC .... Farming and farm towns appear in Mesopotamia.
c7500 BC .... First cities appear.
c7000 BC .... Pottery invented.
c6500 BC .... Metal-working invented (copper jewelry).
c3500 BC .... Wheeled carts invented in Sumeria.
c3300 BC .... Writing invented in Sumer. History begins.
c3200 BC .... The potter's wheel invented in Sumeria.
c3100 BC .... Hieroglyphic writing invented in Egypt.

Human Interest:

c7500 BC .... Jericho settled.
c7000 BC .... First walls of Jericho built.
c5000 BC .... First Sumerian settlements.
c3500 BC .... First cities in Sumer and Egypt.
c3100 BC .... Menes unites Upper and Lower Egypt and founds first dynasty of pharoahs.

BRONZE AGE

[3000 to 1300 BC]

This age begins with the introduction of bronze tools and ends with the introduction of iron tools. In this age, the cultures of the river valleys (Nile, Mesopotamia, Indus, and Yang-tse) grow strong. At the end of this age, Indo-European barbarians from southwest Asia invade Europe, India, and parts of the Middle East, adding a new layer of language and culture as they integrate with the native civilizations. This age includes many mythic and legendary people, places, and events.

Skills & Learning:

2800 BC .... Bronze tools invented.
c1500 BC .... Silk cloth invented in China.
1500s BC .... Alphabetic writing invented in Syria.

Literature:

• Anonymous; The Epic of Gilgamesh
• Bible: Genesis
• Thomas Mann: Joseph and His Brothers (historical fiction, Biblical)
• Richard Purtill: The Golden Gryphon Feather, The Stolen Goddess (fantasy, mythical Greece & Crete)
• Mary Renault: The King Must Die, The Bull from the Sea (historical fiction, ancient Greece & Crete)
• Thomas Burnett Swann: The Minikins of Yam (ancient Egypt), The Green Phoenix, Where Is the Bird of Fire? (fantasy, mythical Rome)

Human Interest:

c2750 BC .... Gilgamesh rules the city of Uruk, Sumeria.
2697 BC .... Huang-ti, the legendary "Yellow Emperor," unites China as first emperor.
c2500 BC .... Minoan (=Atlantean?) civilization founded at Knossos on Crete. Indus River civilization founded at Mohenjo-daro. Iron-working discovered in Asia Minor; used in jewelry.
c2350 BC .... Legendary Yao Dynasty founded in China. Sargon the Great founds the first empire of the Middle East.
c2200 BC .... Legendary Hsia Dynasty of China founded by the equally legendary Yu the Great.
c2100 BC .... The Empire of Ur founded in Mesopotamia (to 2000 BC).
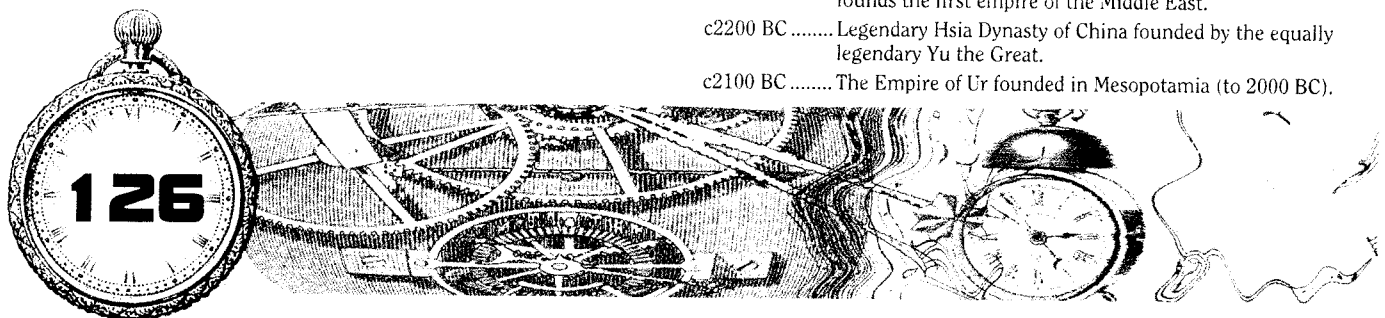
c1860 BC .... Stonehenge built in Britain.
c1830 BC .... First dynasty of Babylonian kings founded.
1728 BC .... Accession of Hammurabi the Great of Babylon, noted for his legal code.
1700s BC .... Possibly the time of the Biblical patriarch Abraham.
c1500 BC .... The volcanic island of Thera (or Santorini) explodes in the eastern Mediterranean, destroying the city of Knossos on Crete and the whole of Minoan civilization. (The fall of Atlantis?)
1523 BC .... Shang Dynasty founded in China (to 1027).
1500s BC .... Indo-Europeans invade India, Greece, and eastern Mediterranean. Mohenjo-daro in the Indus valley destroyed. Possibly the time of the Biblical patriarchs Jacob and Joseph.

EARLY ANTIQUITY

(1500 to 700 BC)

This age begins with the introduction of iron and steel tools in India and western Asia and ends with the great cultural flowering in the Mediterranean, India, and China.

Skills & Learning:

1200s BC .... Iron-working introduced to the Fertile Crescent.
776 BC .... First Olympic game.
c750 BC .... Career of Greek poet Homer.

Literature:

• Bible: Exodus, Leviticus, Numbers, Deuteronomy, Joshua, Judges, 1 & 2 Samuel, 1 & 2 Kings, 1 & 2 Chronicles
• Homer: The Illiad, The Odyssey
• Mary Renault: The Praise Singer (historical fiction, ancient Greece)
• H. W. F. Skaggs: Everyday Life in Babylonia and Assyria (nonfiction)
• Jon Manchip White: Everyday Life in Ancient Egypt (nonfiction)

Human Interest:

1420 BC .... Accession of Amonhotep III and the start of Egypt's "Golden Age"
c1400 BC .... The palace at Knossos is destroyed again (burned down this time).
1376 BC .... Accession of Akenaton, the heretic monotheist phaorah.
1366 BC .... Assyria starts growing in power in the Mid-East. It waxes and wanes but generally dominates until 612 BC, when its capital, Nineveh, is sacked. The empire falls in 609.
1361 BC .... Accession of Tutankhamon, "King Tut."
c1250 BC .... The Exodus of the Israelites from Egypt, during the reign of Ramses II.
1203 BC .... Trojan War (to 1193).
c1200 BC .... Dorians invade Greece.
1140 BC .... Phoenecians start their Mediterranean trade empire.
1122 BC .... Chou dynasty founded in China (to 770) by Emperor Wu Wang, who also establishes feudal system.
1116 BC .... Assyria conquers Babylon.
1000 BC .... David becomes king of Israel.
c1000 BC .... Rig Veda written in India. African kingdom of Kush becomes independent of Egypt. The Olmec civilization, the first known in America, appears along the Gulf of Mexico.
960 BC .... Solomon becomes king of Israel.
c900 BC .... Rise of the Classic Mayan civilization in Peru (to 900 AD).
814 BC .... Phoenecians found Carthage on north African shore.
c800 BC .... Homer composes the Illiad and the Odyssey.
770 BC .... Eastern Chou dynasty founded in China (to 256).

753 BC .... Romulus and Remus found Rome.
722 BC .... Assyria destroys the kingdom of Israel; the kingdom of Judah remains.

LATE ANTIQUITY

(700 BC to 500 AD):

This age begins with the great cultural flowering in the Mediterranean, India, and China, and ends with the fall of Rome. Near the end of this age, a chain of empires (Roman, Persian, Gupta, Chinese) lay from one end of Eurasia to the other. North of this chain, populations of barbarians grow in the steppes of Asia and eventually come raiding down, breaking the chain.

Skills & Learning:

c600 BC .... Western philosophy founded by Thales. Indian philosophy founded by Kapila.
525 BC .... Birth of Greek dramatist Aeschylus (to 456 BC).
c520 BC .... Career of Greek mathematician Pythagoras.
c500 BC .... Iron tools and weapons become common in China.
c450 BC .... Career of Greek historian Herodotus
c430 BC .... The idea of atoms invented by Democritus. The idea of elements invented by Empedocles. Career of Greek physician Hippocrates.
420 BC .... Development of logical methods by Socrates, Plato, and Aristotle (to 320).
c400 BC .... Navigation improves in the Pacific islands.
c300 BC .... Axiomatic method and systematic geometry invented by Euclid.
c250 BC .... Archimedes advances mathematics and engineering
c100 BC .... Earliest use of water wheels.
c150 AD .... Ptolemy establishes first generally-received systems of geography and astronomy.

Literature:

• Poul & Karen Anderson: The King of Ys, Roma Mater, Gallicenae, Dog and Wolf (fantasy, late Roman Empire)
• Ernest Bramah: The Wallet of Kai Lung, The Mirror of Kong Ho (ancient China)
• C. J. Cherryh: Tha Paladin (fantasy, ancient China)
• L. Sprague de Camp: Arrows of Hercules, An Elephant for Aristotle, The Golden Wind (historical fiction, Hellenistic world)
• Rene de Goscinny & M. Uderzo: the Asterix comics (Gaul, 1st century BC)
• Lloyd C. Douglas: The Robe (Roman Empire, 1st century AD)
• Robert Graves: I, Claudius, Claudius the God (ancient Rome, 1st centuries BC & AD)
• Edith Hamilton: The Greek Way, The Roman Way (nonfiction)
• Barry Hughart: Bridge of Birds (fantasy, ancient China)
• H. D. Kitto: The Greeks (nonfiction)
• Ellen Macnamara: Everyday Life of the Etruscans (nonfiction)
• Gilbert Murray: Five Stages of Greek Religion (nonfiction)
• E. Hoffman Price: The Devil Wives of Li Fong (fantasy, ancient China)
• Mary Renault: The Last of the Wine, Mask of Apollo, Fire From Heaven, The Persian Boy (historical fiction, Hellenistic world)
• Lew Wallace: Ben Hur (historical fiction, c.30 AD)

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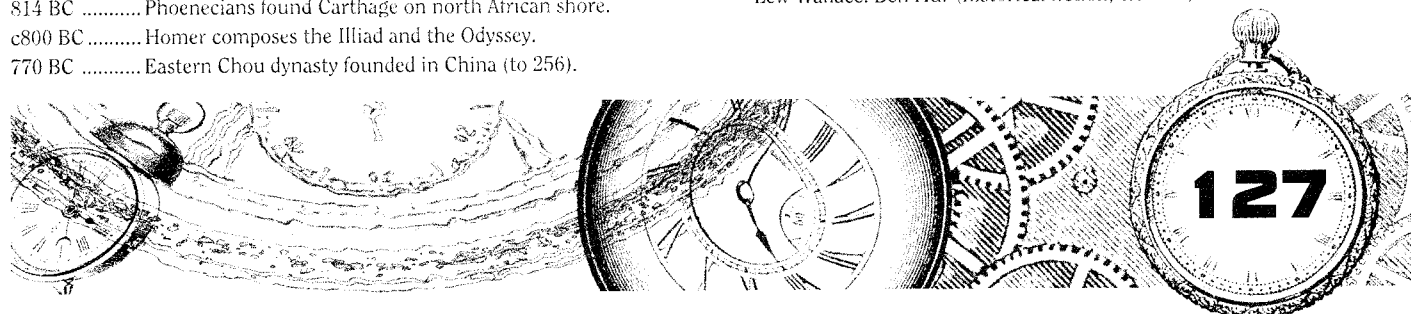
Human Interest:

640 BC .... Birth of Thales, legendary founder of western philosophy (to 546).

609 BC .... End of Assyrian Empire.

604 BC .... Birth of Lao-tse, legendary philosopher and founder of Taoism (to 531).

594 BC .... Solon reforms the Athenian laws.

585 BC .... Birth of Pythagoras (?), legendary mathematician (to 497).

586 BC .... Babylon sacks Jerusalem: beginning of the Babylonian Captivity of the Jews (to 539).

563 BC .... Birth of Siddhartha Gautama, the Buddha (to 483).

551 BC .... Birth of the philosopher K'ung Fu-tzu ("Confucius"), founder of Confucianism (to 497).

510 BC .... Peisistratid tyranny overthrown in Athens.

509 BC .... Roman Republic founded.

508 BC .... Cleisthenes reforms the Athenian constitution and introduces democracy.

c500 BC .... Bantu-speaking peoples spread through east Africa.

470 BC .... Birth of the philosopher Socrates (to 399).

427 BC .... Birth of the philosopher Plato (to 347).

403 BC .... Age of Warring States in China (to 221). (Chou dynasty falls in 256.)

384 BC .... Birth of the philosopher Aristotle (to 322).

355 BC .... Birth of Alexander the Great of Macedon (to 323).

334 BC .... Alexander the Great begins his career of empire-building.

332 BC .... Alexander takes Egypt away from Persia and founds the city of Alexandria.

330 BC .... Alexander conquers the Persian Empire.

327 BC .... Alexander briefly invades India.

323 BC .... Alexander the Great dies at Babylon, leaving no heir; his empire is divided into four kingdoms by his leading generals: Egypt under Ptolemy, Greece under Antipater and Cassander, Asia Minor under Lysimachos, and Syria under Seleucos.

321 BC .... Chandragupta Maurya founds Maurya Empire in India.

c300 BC .... Mayan civilization extends to the Yucatan peninsula.

264 BC .... First Punic War, between Rome and Carthage (to 241).

247 BC .... Accession of Maurya emperor Asoka, who converts to Buddhism and spreads this religion through missionary work.

221 BC .... Ch'in Dynasty founded in China (to 207).

218 BC .... Second Punic War, featuring the Carthaginian general Hannibal (to 201).

214 BC .... Under Shi Huang-ti, the Chinese Empire expands. Construction begins on the Great Wall of China.

213 BC .... Shi Huang-ti orders burnt all books not approved by his Legalist ideology.

210 BC .... Shi Huang-ti dies. The Ch'in Dynasty dies out three years later.

202 BC .... Han Dynasty founded in China (to 9 AD) by Liu Pang (aka Emperor Kao).

184 BC .... Sunga Dynasty founded in India by Pushayanitra.

167 BC .... Desecration of the Temple at Jerusalem by Antiochus IV of the Seleucid Empire; Judas Maccabaeus leads a revolt (to 143).

149 BC .... Third Punic War, ending in the destruction of Carthage by Rome (to 146). By the end of the Punic Wars, Rome has greatly expanded its territory.

140 BC .... Accession of Wu Ti, "Martial Emperor of China" (to 86), after which China falls into anarchy.

127 BC .... Accession of Emperor Wu of China (to 101), who resumes expansion of the empire.

87 BC .... Regency laws introduced in China for child emperors. Gradually, the emperor becomes a pampered figurehead.

82 BC .... General Sulla becomes dictator of Rome (to 78 BC).

61 BC .... Julius Caesar begins his career.

55 BC .... Julius Caesar conquers northern Gaul.

54 BC .... Julius Caesar invades Britain.

49 BC .... Julius Caesar crosses the Rubicon River into Italy, starting a civil war for control of Rome.

44 BC .... Assassination of Julius Caesar.

30 BC .... Death of Antony & Cleopatra.

27 BC .... Formal founding of Roman Empire (Augustus Caesar first emperor).

4 BC .... Birth of Jesus (date adjusted for Julian calendar).

9 AD .... Wang Mang usurps the throne of China (to 23), the sole emperor of the Hsin Dynasty.

25 AD .... The Later Han Dynasty founded in China (to 220).

32 AD .... Death of Jesus; beginning of the spread of Christianity.

37 AD .... "Caligula" (Gaius Claudius Caesar) elected Roman Emperor (assassinated in 41).

43 AD .... Rome invades Britain.

54 AD .... Nero becomes Roman Emperor (to 68).

58 AD .... Emperor Ming-Ti of China introduces Buddhism.

64 AD .... Most of Rome burns; Nero blames Christians and orders persecutions. Probable date of St. Peter's martyrdom.

c65 AD .... Probable date for Bodhidharma to bring Buddhism from India to China.

66 AD .... Jews revolt against Rome.

67 AD .... Probable date of St. Paul's martyrdom.

68 AD .... Romans rebel against Nero, who commits suicide.

70 AD .... Rome destroys Jerusalem.

77 AD .... Rome conquers Britain.

78 AD .... Kamishka becomes Great King (to 84), founding the Second Kushana Dynasty in northern India.

89 AD .... Regencies reintroduced in China, with more infighting for the position of regent.

101 AD .... Roman Empire reaches is greatest size.

116 AD .... Roman Empire declares the Tigris River to be its eastern border.

122 AD .... Roman Emperor Hadrian visits Britain and starts construction of "Hadrian's Wall" along Scottish border.

135 AD .... The Diaspora: after a long series of revolts, the Jews are defeated and scattered all over the Roman Empire.

166 AD .... Roman Emperor Maruc Aurelius sends diplomatic mission and gifts to Chinese Emperor Huan Ti. Outbreaks of plague in Roman Empire (to 167).

184 AD .... Yellow Turban Uprising in China.

220 AD .... Period of the Three Kingdoms in China (to 265).

224 AD .... Ardashir overthrows the Parthian dynasty of Persia and, in 227, founds a new Persian Empire.

230 AD .... Emperor Sujin first known ruler of Japan.

259 AD .... Roman Emperor Valerian is captured in battle by the Persians (commanded by Shapur I) and later dies in captivity.

265 AD .... China reunited by Western Chin Dynasty (to 316).

286 AD .... Diocletian divides the Roman Empire into eastern and western halves and gives the west to Maximian.
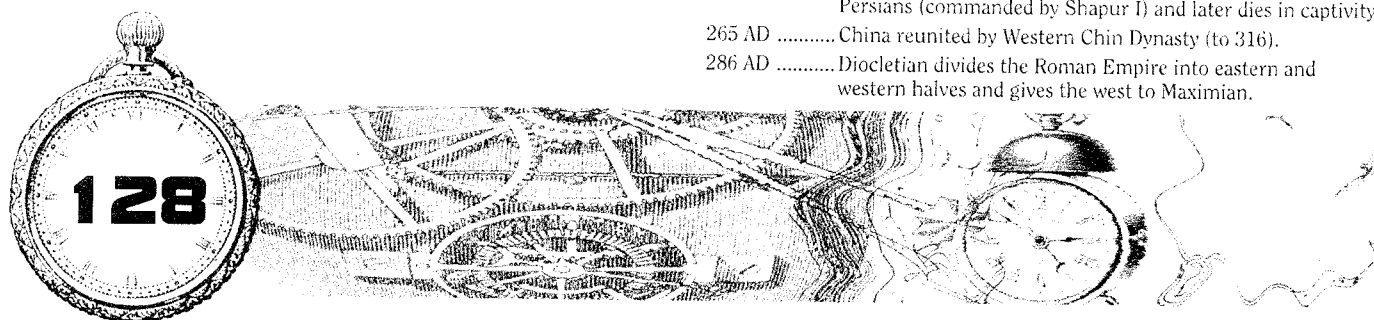
c300 AD .... African empire of Ghana rises south of the Sahara. African kingdom of Axum founded in Ethiopia.

c300 AD .... Empire of Teotihuacan established in Mexico (to c600).

306 AD .... Constantine becomes emperor of eastern Roman Empire.

312 AD .... Constantine converts to Christianity.

313 AD .... Edict of Toleration: Constantine legalizes Christianity.

316 AD .... China splits into North China and South China (to 589).

320 AD .... Chandragupta I founds the Gupta Empire in India.

324 AD .... Constantine reunites the Roman Empire.

330 AD .... Constantine founds Constantinople, capital of the Eastern Roman Empire.

361 AD .... Julian the Apostate becomes Roman Emperor and tries to reintroduce paganism as the state religion instead of Christianity.

363 AD .... Roman Emperor Jovian gives Mesopotamia to the Persians.

364 AD .... Roman Empire divides, with Valentine as Emperor in the West (at Rome) and Valens as Emperor in the East (at Constantinople).

370 AD .... Huns from Asia invade Europe. In the following century, barbarian invasions erode the Roman, Gupta, and Chinese Empires.

372 AD .... Buddhism introduced to Korea.

375 AD .... Chandragupta II becomes Gupta Emperor in northern India.

394 AD .... Theodosius briefly reunites the Roman Empire. Next year, it splits again, with Honorius in the West and Arcadius in the East.

401 AD .... Innocent I, bishop of Rome, claims jurisdiction over all the church in the Western Empire thus making the first public declaration of Papal authority.

406 AD .... The Vandals and their allies invade Gaul.

407 AD .... Founding of the first Mongol Empire (to 553). Last Roman troops leave Britain.

410 AD .... The Goths sack Rome.

432 AD .... St. Patrick arrives in Ireland.

433 AD .... Attila becomes leader of the Huns.

451 AD .... Attila the Hun invades Gaul but is forced back.

452 AD .... Attila invades Italy.

455 AD .... The Vandals sack Rome.

465 AD .... The White Huns invade northern India.

475 AD .... Romulus Augustus becomes Roman Emperor in the West.

476 AD .... Odovacar the Goth deposes Romulus Augustus; the Roman Empire ends in the west. It is survived by the Eastern Roman Empire, usually knowns as the Byzantine Empire. ("Byzantium" is another name for Constantinople.)

MEDIEVAL PERIOD

(500 AD to 1500 AD):

This period begins with the great chain of empires completely destroyed and ends with the voyages of discovery by European powers that create a single (if quarrelsome) world community. In this period, the modern nations take shape. Western Europe struggles against Vikings from the north and Moslems from the south. The Byzantine Empire feuds endlessly with Persia and, later, the Moslems and Mongols. India is divided into many small kingdoms and invaded by Moslems and Mongols. China reunites, falls apart twice, and also battles Mongols.

The Medieval Period is sometimes divided into the Dark Ages (about 500 to 1000) and the High Middle Ages (about 1000 to 1500), at least in Europe. The Dark Ages give more legend than history, and are politically chaotic and divided. The Renaissance overlaps the end of the High Middle Ages and the beginning of the Modern period.

Skills and Learning:

c500 .... Water wheel (Near East) spreads through Europe.

c600 .... Stirrups (steppe barbarian) and heavy plows (Slavic) introduced in Europe.

c700 .... Porcelain invented in China. Crop rotation spreads through Europe.

c815 .... Arabs adopt "Arabic" numerals from India.

c850 .... The horse-collar invented in Europe. Horse shoes introduced in Europe by Celts. Latin classics revived under Charlemagne.

861 .... Vikings discover Iceland.

932 .... Printing press developed in China.

c950 .... Windmills invented in the Eastern Mediterranean

980 .... Birth of Avicenna, principle Medieval medical authority (to 1037). Eric the Red, exiled from Iceland, discovers Greenland.

1002 .... Leif Ericsson, son of Eric the Red, leads an expedition to "Vinland" (North America), from Newfoundland south down the coast, perhaps to Maryland.

1100s .... Development of European system of colleges and universities at Paris, Bologne, Chartres, Oxford, Padua, Pisa, etc. The magnetic compass first used for navigation.

1126 .... Birth of Averroes, Moslem philosopher instrumental in transmitting Classical learning to Europe (to 1198).

1135 .... Birth of Moses Maimonides, Jewish philosopher, instrumental in preserving Classical learning in Europe (to 1204).

c1150 .... The great cathedrals of Europe are built (to c1320), using architectural techniques surpassing ancient Rome's.

1193 .... Birth of Albertus Magnus, scholastic philosopher and mentor to St. Thomas Aquinas (to 1280). (Legendarily, a white magician.)

1204 .... Crusaders sack Constantinople. Many Byzantine scholars and books are dispersed into western Europe, stimulating scholarship.

1214 .... Birth of Roger Bacon, philosopher and scientist (to 1292). (Legendarily, a white magician.)

1225 .... Birth of St. Thomas Aquinas, scholastic philosopher (to 1274), who championed the compatibility of philosophy and religion.

c1270 .... Mechanical clocks invented. "Arabic" numerals introduced to Europe from India.

1275 .... Marco Polo sets out for China (to 1293).

1277 .... Bishop Steven of Paris issues a statement commanding philosophers not to take Aristotle as a final authority.

1286 .... Spectacles invented in Europe.

1298 .... Spinning wheel invented in Europe.

1300s .... Cast iron introduced to Europe.

1346 .... The longbow developed, replacing the crossbow.

c1420 .... Florentine painter Brunellesco invents perspective drawing, using geometrical principles. His associates, Ghiberti and Donatello, quickly pick it up.

1456 .... The sea quandrant used by European navigators.
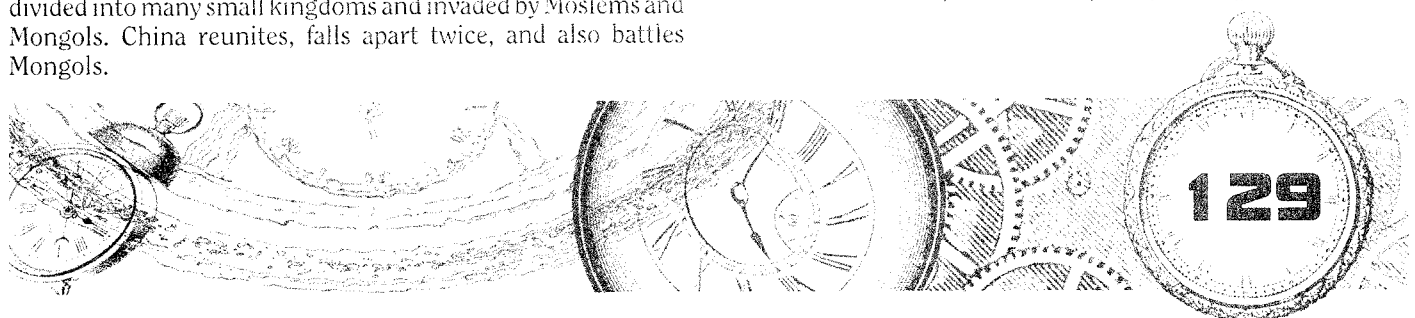
Literature:

- Poul Anderson: The Broken Sword, Hrolf Kraki's Saga, Three Hearts and Three Lions (Viking-age and Carolingian fantasy)
- Anonymous: Gawain and the Green Knight (Arthurian fantasy)
- Lodovico Ariosto: Orlando Furioso (Carolingian fantasy)
- Thomas Bullfinch: Legends of Charlemagne (Carolingian, i.e. 700s & 800s)
- Geoffrey Chaucer: Canterbury Tales (1300s)
- Clayton Emery: Tales of Robin Hood (historical fiction, 1100s)
- C. S. Lewis: The Discarded Image (nonfiction, medieval worldview)
- R. A. MacAvoy: Trio for Lute (fantasy trilogy, 1300s)
- Thomas Malory: Le Morte d'Arthur (Arthurian fantasy)
- Ellis Peters: the Brother Cadfael mysteries (1100s)
- Howard Pyle: The Adventures of Robin Hood and His Merry Men (1100s)
- Marjorie and C. H. B. Quennell: Everyday Life in Roman and Anglo-Saxon Times (nonfiction)
- Marjorie Rowling: Everyday Life in Medieval Times, Everyday Life of Medieval Travelers (nonfiction)
- Walter Scott: Ivanhoe (historical fiction, 1100s)
- Jacqueline Simpson: Everyday Life in the Viking Age (nonfiction)
- Robert Louis Stevenson: The Black Arrow (historical fiction, War of the Roses, late 1400s)
- Mary Stewart: The Crystal Cave, The Hollow Hills, The Last Enchantment, The Wicked Day (Arthurian historical fiction)
- Rosemary Sutcliff: The Sword at Sunset (Arthurian historical fiction)
- Alfred, Lord Tennyson: The Idylls of the King (Arthurian)
- Godfrey Thurton: The Emperor Arthur (Arthurian historical fiction)
- Barbara W. Tuchman: A Distant Mirror: The Calamitous Fourteenth Century (nonfiction)
- Turold: Chanson de Roland (Carolingian)
- T. H. White: The Sword in the Stone, The Once and Future King (Arthurian fantasy)

Human Interest:

503 .... King Arthur defeats Saxons at Mount Badon, England. War between the Byzantine Empire and Persia (to 505, but wars recur until 642, when Persia becomes Moslem).
534 .... Byzantine general Belisarius conquers the Vandal kingdom of northern Africa.
535 .... The Byzantines retake Italy (to 554).
550 .... St. David brings Christianity to Wales.
552 .... Buddhism comes to Japan.
554 .... Byzantine armies conquer southeast Spain.
570 .... Birth of Muhammad (to 632).
572 .... Persia dominates Arabia (to 628).
c580 .... The Pandya and Pallava dynasties rise to prominence in India.
581 .... Sui dynasty founded in China (to 618) by Yang Chien (Emperor Wen).
589 .... North and South China reunited under Wen Ti.
597 .... St. Augustine starts a missionary movement in England.
c600 .... Founding of two rival Inca empires, centered in Huari and Tihuanaco, along the Pacific coast of South America.
610 .... Muhammed has his first visions.
618 .... T'ang dynasty founded in China (to 907).
620 .... Viking raids to Ireland begin.
622 .... Eastern Turks invade China.

624 .... Buddhism becomes the official religion in Japan.
625 .... Muhammad begins dictating the Koran.
630 .... Muhammed captures Mecca and begins preaching. China defeats the Eastern Turks in Mongolia.
635 .... Moslems begin conquest of Syria (to 641) and Persia (to 642).
638 .... Moslems take Jerusalem.
639 .... Moslems begin conquest of Egypt (to 642).
645 .... Byzantium recaptures Alexandria, Egypt.
646 .... Moslems recapture Alexandria, Egypt.
656 .... China defeats the Western Turks in central Asia.
673 .... Arabs beseige Constantinople (to 678) but fail to take it.
690 .... Empress Wu ascends Chinese throne (to 705) and tries to reinstate Chou dynasty.
700 .... Arabs capture Tunis; Christianity almost extinct in North Africa.
711 .... Moors (Berbers and Arabs) invade Spain. Arabs invade India.
716 .... Second Arabic seige of Constantinople (to 717), also a failure.
732 .... Charles Martel, ruler of the Franks, defeats Moors at Tours, stopping their advance north.
737 .... Charles Martel defeats the Moors at Narbonne.
752 .... Rise of the Rashtrakuta dynasty in India (to c970).
771 .... Charlemagne (Charles the Great), grandson of Charles Martel, becomes king of France (to 814).
778 .... Moors defeat the French at Roncesvalles, in the Pyrenees Mountains, as told in the Chanson de Roland.
c780 .... Rise of the Buddhist dynasties of Pala and Pratihara in northern India.
788 .... Birth of Shankaracharya (to 820), Indian theologian who helps revive Hinduism. In this revival, the Shaivite and Vaishanvite cults come to dominate Hinduism, and Buddhism wanes in India.
800 .... Pope Leo III crowns Charlemagne Emperor in the West, officially reinstating the Roman Empire under the name "Holy Roman Empire."
c800 .... Founding of the African kingdom of Kanem (later called Bornu).
838 .... Charlemagne's son Louis divides the empire among his three sons.
841 .... Religious persecutions begin in China by Taoists against Manicheans, Nestorian Christians, Buddhists, and Zoroastrians (to 845); only Buddhism survives in China.
846 .... Rise of the Chola dynasty in India.
850 .... Acropolis of Zimbabwe is built in Africa.
865 .... Russian Vikings attack Constantinople. Danish Vikings invade England.
867 .... Photius, Patriarch of Constantinople, challenges the authority of the Pope—part of the breakup of the church into the Catholic west and the Orthodox east.
880 .... Emperor Basil of Byzantium recovers Italy from the Moslems.
881 .... Charles III ("Charles the Fat") reunites Charlemagne's empire.
878 .... King Alfred of Wessex, England, defeats the Danes, stopping their spread through England and establishing the Danish territory, the Danelaw.
c900 .... End of the Classic Maya civilzation. Mayas move to the Yucatan Peninsula on the east coast of Mexico.
907 .... T'ang dynasty falls; China divides into several states (to 960).
911 .... Viking Hrolf the Ganger is granted Normandy by the French.
912 .... Hrolf converts to Christianity and is baptized "Robert."
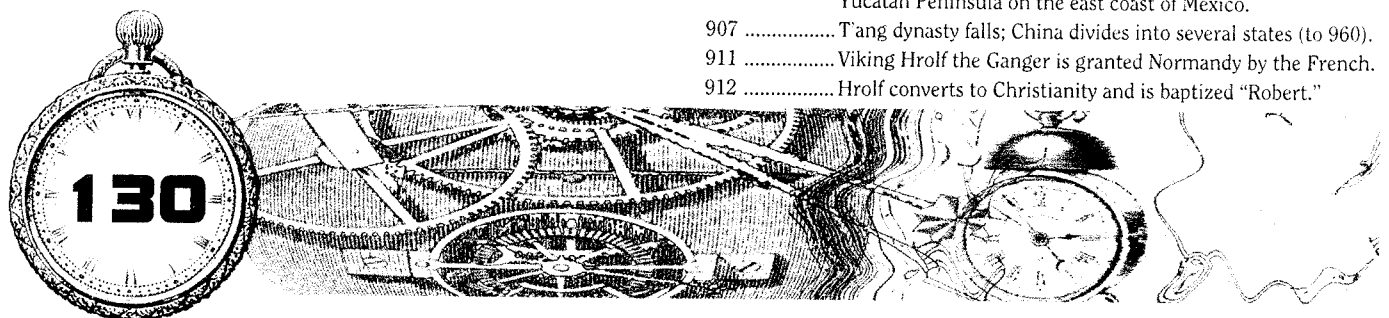
920 .... Beginning of the Golden Age of Ghana in Africa.

960 .... China reunited under the Northern Sung dynasty (to 1126).

c970 .... Rise of the Chalukya dynasty in India.

987 .... Hugh Capet becomes first king of France (by election, to 996).

993 .... Olaf Skutkonung becomes first Christian king of Sweden (to 1025).

995 .... Golden Age of Japanese art and literature, under Fujiwara Michinaga (to 1028).

998 .... Mahmud the Turk, ruler of Ghasni (to 1028) founds Moslem empire in India.

1015 .... Canute the Dane invades England, first of three Danish kings.

c1020 .... Rise of the Rajput clans in India.

1040 .... Macbeth becomes king of the Scots (to 1057).

c1040 .... Moslem missionary Abdallah ibn Yasin goes to the Sudan to spread orthodox Islam among the semi-pagan Moslems there.

1066 .... William of Normandy invades England at Battle of Hastings, wins, becomes William the Conqueror, king to 1087, and begins the Norman Conquest (last successful invasion of England).

1069 .... Radical governmental reforms in China under Emperor Shen Tsung, by his minister Wang An-shih (to 1076).

1071 .... Battle of Manzikert, in which the Seljuk Turks defeat Byzantium and start takeover of Asia Minor.

1072 .... Norman Conquest of Sicily (to 1091).

1075 .... Beginning of disputes, excommunications, deposings, and wars between the Pope (Gregory VII) and the Holy Roman Emperor (Henry IV) over who can appoint bishops and depose popes and emperors (to 1122, and running through several popes and emperors).

1076 .... Abdallah's followers overrun Ghana and sack its capital city.

1090 .... Hasan ibn al-Sabbah, "the Old Man of the Mountain," founds the Assassin sect in Persia.

1096 .... First Crusade called by Pope Urban II, to win the Holy Lands back from the Moslems.

1099 .... Crusaders capture Jerusalem and elect Godfrey of Bouillon as King of Jerusalem.

c1100 .... Founding of the city of Timbuktu south of the Sahara. Colonization of the Polynesian islands. The Tamil poet Kamban writes the Ramayana in this century.

1104 .... Crusaders capture Acre.

1109 .... War between France and England (to 1113).

1122 .... Concordate of Worms, in which the princes of Germany settle the disputes of the pope and the emperor.

1127 .... Southern Sung dynasty founded (to 1279) as the Chin dynasty founds the Chin Empire in the north, splitting China again. The two dynasties war on each other until 1141.

1135 .... Civil war in England between King Stephen and Empress Maud.

1147 .... Second Crusade (to 1149) called by St. Bernard.

1151 .... End of the Toltec empire in Mexico.

1152 .... Frederick Barbarosa becomes Holy Roman Emperor (to 1190).

1154 .... Henry II becomes king of England (and more than half of France) (to 1189). The Orthodox Church of the Byzantine Empire declares itself independent of the Catholic Church of western Europe.

1156 .... Civil war in Japan (to 1185).

1161 .... Chinese use explosives in warfare at Battle of Ts'ai-shih.

1170 .... Martyrdom of Thomas a Becket.

1173 .... Henry II of England defeats rebellion by his sons and queen, Elanor of Aquitane.

1187 .... Moslem champion Saladin captures Jerusalem.

1189 .... Richard Lionheart becomes king of England (to 1199), leaves on Third Crusade (to 1192) with Frederic Barbarosa and Philip of France.

1192 .... Returning from the Third Crusade, Richard Lionheart is captured and held for ransom by Duke Leopold of Austria (to 1194). The first shoguns appointed by the emperor of Japan; they soon assume real rulership as the emperors become figureheads.

c1200 .... Rise of Great Zimbabwe in south Africa (to c1500). Rise of the Sultanate of Kilwa, near Zanzibar, East Africa.

1202 .... Fourth Crusade (to 1204).

1204 .... Crusaders sack Constantinople.

1206 .... Genghis Khan becomes ruler of the Mongols (to 1227).

1210 .... Mongols invade China.

1212 .... Children's Crusade, ending tragically with most of the children sold into slavery.

1215 .... King John signs the Magna Carta (the beginning of English constitutional law).

1217 .... Fifth Crusade (to 1222). Mongols conquer Afghanistan and West Turkestan.

1218 .... Mongols conquer Persia.

1222 .... Mongols raid India.

1228 .... Sixth Crusade (to 1229).

1234 .... Mongols finish conquest of China.

1235 .... Founding of the Mali Empire in western Sudan by Sun Dyata.

1238 .... Mongols conquer Moscow.

1240 .... The Ghana Empire ends in Africa. Mongols destroy Kiev.

1241 .... The Mongols retreat from Europe after the death of Ogadai Khan.

1242 .... Batu Khan founds Mongol kingdom of the "Golden Horde" on the Volga River.

1243 .... Egypt takes Jerusalem from the Crusaders.

1260 .... Kublai Khan becomes ruler of the Mongols (to 1294) and founds the Yuan Dynasty in China (1280 to 1368).

1271 .... Marco Polo arrives at the court of Kublai Khan (to 1295).

1274 .... Mongols invade Japan but are driven back.

1281 .... Mongols try to invade Japan again and fail even worse.

1291 .... Moslems capture Acre, the last Christian territory in Palestine. The end of the crusades.

1305 .... Papal See moves from Rome to Avignon in France (to 1378), under strong pressure from French monarchy.

1320 .... Founding of the Tughluq sultanate in Delhi (to 1413). During this period, Moslem territory reaches its greatest extent in Indian history.

1325 .... Aztecs found the city of Tenochtitlan.

1337 .... Beginning of Hundred Years Way (to 1453) between England and France, in which England loses its French territories.

1347 .... Founding of the Bahmani sultanate.

1348 .... The Black Death plagues Europe (to 1351).

1363 .... Tamerlane (Timur the Lame), Mongol ruler, begins his conquest of Asia and thus distracts the Ottoman Turks from the conquest of Byzantium (to 1405).

1368 .... Ming Dynasty displaces the Mongols in China (to 1644).

1377 .... The Great Schism (to 1417): the papacy splits, one pope at Avignon, one at Rome, for several popes in each line, frequently excommunicating each other and each others' bishops.

1386 .... Birth of painter Donatello (to 1466).
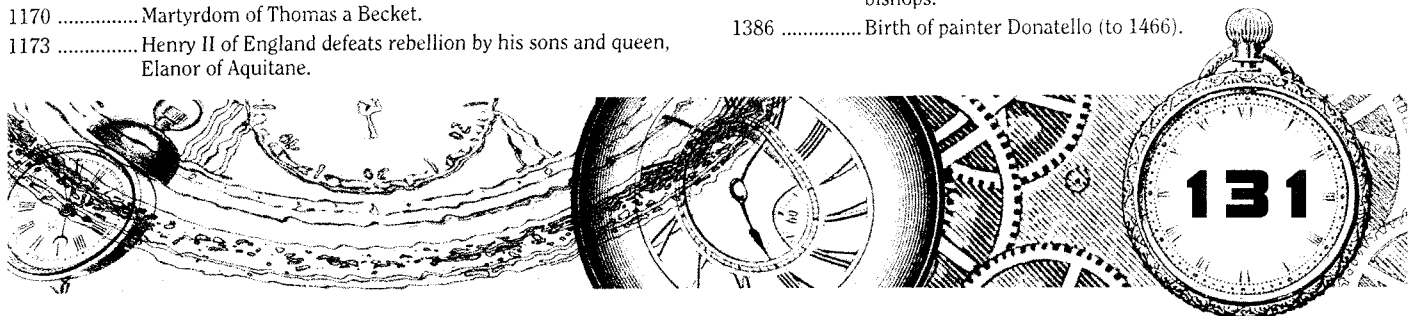
1387 .... Birth of painter Fra Angelico (to 1455).

1396 .... Ottoman Turks conquer Bulgaria.

1398 .... Tamerlane attacks the kingdom of Delhi.

1401 .... Tamerlane takes Baghdad and Damascus.

1405 .... Tamerlane dies.

1421 .... Peking (Bei-jing) becomes the capital of China.

1431 .... Joan of Arc burned as a witch by the English in the course of the Hundred Years' War.

1438 .... Founding of Inca Empire in Peru.

1452 .... Birth of Leonardo da Vinci (to 1519).

1453 .... Mohammed the Conqueror, Sultan of Turkey, conquers Constantinople (which now becomes Istanbul). The end of the Byzantine Empire.

1454 .... Johannes Gutenburg invents the printing press.

1455 .... War of the Roses—civil war in England between the houses of York and Lancaster (to 1485).

1464 .... Founding of the Songhai Empire (to 1592) by Ali of Gao, in Africa.

1467 .... Civil war in Japan (to 1590).

1471 .... Birth of artist Albrecht Durer (to 1528).

1475 .... Birth of artist Michelangelo (to 1564).

1477 .... Birth of artist Titian (to 1576).

1483 .... Birth of artist Raphael (to 1520).

1490 .... Inquisitors Kramer and Sprengler write the Malleus Maleficarum ("Hammer Against Witches"), marking the beginning of the Renaissance witch-hunts.

1492 .... Ferdinand of Grenada conquers Castile and ends Moslem influence in Spain. Christopher Columbus discovers America.

1498 .... Vasco da Gama reaches India. Columbus discovers Trinidad and South America.

16th CENTURY

[1501 AD to 1600 AD]

This century is the first of the modern period and contains the beginnings of many movements that shape the modern period: the Voyages of Discovery, the Protestant Reformation, the Catholic Counter-Reformation, the Scientific Revolution, the Humanist movement in scholarship, witch-hunts, and many religious and secular wars. Spain dominates affairs in western Europe, and the Ottoman Turks dominate the eastern Mediterranean and environs.

Skills & Learning:

1501 .... Amerigo Vespucci explores the coast of Brazil (to 1502).

1513 .... Vasco Nunez de Balboa discovers the Pacific Ocean.

1522 .... One ship from Magellan's expedition returns to Europe, completing the first circumnavigation of Earth.

1535 .... Jacques Cartier navigates the St. Lawrence River.

1541 .... Hernando de Soto discovers the Mississippi River.

1543 .... Nicholas Copernicus, a Polish priest, posthumously publishes De Revolutionibus Orbium Coelestium proposing the heliocentric model of the solar system

1572 .... Danish astronomer Tycho Brahe observes a nova and demonstrates that it is a new star, unsettling Ptolemaic astronomy.

Literature:

• "A Man For All Seasons," (film based on the life of Sir Thomas More)

• Warwick Bray: Everyday Life of the Aztecs (nonfiction)

• Samuel Clemens (Mark Twain): The Prince and the Pauper (historical fiction)

• Alexandre Dumas: Marguerite de Valois, Chicot the Jester, The Forty-Five (historical fiction)

• Raphaela Lewis: Everyday Life in Ottoman Turkey (nonfiction)

• Jon Manchip White: Everyday Life of the North American Indians (nonfiction)

• Ralph Whitlock: Everyday Life of the Maya (nonfiction)

Human Interest:

1509 .... Henry VIII ascends throne of England (to 1547). Battle of Diu, giving Portugese control over trade in Indian Ocean.

1513 .... Portugese explorers reach Canton, China.

1514 .... Ottoman Turks defeat Persia.

1516 .... Ottoman Turks at war with Egypt (to 1517).

1517 .... Protestant Reformation begins when Martin Luther nails 95 theses, protesting the sale of indulgences, to the church door in Wittenberg, Germany. Ottoman Turks add Egypt and Syria to their empire.

1520 .... Suleiman I, the Great, sultan of Turkey (to 1566). Turkish power at its height.

1521 .... Martin Luther excommunicated. Turks capture Belgrade. Ferdinand Magellan dies on first circumnavigation of Earth. Hernan Cortes conquers the Aztecs.

1529 .... Henry VIII of England summons the "Reformation Parliament" and starts to divorce the Church of England from the Church of Rome (in order get his own divorce from Catherine of Aragon, the first of his six wives), appoints Sir Thomas More as Lord Chancellor. Ottoman Turks beseige Vienna but fail to take it.

1532 .... Sir Thomas More resigns over the divorce issue. Calvin brings the Reformation to France.

1533 .... Henry VIII marries Anne Boleyn and is excommunicated by Pope Clement VII. Francisco Pizarro conquers the Incas of Peru. Ivan IV, the Terrible, becomes czar of Russia at age three (to 1584).

1534 .... Henry VIII has himself declared head of the Church of England. The Turks capture Mesopotamia.

1535 .... Henry VIII has Thomas More executed for failing to take the Oath of Supremacy (recognizing Henry as religious leader). War between Spain and France (to 1538).

1536 .... Henry VIII executes Anne Boleyn, marries Jane Seymour, nationalizes the monasteries, and suppresses the Pilgrimage of Grace uprising in northern England.

1541 .... John Knox brings the Reformation to Scotland. The Turks take Hungary.

1542 .... Henry VIII executes Catherine Howard. Mary Stuart becomes queen of Scotland (Mary, Queen of Scots) at the age of seven days and lives a life of uninterupted political intrigue (to 1587).

1545 .... Pope Paul III opens the Council of Trent and starts the Counter-Reformation.

1552 .... War between France and Spain (to 1556).

1553 .... Edward VI dies; Lady Jane Grey reigns as queen for nine days and is succeeded by Mary I ("Bloody Mary"), daughter of Henry VIII and Catherine of Aragon (to 1558).

1555 .... Mary I returns England to Catholicism and persecutes Protestants, burning about 300 at the stake.
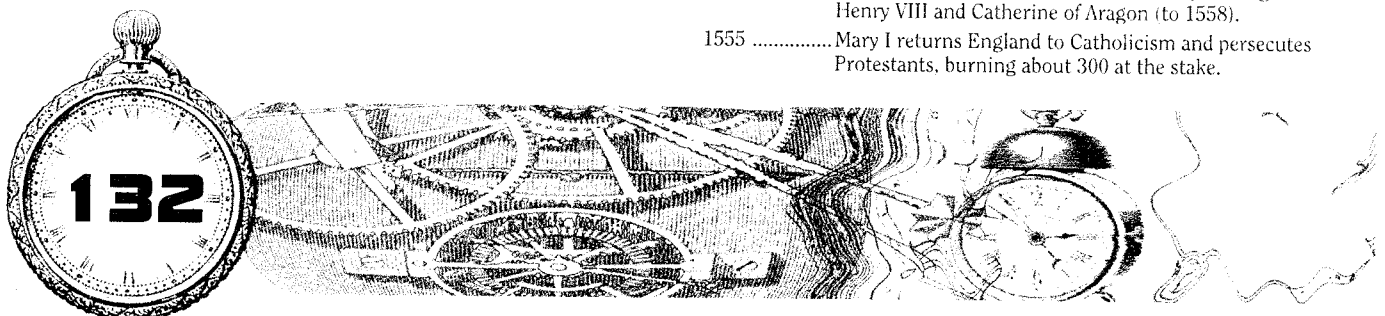
1556 .... Charles V of Spain abdicates, leaving Spain to his son Philip and the Holy Roman Empire to his brother Ferdinand. Akbar the Great defeats the Hindus at the Battle of Panipat, starting his conquest of Hindustan.

1557 .... Portugal establishes a settlement at Macao, China. Russia invades Poland at the beginning of the Livonian War (to 1582).

1558 .... Mary I dies; Elizabeth I, daughter of Henry VIII and Anne Boleyn, becomes queen of England and repeals Catholic legislation.

1562 .... Religious wars in France between Catholics and Huguenots (Protestants) (to 1598). Truce between Holy Roman Empire and Turkey.

1564 .... William Shakespeare and Galileo Galilei born. Reign of terror begins in Russia, under Ivan IV.

1571 .... Papal and Venetian fleets defeat the Turkish fleet at Battle of Lepanto, ending Turkish expansion by sea.

1577 .... Akbar the Great finishes annexing northern India. Sir Francis Drake sets sail around the world (to 1580).

1588 .... England defeats the Spanish armada. War between England and Spain to 1603.

1592 .... Hideyoshi of Japan invades Korea, planning to go on to China. Akbar the Great conquers Sind.

1600 .... Queen Elizabeth grants a charter to the English East India Company. marking the beginning of British influence in India.

17th CENTURY

(1601 AD to 1700 AD)

In this century, the Scientific Revolution, barely begun in the 16th, gets well on its way. The witch-hunts continue through most of the century. The restless powers of Europe compete for trade routes and territories to conquer and colonize, while continuing their political and religious wars at home.

Skills & Learning:

c1600 .... Career of William Shakespeare (1564-1616).

1606 .... Birth of Dutch artist Rembrandt van Rijn (to 1669).

1609 .... Johannes Kepler publishes Astronomia Nova, containing his laws of planetary motion, based on Copernican astronomy.

1610 .... Galileo publishes Sidereus Nuncius ("The Stellar Message"), describing sunspots, lunar mountains, the moons of Jupiter, and the phases of Venus.

1628 .... William Harvey publishes On the Motion of the Heart and Blood in Animals, a landmark in biological science.

1632 .... Galileo publishes On the Two Chief World Systems, explaining the evidence for the heliocentric astronomy of Copernicus.

1638 .... Galileo publishes On Two New Sciences, about mechanics and the physics of scale.

1647 .... Pierre Gassendi reintroduces the idea of the atom.

1660 .... Robert Boyle publishes On the Spring in the Air, concerning vaccuum and air pressure.

1662 .... Founding of the Royal Society of London.

1666 .... Founding of the French Academy of Sciences. Newton develops classical mathematical physics.

1676 .... Olaus Roemer first determines the velocity of light.

1677 .... Anton van Leeuwenhoek invents the microscope and discovers microbial life.

1678 .... Christian Huygens puts forward the wave theory of light.

1687 .... Newton publishes Principia Mathematica Philosophiae Naturalis ("Mathematical Principles of Natural Philosophy"), describing classical physics.

Literature:

• Alexandre Dumas: the d'Artagnan novels: The Three Musketeers, Twenty Years After, The Man in the Iron Mask (historical fiction, France, mid 1600s & later); The Black Tulip (historical fiction, Holland, 1670s & later)

• Edmond Rostand: Cyrano de Bergerac (historical fiction)

• Raphael Sabatini: Captain Blood, The Return of Captain Blood, The Fortunes of Captain Blood, The Sea Hawk, The Black Swan (pirate adventures)

Human Interest:

1603 .... Ieyasu becomes shogun of Japan. James VI of Scotland becomes James I of England (to 1625), uniting the monarchies.

1605 .... Guy Fawkes and his accomplices are arrested for the Gunpowder Plot to blow up the English Parliament.

1607 .... Captain John Smith founds Jamestown and the colony of Virginia. Henry Hudson voyages to Greenland and the Hudson River.

1608 .... Samuel de Champlain founds the city of Quebec.

1610 .... Henry Hudson discovers Hudson Bay.

1613 .... Michael Romanov becomes czar of Russia (to 1645) and founds Romanov dynasty.

1615 .... The Manchu of China begin their rise to power.

1618 .... The Defenestration of Prague starts the Thirty Years' War, involving most of Europe.

1619 .... The first American parliament meets in Jamestown, Virginia. The first black slaves arrive in Virignia.

1624 .... Virginia becomes a crown colony of England.

1628 .... The Huguenots surrender to Cardinal Richelieu of France.

1630 .... The Puritans begin their migration from England to Massachusetts (to 1642).

1637 .... Russian explorers reach the Pacific Ocean by crossing Siberia.

1638 .... The Shimbara uprising in Japan virtually exterminates Christianity in that country.

1642 .... The English Civil War begins, Roundhead Parliamentarians against Cavalier Royalists (to 1646).

1649 .... King Charles I of England is executed by Cromwell, Parliamentarian leader, who establishes the Commonwealth and rules as Lord Protector (1653 to 1658).

1660 .... The English Parliament restores the monarchy and puts Charles II on the throne (to 1685).

1661 .... Louis XIV becomes king of France.

1664 .... England seizes New Amsterdam from the Dutch and changes the name to New York.

1666 .... The Great Fire of London.

1685 .... Louis XIV of France revokes the Edict of Nantes, making Catholicism the only legal religion in France; Huguenots leave France en masse. England and Scotland unite their monarchies under James II (of England) a.k.a. James VII (of Scotland).

1687 .... James II of England declares religious freedom.

1688 .... The "Glorious Revolution" of England bloodlessly substitutes William III of Orange for James II, who flees to Europe.

1689 .... William III and his wife Mary II rule as joint monarchs and issue the Toleration Acts granting freedom of worship.

1692 .... Massacre of Glencoe in Scotland. Salem witch trials in Massachusetts.

1693 .... The people of Salem publish the Retraction, renouncing the witch trials, marking the end of the Renaissance witch hunts.
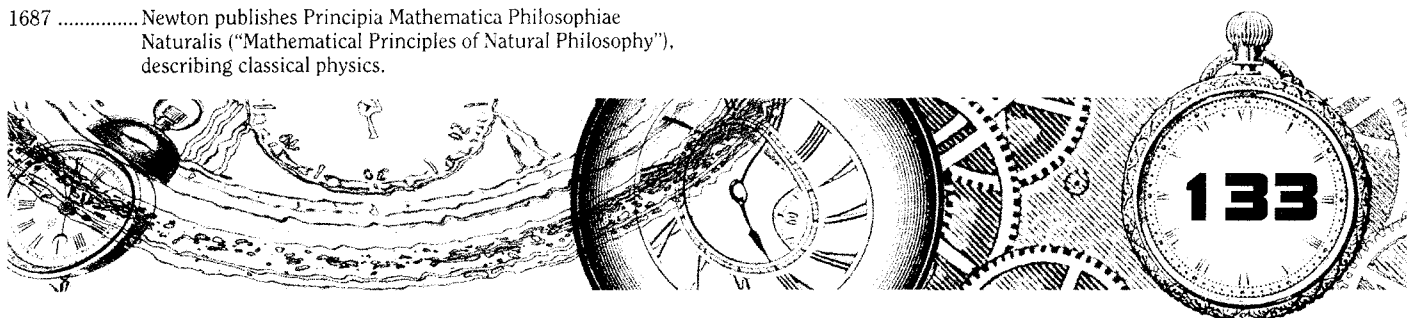
18th CENTURY

[1701 AD to 1800 AD]

Major features of this century include continuations of the themes of the 17th century; the Enlightenment movement in western philosophy, with its analytical, skeptical, and individualistic approach; the beginnings of the Industrial Revolution; and the American and French Revolutions, the first of the democratic revolutions that destroy much of the aristocratic system in the 19th century. All the European powers continue to war with each other at home and abroad, in rapidly changing combinations.

Skills & Learning:

1694 .... Birth of "Voltaire" (Francois Marie Arouet), Enlightenment philosopher (to 1778).

1704 .... Isaac Newton publishes Optics.

1737 .... Linnaeus publishes Systema Naturae, founding modern biological classification.

1745 .... The buried cities of Pompeii and Herculaneum are discovered.

1762 .... Jean-Jacques Rousseau, Enlightenment philosopher (1712-1778), publishes The Social Contract.

1769 .... James Watt invents the first industrial steam engine.

c1770 .... Blast furnaces introduced to iron industry.

1776 .... Adam Smith publishes The Wealth of Nations, on economic theory.

1783 .... Joseph and Jacques Montgolfier build and fly the first successful hot-air balloon.

1796 .... Edward Jenner introduced the smallpox vaccine.

1800 .... Alessandro Volta invents the electric battery.

Literature:

• Winston Churchill: The First Churchills (non-fiction)

• James Fenimore Cooper: The Last of the Mohicans, The Deerslayer, The Spy (historical fiction)

• Daniel de Foe: Robinson Crusoe (adventure)

• Alexandre Dumas: The Queen's Necklace (historical fiction)

• Winston Graham: Poldark (melodrama)

• Emma Orczy: The Scarlet Pimpernel (historical fiction)

• Raphael Sabatini: Master of Arms, Scaramouche, Carolinian (historical fiction)

• Laurence Stern: Tristram Shandy (comedy)

Human Interest:

1701 .... Act of Settlement establishes the Hanoverian dynasty in England. James II dies in exile. War of the Spanish Succession (to 1713).

1707 .... The Act of Union unifies England and Scotland as Great Britain.

1733 .... War of the Polish Succession (to 1735).

1736 .... Nadir Shah, king of Perisa (to 1747), conquers Afganistan and invades northern India.

1739 .... Nadir Shah sacks Dehli.

1740 .... War of the Austrian Succession (to 1748).

1745 .... James's son, "Bonnie Prince Charlie," lands in Scotland, leading Jacobite rebellion in Britain (to 1746).

1751 .... China conquers Tibet.

1755 .... The Lisbon Earthquake kills 30,000. The French and Indian War in North America (to 1763).

1756 .... Uprising in India; many British soliders imprisoned and die in the "Black Hole of Calcutta."

1757 .... Britain establishes "the Raj," its rule over India.

1759 .... Britain captures Quebec.

1762 .... Catherine II, the Great, becomes tsarina of Russia (to 1796).

1763 .... Chief Pontiac leads an Indian uprising against the British.

1768 .... James Cook discovers Australia.

1770 .... British troops fire on a mob and kill five civilians in the Boston Massacre.

1772 .... James Cook discovers and sails around Antarctica.

1773 .... Peasant uprisings in Russia (to 1775). The Boston Tea Party: American revolutionists disguised as Indians dump loads of high-tarrif tea into Boston Harbor.

1774 .... Warren Hastings appointed first Governor-General of India.

1775 .... War between British and Marathas in India (to 1782). American War of Independence (to 1783).

1776 .... The Continental Congress signs the American Declaration of Independence.

1780 .... Peruvian Indians revolt against Spain (put down 1783).

1784 .... India Act: Britain takes governmental control of India.

1787 .... United States Constitution ratified.

1788 .... First convicts transported to Australia from Britain.

1789 .... French Revolution (to 1792); storming of the Bastille in Paris. George Washington elected first president of the United States (to 1797).

1791 .... The Bill of Rights added to the United States Constitution.

1792 .... China invades Nepal. France declares itself a republic. Denmark is the first country to forbid slave trade.

1793 .... Reign of Terror in France (to 1794); hundreds executed, including Louis XVI and Queen Marie Antoinette; France ruled by the Committee for Public Safety. First free settlers arrive in Australia.

1794 .... Qajar dynasty founded in Perisa (to 1925).

1795 .... Directory rules France (to 1799).

1796 .... Britain takes Ceylon from the Dutch. Napoleon Bonaparte of Corsica leads French army in conquest of Italy. He goes on to invade Egypt (1798), where he is stopped by British Admiral Horatio Nelson, and Syria (1799).

1799 .... Napoleon overthrows the Directory and establishes the Consulate, headed by himself, as government of France (to 1804).

19th CENTURY

[1801 AD to 1900 AD]

Major features of this century are the full flower of the Industrial Revolution; western imperialism, especially the British Empire; the growth of the United States and its Civil War; the Napoleonic Wars; the Darwinian revolution in biology; major strides in chemistry; the development of classical physics; and the Romantic movement in the arts.

Skills & Learning:

1803 .... Lewis & Clark Expedition to the Pacific (to 1806).

1807 .... Robert Fulton invents the steamship.

1814 .... First steam locomotive.

1815 .... Cuvier founds modern science of paleontology.

1819 .... First steamship crossing of the Atlantic.

1821 .... Faraday discovers electromagnetic induction and invents the dynamo.

1825 .... Opening of the Erie Canal. First railroad (in England).

1829 .... First railroad in America.

1830 .... Lyell publishes Principles of Geology.

1831 .... McCormick's reapers and John Deere's steel plow invented, revolutionizing farming.

1839 .... Daguerre and Talbot invent photographic methods.

1844 .... Morse invents the telegraph.

1856 .... Beginning of the first trans-Atlantic telegraph cable (to 1866).

1859 .... Charles Darwin publishes The Origin of Species, founding modern evolutionary theory.

1864 .... Louis Pasteur discovers the germ theory of disease.

1865 .... Gregor Mendel publishes his first experiments in genetics.

1869 .... First transcontinental railroad laid across North America. Suez Canal opened. Celluloid, the first plastic, invented. Mendeleev discovers the periodic table of elements.

1872 .... Heinrich Schiemann begins excavations at Troy.

1873 .... James Clark Maxwell publishes Electricity and Magnetism.

1876 .... Alexander Graham Bell invents the telephone.

1877 .... Thomas Edison invents the phonograph.

1878 .... Thomas Edison invents the first commerically practical light bulb.

1894 .... Thomas Edison invents motion pictures.

1895 .... Marconni invents radio (in telegraph form). Roentgen discovers X-rays.

1900 .... Planck formulates quantum theory. Sigmund Freud publishes Interpretation of Dreams, one of the first works of modern psychology.

Literature:

• Jane Austen: Pride and Prejudice, Sense and Sensibility, etc. (novels set in the English Regency, early 1800s)

• Arthur Conan Doyle: the Sherlock Holmes mysteries & Prof. Challenger (Victorian England, late 1800s)

• Thomas Costain: The Tontine (mystery)

• Alexandre Dumas: The Count of Monte Cristo (historical fiction, 1815 & later)

• C. S. Forester: the Horatio Hornblower novels (British navy, early 1800s)

• Zane Grey: Riders of the Purple Sage, The Buffalo Hunter, The Last Ranger, and other westerns (mid to late 1800s)

• H. Rider Haggard: King Solomon's Mines, She (African adventure fantasies, late 1800s)

• Georgette Heyer: The Grand Sophy, The Wicked Uncle, etc. etc. (romances, set in the English Regency, early 1800s)

• Anthony Hope: The Prisoner of Zenda (adventure-intrigue, late 1800s)

• Rudyard Kipling: Kim, Captains Courageous, Soldier Stories, etc. (adventure, late 1800s, often in the British Raj in India)

• Paula M. Marks: And Die in the West (history of the O.K. Corral gunfight)

• Elizabeth Peters: the Amelia Peabody mysteries (middle 1800s, usually set in Egypt)

• Mary Shelley: Frankenstein (science fiction, early 1800s)

• Bram Stoker: Dracula (horror fantasy, mid 1800s)

• Fran Striker & George Trendle: the Lone Ranger westerns (late 1800s)

• Anthony Trollope: the Barchester novels; The Warden, Barchester Towers, The Claverings, etc. (novels)

• Jules Verne: From the Earth to the Moon, Around the World in Eighty Days, the Captain Nemo novels; Twenty Thousand Leagues Under the Sea, Mysterious Island, Master of the World (science fiction, mid 1800s & later)

• Owen Wister: The Virginian (western)

Human Interest:

1802 .... Napoleon becomes First Consul of France.

1803 .... War breaks out between Britain and France, beginning the Napoleonic Wars (to 1815). USA buys the Louisiana territory from France in the Louisiana Purchase.

1804 .... Napoleon crowns himself emperor of France. Lewis and Clark set off to explore northwestern America.

1805 .... Napoleon tries to invade England but is blocked by Horatio Nelson.

1806 .... Napoleon dissolves the Holy Roman Empire. British Empire forbids slave trade.

1808 .... War in Spain and Portugal with the invading French forces (to 1814).

1810 .... Argentina becomes independent.

1811 .... Paraguay and Venezuela become independent.

1812 .... Napoleon invades Russia. Britain and USA at war (to 1814).

1814 .... Napoleon abdicates and is exiled to the island of Elba. The French monarchy is restored.

1815 .... Napoleon escapes, returns to power, is defeated at Waterloo by Wellington and von Blucher, and exiled to the island of St. Helena. France forbids slave trade.

1818 .... The Zulu Empire founded in South Africa.

1821 .... Napoleon dies on St. Helena. Mexico and Peru become independent.

1822 .... Brazil becomes independent.

1826 .... Russia and Persia at war (to 1828).

1832 .... War between Egypt and Turkey (to 1833).

1833 .... Britain forbids slave trade in its colonies.

1836 .... Texas becomes independent of Mexico.

1837 .... Victoria becomes queen of British Empire (to 1901).

1838 .... Boers (Dutch) defeat the Zulus.

1839 .... The Opium Wars against the British break out in China.

1842 .... Britain acquires Hong Kong.

1846 .... Height of the Irish potatoe famine.

1848 .... The "Year of Revolutions," in which there are democratic revolutions all over Europe. Founding of the Second Republic in France. Marx & Engles write The Communist Manifesto. Start of the California gold rush.

1850 .... T'ai P'ing Rebellion against the Manchu dynasty in China (to 1864).

1851 .... Australian gold rush.

1854 .... The Crimean War, Turkey, Britain, France, and Sardinia against Russia (to 1856). US Navy Cmdr. Matthew Perry forces Japan to open trade with USA.

1857 .... Indian Mutiny against British (to 1858).

1861 .... Italy unifies. American Civil War (to 1865).

1865 .... American President Abraham Lincoln assassinated.

1867 .... USA buys Alaska from Russia. Dominion of Canada founded.

1868 .... The shogunate abolished in Japan by emperor Mutsuhito, beginning Japanese modernization.

1869 .... Suez Canal opens.

1871 .... Germany unifies as German Empire, under Wilhelm I.

1877 .... Victoria given the title "Empress of India."

1880 .... Boer Uprising (Dutch against British) in South Africa (to 1881).

1894 .... China and Japan at war (to 1895).

1897 .... Greece and Turkey at war for Crete.

1898 .... Social Democratic (proto-Communist) Party founded in Russia. Spanish-American War.

1899 .... Second Boer War (to 1902).

1900 .... Boxer Rebellion: Chinese revolt against foreign enclaves, suppressed by international forces.

20th CENTURY

[1901 AD to Present]

This century is marked by two World Wars; the rise and decline of world communism; the development of superpowers and the threat of nuclear war between them; enormous technical development, including near-mystical science; and growing concern for human rights, and for environmental problems such as pollution, population control, and conservation. It sees daily life revolutionized by inventions such as electric lighting and power, antibiotics, automobiles, and mass media.
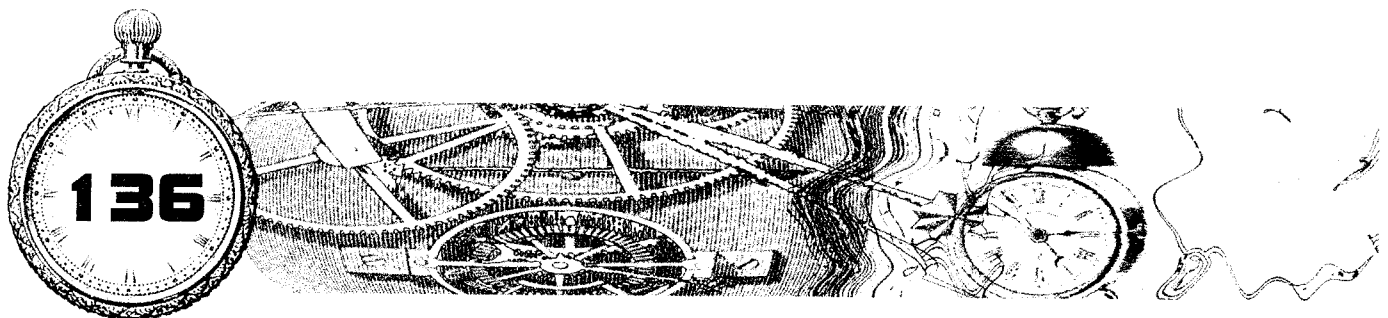
Skills & Learning:

1903 .... Orville and Wilbur Wright invent the airplane.

1905 .... Einstein publishes the special theory of relativity.

1909 .... Henry Ford starts mass production of automobiles. Explorer Robert Peary reaches the North Pole.

1911 .... Rutherford publishes the nuclear theory of the atom.

1914 .... Panama Canal opens.

1915 .... Albert Einstein publishes the general theory of relativity.

1920 .... Commercial radio stations begin broadcasting.

1927 .... Charles Lindbergh makes the first solo flight across the Atlantic.

1926 .... Irwin Schoedinger publishes the theory of quantum wave mechanics.

1929 .... Alexander Fleming discovers antibiotics.

1942 .... Fermi engineers the first controlled nuclear chain reaction.

1943 .... First atomic explosion, at Los Alamos.

1944 .... Construction of ENIAC, the first electronic computer.

1945 .... Commercial television first licensed.

1948 .... Transistor invented, beginning solid-state electronics.

1953 .... Watson & Crick establish the structure of DNA.

1957 .... The USSR launches Sputnik, the first artificial object in space; the USA launches Explorer, and the Space Race begins.

1960 .... Laser invented at Bell Labs. International treaty to not exploit Antarctica.

1961 .... Yuri Gegarin becomes the first human in space.

c1965 .... The genetic code is deciphered over several years.

1969 .... Neil Armstrong and Edwin Aldrin are the first people to land on the Moon.

1971 .... The USSR launches the first of the Salyut series of short-term space stations.

1973 .... The USA launches the space station Skylab (crashed 1979).

1975 .... The USSR launches the Venera 9 probe for Venus landing, the first Earthly object to land on Venus. The USA launches Viking I & II probes for Mars landing (1976), the first Earthly objects to land on Mars.

1977 .... The USA launches Voyager I & II probes for the "Grand Tour" of the outer planets (to 1989).

1981 .... The USA launches the first space shuttle, the Columbia.

1986 .... The USSR launches the space station Mir.

1987 .... High-temperature superconductors invented.

1989 .... Cold fusion discovered (disputed).

1991 .... Larger upper atmosphere ozone holes recorded over poles and northern continents.

1992 .... Scientists verify Big Bang theory for the origin of the universe with orbital telescopic data.

Literature:

• E. F. Benson: the Lucia novels (1920s & '30s)

• Edgar Rice Burroughs: Tarzan and its sequels (early 1900s)

• Raymond Chandler, the Philip Marlowe mysteries (1930s & '40s)

• G. K. Chesterton: the Father Brown mysteries (early 1900s)

• Agatha Christie: the Hercule Poirot mysteries (1920s & later), the Miss Marple mysteries (1930s & later), the Tommy & Tuppence mysteries (1920s)

• Winston Churchill: The Second War (non-fiction)

• Lester Dent: the Doc Savage adventures (1930s)

• Arthur Conan Doyle: the Sherlock Holmes mysteries (early 1900s)

• Paul Fussel: Class, The Great War and Modern Memory, Thank God for the Atom Bomb and Other Essays (non-fiction)

• Erle Stanley Gardner: the Perry Mason mysteries (1930s & later)

• Maxwell Grant: the Shadow adventures (1930s)

• Dashiel Hammet: The Maltese Falcon and other Sam Spade mysteries, The Thin Man (1930s & '40s)

• "Raiders of the Lost Ark" and other Indiana Jones movies (1930s)

• Dorothy L. Sayers: the Lord Peter Wimsey mysteries (1920s & '30s)

• Rex Stout: the Nero Wolfe mysteries (1930s & later)

• Fran Striker: the Green Hornet adventures (1930s & later)

• P. G. Wodehouse: the Jeeves novels (1920s)

• Tom Wolfe: In Our Time, The Painted Word, The Purple Decades, Radical Chic and Mau-Mauing the Flak (non-fiction)

Human Interest:

1903 .... Emmeline Pankhurst of Britain forms the Women's Social and Political Union, working to get women the right to vote.

1904 .... Russia and Japan at war (to 1905).

1905 .... "Bloody Sunday," soliders fire on workers in St. Petersburg, Russia, causing great unrest. Czar Nicholas II issues the Oktober Manifesto, granting some reforms.
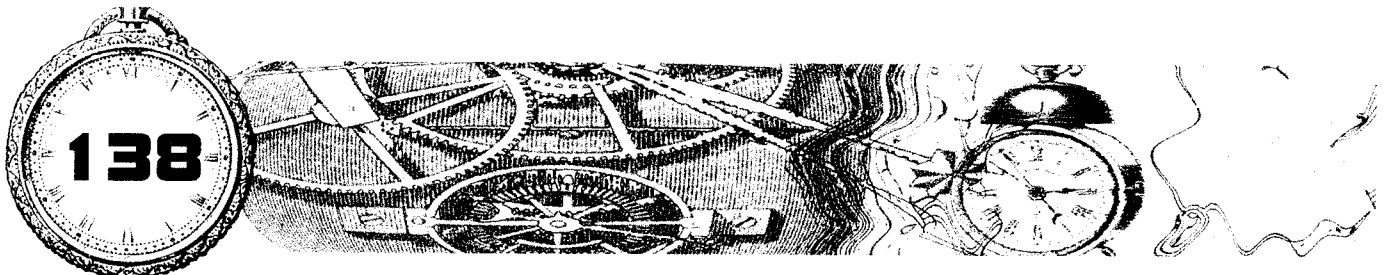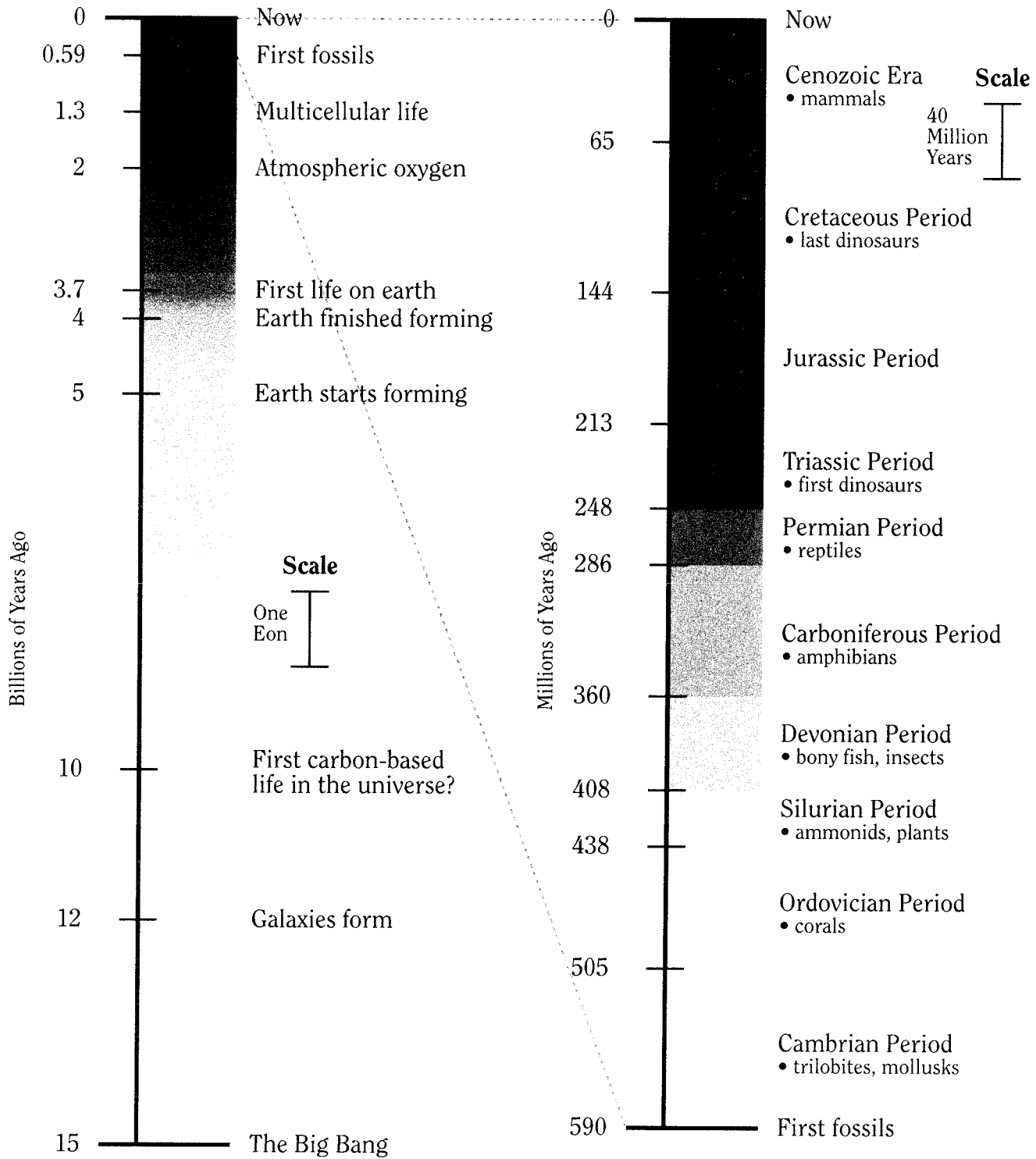
1906 .... Severe earthquake in the San Francisco area.

1908 .... "Young Turks" start revolution against Abdul Hamid II of Turkey, supplanting him in 1909.

1911 .... Sun Yat-sen leads a revolution in China and overthrows the Manchu dynasty, establishing a republic in 1912.

1912 .... The British ocean liner Titanic sinks. 1513 lives lost.

1914 .... World War I (to 1918), "Allies" (Britain, Russia, France, USA, Italy) versus "Central Powers" (Germany, Austria-Hungary, Turkey). Ireland given home rule.

1916 .... Easter Rising in Ireland

1917 .... Russian Revolution; Lenin leads Bolshevik faction of the Communist party in the October Revolution. Balfour Declaration: Britain announces support for a Jewish state in Palestine.

1918 .... German Revolution; Kaiser Wilhelm II abdicates and a republic takes over. British women get the vote.

1919 .... League of Nations founded.

1920 .... Britain establishes Palestine as a Jewish homeland. Civil war in Ireland. Prohibition in USA (alcohol illegal) to 1933. American women get the vote.

1921 .... Ireland becomes independent of Britain (except Northern Ireland).

1922 .... Egypt becomes independent of Great Britain. Benito Mussolini becomes prime minister of Italy. USSR founded.

1923 .... Adolph Hitler founds the National Socialist (Nazi) Party in Germany. Mustafa Kemal ("Ataturk") founds a republic in Turkey.

1924 .... Vladimir Lenin assassinated, succeeded by Joseph Stalin (to 1953).

1927 .... Civil war in China between nationalists (under Chiang Kai-shek) and communists (under Mao Tse-tung). Charles Lindburgh flies solo across the Atlantic.

1929 .... The Stock Market Crash marks the end of the "Roaring Twenties" and the beginning of the "Great Depression" (to 1939).

1933 .... Hitler becomes chancellor of Germany. Germany, Italy, and Japan begin a long series of aggressive annexations and invasions.

1934 .... Mao Tse-tung's Long March (to 1936). Adolph Hitler becomes dictator of Germany.

1936 .... Edward VIII of Britain abdicates to marry Wallis Simpson.

1939 .... World War II (to 1945). The "Axis Powers" (Germany, Italy, and Japan) against the "Allies" (led by Britain, Russia, USA).

1941 .... Japan attacks Pearl Harbor, bringing the USA into World War II.

1942 .... Battles of Midway (Pacific Theater), and of Stalingrad (European Theater), turn the war against the Axis powers.

1943 .... Battle of Kursk breaks the German armored corps. Axis looses North Africa. Italy invaded by the Allies.

1944 .... Allies invade German-occupied France.

1945 .... Hitler commits suicide as Russians take Berlin; USA drops atomic bombs on Hiroshima and Nagasaki, forcing Japan to surrender; World War II ends. United Nations founded.

1947 .... Palestine partitioned into Jewish and Arab territories; partition rejected by Arabs. India granted independence, split into India and Pakistan.

1948 .... War between Israel and Arab League. Korea splits into North and South Korea.

1949 .... Communists take over China. North Atlantic Treaty Organization (NATO) founded. Germany divided into East and West Germany.

1950 .... Korean War (to 1953).

1954 .... French lose control of Vietnam; country splits into North and South.

1955 .... Warsaw Pact founded in opposition to NATO.

1957 .... Race riots in southern USA.

1961 .... Berlin Wall built.

1962 .... Cuban missile crisis: USA demands that USSR remove missiles and bombers from Cuba on threat of war; USSR complies.

1963 .... USA-USSR Nuclear Test Ban treaty signed. US President John F. Kennedy assassinated.

1964 .... Civil Rights Bill passed in the USA.

1965 .... USA sends troops to Vietnam (Vietnam War, to 1975).

1966 .... China's "Cultural Revolution" (to 1968)

1967 .... The Six Day War between Arabs and Israel.

1973 .... The October War between Arabs and Israel.

1974 .... US President Richard Nixon resigns as a result of the Watergate scandal.

1975 .... South Vietnam surrenders to North Vietnam. Spanish dictator Franco dies; Juan Carlos ascends throne of Spain.

1976 .... Race riots in South Africa.

1979 .... Shah of Iran expelled by Ayatollah Khomeni. The new Islamic republic holds American diplomats hostage for more than a year.

1980 .... Rhodesia shifts to majority rule and renames itself Zimbabwe.

1986 .... The space shuttle Challenger explodes shortly after launch.

1989 .... Severe earthquake in the San Francisco area.

1990 .... Germany reunifies; the Berlin Wall is torn down. Signing of the Conventional Forces in Europe Treaty, ending the Cold War. The Warsaw Pact dissolves.

1991 .... Persian Gulf War between Iraq and UN forces, principally the USA. Communist Party ousted in USSR. USSR dissolves.

1992 .... Ethnic unrest in Balkans, south-central Asia, and America.

Cosmic Timeline

Billions of Years Ago

0	Now
0.59	First fossils
1.3	Multicellular life
2	Atmospheric oxygen
3.7	First life on earth
4	Earth finished forming
5	Earth starts forming

Scale

One
Eon

10	First carbon-based life in the universe?
12	Galaxies form
15	The Big Bang

Fossil Timeline

Millions of Years Ago

0	Now
	Cenozoic Era • mammals
65	
	Cretaceous Period • last dinosaurs
144	
	Jurassic Period
213	
	Triassic Period • first dinosaurs
248	
286	Permian Period • reptiles
	Carboniferous Period • amphibians
360	
	Devonian Period • bony fish, insects
408	
	Silurian Period • ammonids, plants
438	
	Ordovician Period • corals
505	
	Cambrian Period • trilobites, mollusks
590	First fossils

Scale

40
Million
Years

138

Cenozoic Timeline

Hominid Timeline

Millions of Years Ago

0	Now
1.8	Pleistocene/Holocene Epochs
	Pliocene Epoch
	• hominids
5	
	Miocene Epoch
	• apes, modern mammals
24	
	Oligocene Epoch
	• monkeys

Scale

4
Million
Years

37	
	Eocene Epoch
	• mammalians diversify
58	
	Paleocene Epoch
	• rodents, marsupials
65	Cenozoic Era begins

Millions of Years Ago

0	Now / Holocene Epoch
0.1	Neanderthal Man appears
	Pleistocene Epoch
	• 1.8 to 0.05 million years ago
1	Homo Erectus appears

Scale

200,000
Years

1.8	
2	Homo Habilis appears
	Pliocene Epoch
	• 5 to 1.8 million years ago
3	Australiopithine lines begin

139

Holocene Timeline

Thousands of Years Ago

0	Now
2	AD/BC dating
5	
5.3	Recorded history begins
	New Stone Age
	• rise of human civilization
10	
30	Humans enter the Americas & Australia
	Old Stone Age
	• Homo sapiens sapiens becomes the dominant species
	• Magdalenean culture in Mediterranean
50	Neanderthal Man dies out

Scale

4 Thousand Years

Historic Timeline

0	Now
	Modern Period
1500AD	High Middle Ages
1000AD	Dark Ages
500AD	
AD/BC	Birth of Christ
	Late Antiquity
700BC	Early Antiquity
1300BC	
1500BC	Indo-European migrations
	Bronze Age
3000BC	
3300BC	History begins
	New Stone Age
	• 10 to 3 thousand years ago

Scale

400 Years

140

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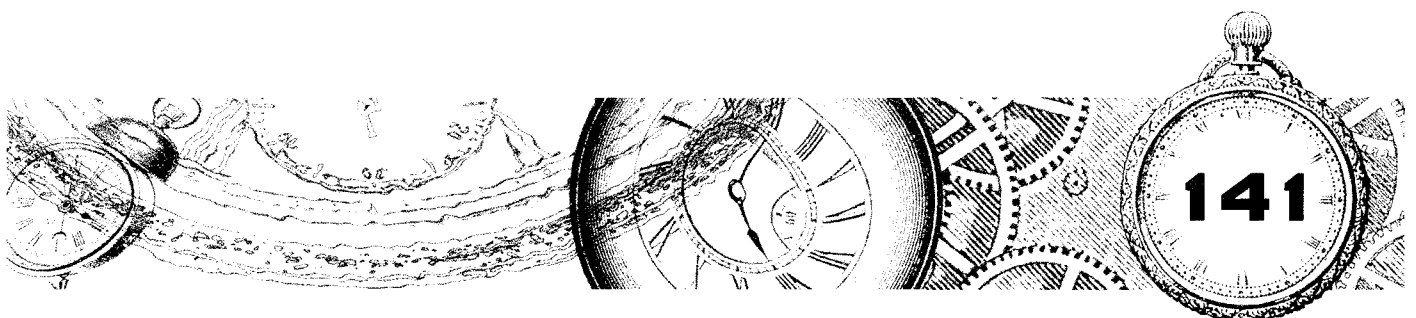
APPENDIX III: RM/SM CROSSOVER CHARACTER DEVELOPMENT

The following character development chart first appeared in *Space Master*, and has since appeared in several ICE products. It is intended to provide *Rolemaster* characters the opportunity to develop skills from the *Space Master* game, and vice versa.

ROLEMASTER / SPACE MASTER CHARACTER DEVELOPMENT CHART

Skills & Categories	Non-Spell Users	Pure Spell Users of Essence	Pure Spell Users of Channeling	Pure Spell Users of Mentalism	Hybrid Spell Users	Semi-Spell Users	Astro-nauts	Tech-nicians	Scientists Re-search	Scientists Field	Com-muni-cators	True Tele-path	Semi-Tele-path
Maneuvering in Armor §	—	—	—	—	—	—	—	—	—	—	—	—	—
Weapon Skills	10*	15*	15*	15*	15*	12*	—	—	—	—	—	—	—
General Skills	20	20	20	20	20	20	—	—	—	—	—	—	—
Driving & Marine Pilot	20	12	15	12	12	12	—	—	—	—	—	—	—
Special Skills	25	18	20	20	15	20	—	—	—	—	—	—	—
Forgery & Counterfeiting	4	6	6	6	5	5	—	—	—	—	—	—	—
Survival	1/2	1/3	1/3	2	3	1/3	—	—	—	—	—	—	—
Combat Skills	20	25	25	25	25	20	—	—	—	—	—	—	—
Astronautic & Technic Skills	25	18	25	25	20	25	—	—	—	—	—	—	—
Scientific & Engineering Skills	25	20	25	25	20	25	—	—	—	—	—	—	—
Psion Lists †	20	20	20	12	15	20	—	—	—	—	—	—	—
Magical Skills	—	—	—	—	—	—	25	25	25	25	25	15	20
Spell Lists ††	—	—	—	—	—	—	25	25	25	25	25	12	15
Runes	—	—	—	—	—	—	12	10	8	8	10	6	7
Staves & Wands	—	—	—	—	—	—	15	10	9	9	15	7	8

Notes:
A "—" indicates that the DP cost is already given in the appropriate system (*RM* or *SM*).
If a skill category is given a DP cost, that cost applies to all skills/professions in that category that do not have a normal DP cost (e.g., a *RM* non-spell user has no "normal" DP cost for N-Space Astrogation). This chart gives DP costs for certain specific skills that do not have the skill category DP cost. Secondary skills not in both systems should follow this pattern.
§ — DP costs are the same as for equivalent armors in the two systems: Soft Leather = Light Body Armor; Rigid Leather = Pliable Armored Bodysuits; Chain = Mesh Armored Bodysuits; Plate = Armored Exoskeletons.
* — *SM* has seven more weapon categories than *RM*; each *RM* profession should assign the cost given to two of the additional *SM* categories. his highest DP cost to two of the additional *SM* categories, and costs of 20 to the other three additional *SM* categories.
† — One Field only; may only learn lists to 5th level.
†† — Normally a *SM* character must choose one Realm of power; may only learn "Open" lists to 5th level. However, if the Realm of Mentalism is chosen, the cost is 4/* for True Telepaths ("B" portions for open lists, "A"."C" portions for closed lists) and 6/* for Semi-Telepaths (open lists only; "A"."C" portions).
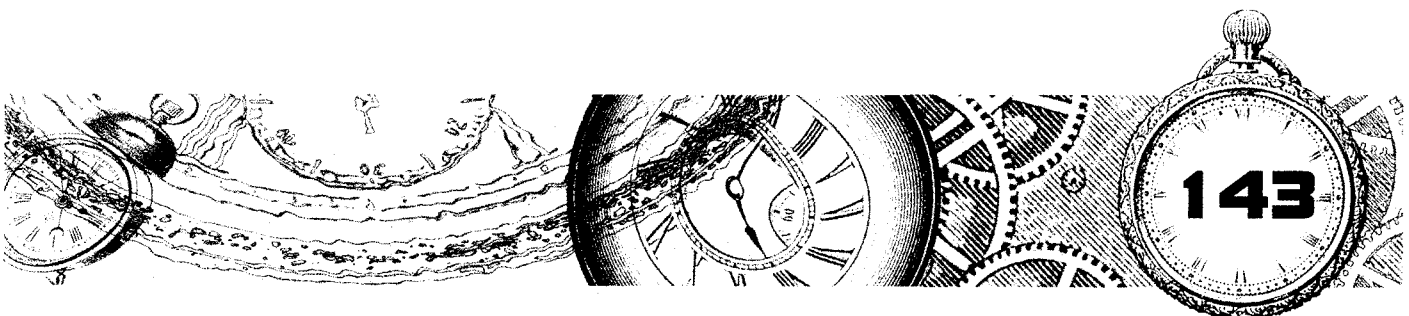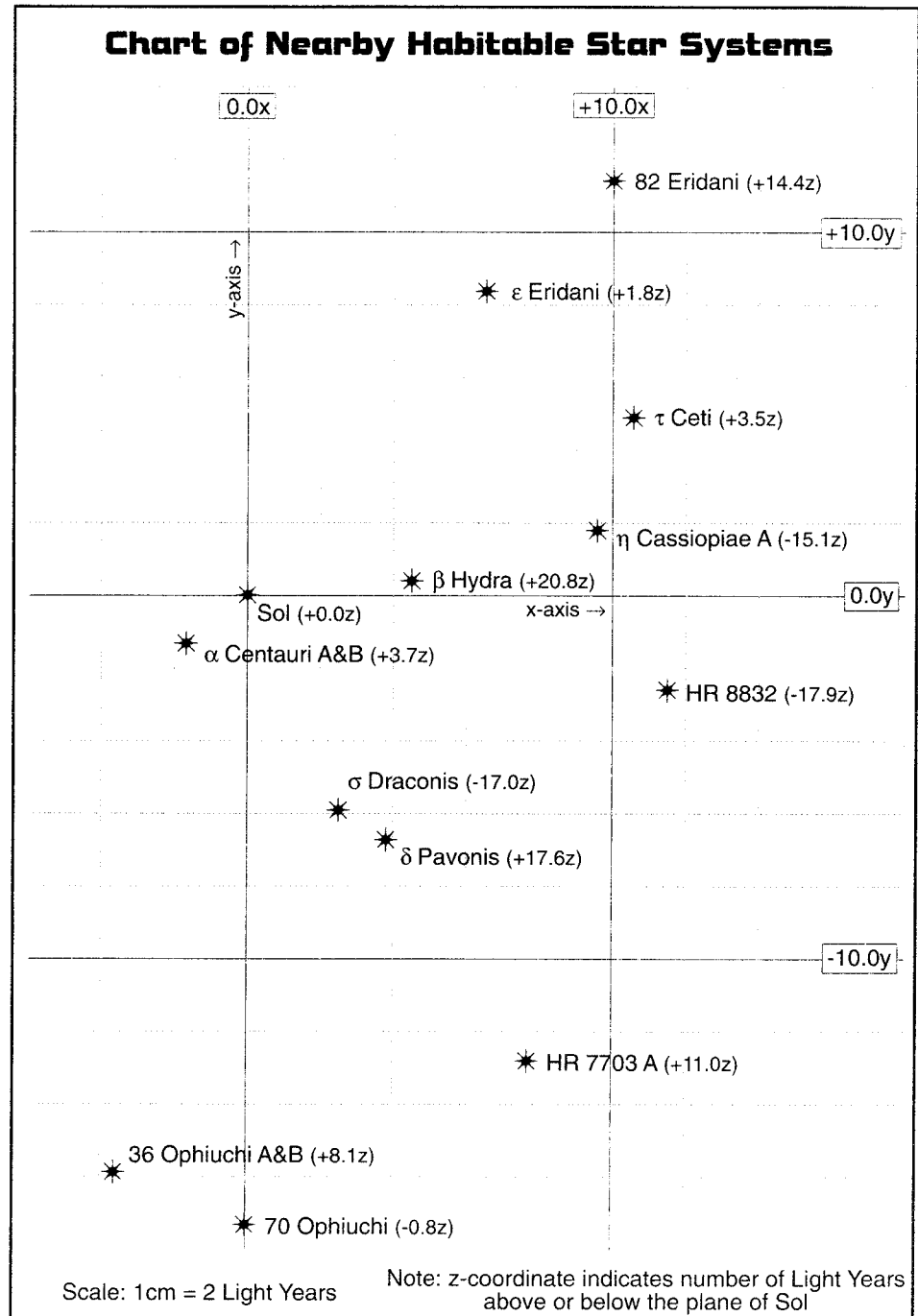
APPENDIX IV: NEARBY STARS

This diagram shows the location of nearby star systems which are thought to be of the right spectral class and age to have a chance of containing a life-supporting planet(s).

The following list gives the names of the stars, their x, y, and z coordinates in Light Years relative to the position of Sol (our star), and the distance to those star systems from Sol in Light Years. The star systems are listed in order of likelihood of being able to sustain conventional life.

Name	Coordinates (x,y,z)	Dist
Sol	0.0, 0.0, 0.0	0.0
α Centauri B	-1.7, -1.3, 3.7	4.3
70 Ophiuchi A	0.0, -17.3, -0.8	17.3
η Cassiopiae A	9.6, 1.8, -15.1	18.0
δ Pavonis	3.8, -6.7, 17.6	19.2
82 Eridani	10.0, 11.4, 14.4	20.9
α Centauri A	-1.7, -1.3, 3.7	4.3
β Hydra	4.5, 0.4, 20.8	21.3
τ Ceti	10.6, 4.9, 3.5	12.2
σ Draconis	2.5, -5.9, -17.0	18.2
ε Eridani	6.5, 8.4, 1.8	10.8
36 Ophiuchi A	-3.6, -15.9, 8.1	18.2
36 Ophiuchi B	-3.6, -15.9, 8.1	18.2
HR 7703 A	7.7, -12.8, 11.0	18.6
HR 8832	11.5, -2.6, -17.9	21.4

This appendix has been provided as a starting point for GMs who want to take their *Time Riders* campaign from earth to nearby stars. These systems have a chance of containing planets which are either capable of sustaining humanoid life, or already have established cultures on them.

Chart of Nearby Habitable Star Systems

0.0x   +10.0x

* 82 Eridani (+14.4z)

+10.0y

y-axis →

* ε Eridani (+1.8z)

* τ Ceti (+3.5z)

* η Cassiopiae A (-15.1z)

* β Hydra (+20.8z)   0.0y

Sol (+0.0z)   x-axis →

* α Centauri A&B (+3.7z)

* HR 8832 (-17.9z)

σ Draconis (-17.0z)
*

* δ Pavonis (+17.6z)

-10.0y

* HR 7703 A (+11.0z)

36 Ophiuchi A&B (+8.1z)
*

* 70 Ophiuchi (-0.8z)

Scale: 1cm = 2 Light Years

Note: z-coordinate indicates number of Light Years above or below the plane of Sol

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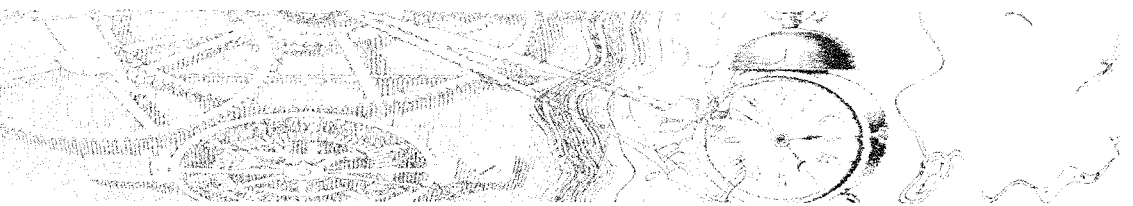
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