

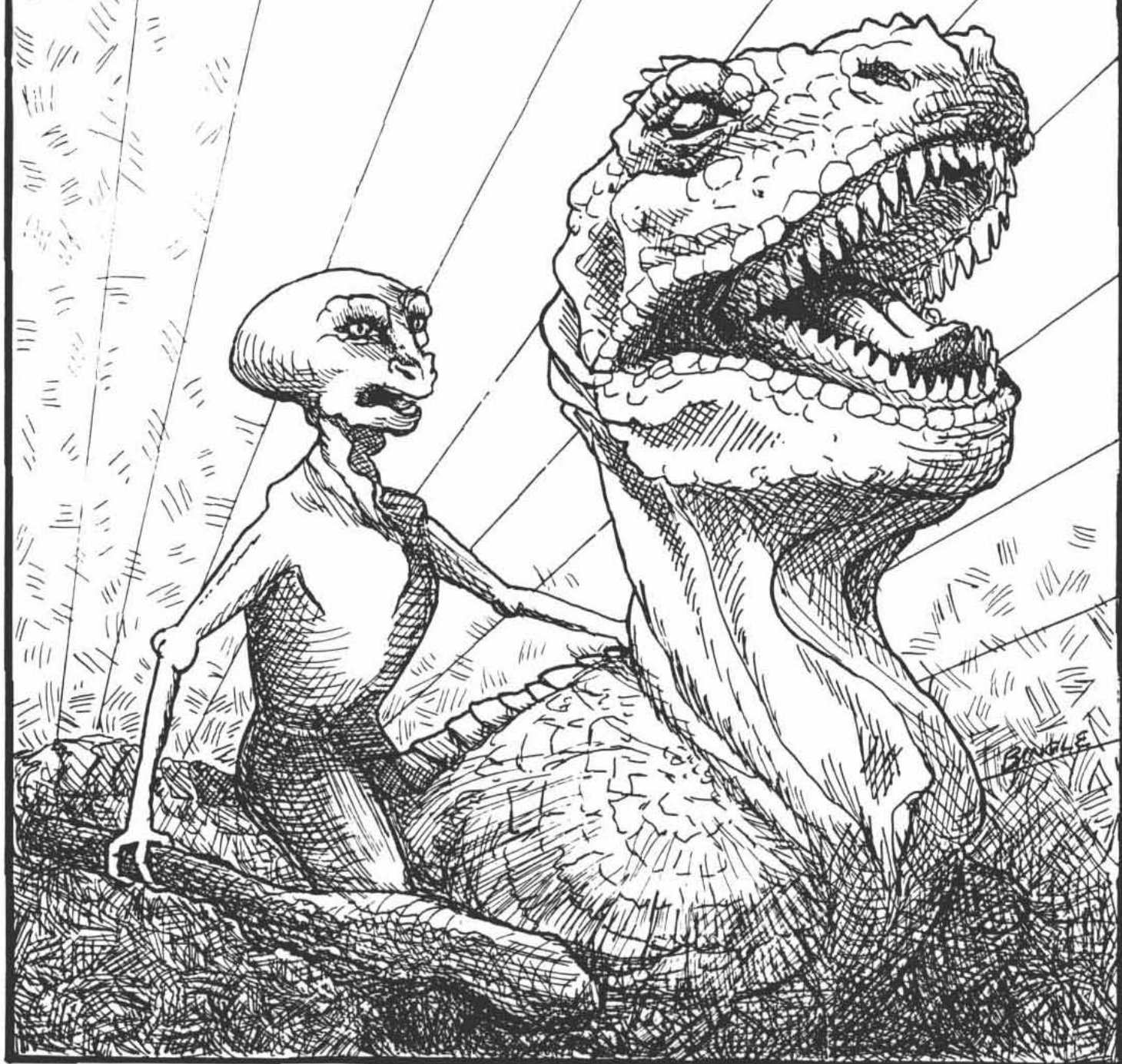
TIMEMASTER

DARKEST BEFORE THE DAWN

A Timemaster® Adventure by Donald J. Bingle

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Table of Contents:

Introduction	3
How to Use this Scenario	3
CM's Briefing.....	4
Players' Briefing	5
Food for Thought.....	6
Thanks for the Memories	7
The New World	8
A Strange Feast.....	8
Attack by Illegal Aliens	10
Consequential Damages	11
What's Mayan is Not Yours (South America 16th Century)	11
How the West Was One (U.S. 18th-19th Centuries).....	12
Burden of Beasts (U.S. 19th Century).....	13
The End: To War All Wars (20th Century and On).....	13
The Dawn of Man	14
A Saurian State of Affairs	14
Nasty, Brutish, and Short	15
Nothing Missing	16
Collide-o-Scope	17
The Day the Earth Still Stood	17
A Bigger Bang for a Buck.....	17
Increasing Darkness Tonight, Followed by Mourning	17
Seas: The Day After	17
An Elliptic Seizure	18
Pressure Situation.....	18
An Equal and Opposite Reaction	19
A Snowball's Chance in Hell	19
Fire and Brimstone	19
The Nuclear Family.....	20
A Bridge Real Far.....	20
Epilogue	20
The Possibilities are Endless	20
Pregenerated Characters.....	21-34
NPCs	35
Bibliography.....	37
Maps	38
New New England.....	38
Valley of the Jolly Green Giants	39
The Earth: Tectonically Speaking	40
Maneuvering Space	41

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Introduction.

Darkest Before the Dawn is a Timemaster® adventure scenario for four to eight players utilizing some of the techniques included in Timemaster's Timetricks™ supplement. If you're playing this adventure as a player-character, **stop reading now**. If you are running this adventure as a Continuum Master, read this booklet thoroughly.

How to Use this Scenario. In *Darkest Before the Dawn*, you'll find 32 pages of historical and scientific background, plot encounters, maps, and six pre-generated characters sufficient for hours of time-travelling adventure, investigation, and mystery. Material which can be read verbatim to the players is set forth in **bold face**. Material which consists of an explanatory or informational aside to the CM is [in brackets]. Material *in italics* is scientific or historical background information. Material in regular type contains explanations of the scene and information that the CM may reveal to the players in his own way and at the proper time as the scene progresses. Review carefully the historical and scientific background which delineates how time has been changed and the contours of the effects of that change in a variety of social and economic settings and through a broad number of historical epochs. Many of such effects are dealt with in some detail in the various scenes set forth below, but because unanticipated times and places may be visited by unpredictable player characters using their Timetricks™ training to its maximum, it is imperative for the CM to understand why and how changes have occurred so that he or she can ad lib such effects on any historical setting that may be visited. Diligent CMs may wish to consult some or all of the books listed in the Bibliography to this module or similar sources for more complete information. Once you are familiar with the historical and scientific background, read through the scenes of the module once or twice, making reference to maps and other aids as they arise in context, so that you can manage the flow of the game as it unfolds. The scenes are set forth in a likely order of occurrence, but such order is dictated by the actions of the player characters, not the scenario, and, thus, may change at any time. Some scenes, especially those which provide additional or overlapping clues as to how time went awry, may become entirely unnecessary if the players are smart or lucky enough. The likelihood of some historical visits can also be affected by the personality and background of individual player characters. While six pre-generated characters are provided with this scenario, you may choose to play it with the regular player characters from your Timemaster® campaign. While we have some idea where and when the pregenerated characters may want to visit, we can't predict the actions of your group of player characters nearly as well, which may mean a little extra creativity is required in such instances. Remember that if players do something unexpected, do your best to adapt to them, as that is the essence of what makes role-playing so interesting and fun (and never can be duplicated by a computer). It is not necessary to march through the entire scenario in order. In fact, it gives the players a bit of a charge if they eventually discover that they found a shortcut or two in the course of their adventure. If you do use your regular campaign characters, remember that the scenario begins after time has been altered and certain aspects of the characters background, skills, habits, and preferences may have to be altered themselves to reflect the alteration which has occurred.

CM's Briefing (Do NOT read to players!). This scenario focuses on how a change in a single moment in time can have a profound, yet subtle influence on a huge variety of events, while allowing the Law of Preservation to operate to move history as closely as events allow to the actual timeline prior to outside interference. No Sentinel or other observer witnesses the interference with history and directs the Time Corps agents to it. Instead, the player characters experience certain peculiarities in their lives and must, through the use of Paranormal Memory, identify that those facets of their lives are in fact different than they once were. It is up to them to discover how and when time has changed and take the necessary means to correct time. The scenario begins with a typical work shift in progress at Time Corps HQ. The player characters take a meal-time break from their between mission clerical and training chores to enjoy a meal together at one of the restaurants operating at HQ. During the course of this encounter the player characters may notice or remark upon certain peculiarities, including the time of day, the lack of certain foods, and even their own physical characteristics. Such realizations should give rise to Paranormal Memory checks which will eventually cause them to realize that there have been a number of seemingly unrelated changes in Time, which they may then begin to investigate. Eventually they will be sent on a mission to colonial America to deal with a time discrepancy that has been noticed by their superiors. If they are not already on the right path, this encounter should begin them in the direction of finding the cause of the many changes permeating history, eventually leading them farther back in time to the single moment that causes all of the many changes. They then must use their own initiative either to keep such change from happening or to correct time back to its normal path as best they can, using one of several alternatives available to them and dealing with the moral and philosophical dilemmas posed by their actions. The historical and scientific background of the moment of change they must deal with is set forth in the following paragraphs.

It is by now fairly common knowledge that the many species of dinosaurs which ruled the earth for millions and millions of years became extinct relatively suddenly, speaking in terms of the broad expanses of time in which geologic and fossil records are kept. What is less common knowledge is that a large number of extinctions of other species occurred at about the same time that the dinosaurs became extinct (at the end of the Cretaceous epoch, about 65 million years ago). One fourth of all marine species vanished, including many forms of plankton, shellfish, and bivalves. No land-dwelling animal in excess of 25 kilograms is known to have survived. Theories of extinction based on the peculiarities of dinosaurs (size, brain capacity, alleged cold-bloodedness, etc.) cannot explain the simultaneous extinction of other life forms at about the same time. Recent scientific discoveries and hypotheses, however, suggest a possible explanation. First, studies of the fossil record suggest that there have been a series of mass extinction occurrences in the history of earth, occurring at intervals of about 26 million years. The death of the dinosaurs at the end of the Cretaceous is simply one of the most noticeable of these periodic disruptions. In 1979 it was announced that the soil at the end of the Cretaceous period had an abnormally high iridium content. It was eventually shown that the iridium spike was a worldwide phenomenon and that most of the other periodic mass extinctions coincided with an increase in iridium in the geologic formations then being laid down. Because such high concentrations of iridium are not likely to be naturally occurring on earth, but are quite consistent with the contents of asteroids and meteorites, archeologists have turned to astrophysics as an explanation of the iridium concentrations and the mass species extinctions that would appear to coincide with them. Several theories have been advanced, including a companion star to the sun—a faint dwarf star of only about 10% of the sun's mass, with an orbit of twenty-six million years—which would shake an abnormal number of asteroids or comets into the earth's path as it passed through an area of denser galactic material. Subsequent calculations, however, suggest that the distances involved in the orbit projected are such that it could not remain stable over the large spans of time involved. A second theory has proven more promising, however. It suggests that a large, as yet undetected, planet exists beyond the orbit of Pluto. This planet, sometimes known as Planet X, is responsible for the as-yet unexplained perturbations in the orbits of Neptune and Uranus because its orbit is inclined, as is Pluto's orbit, out of plane with the rest of the solar system. This out-of-plane orbit sweeps regularly through the Oort Cloud, a concentration of comets and space debris located beyond the orbit of Pluto. The orbits are much more frequent than 26 million years, but the portion of the Oort Cloud swept has long since been swept clean. It is only when the orbit of Planet X is perturbed in the same manner as the orbits of Neptune and Uranus are perturbed by it, due to a coincident of juxtapositions that does not occur on every orbit, that it sweeps through a debris-laden portion of the Oort Cloud, loosening comets and asteroids into earth's gravity well, causing an increased probability of impact with asteroids and comets.

The collision of earth with a significant-sized asteroid or a significant number of comets has monumental effects. A ten kilometer diameter asteroid would create a crater 100 kilometers wide and displace great amounts of earth into the atmosphere. In fact, iridium-laden spheroids have been discovered that are consistent with such a ballistic displacement theory. Also consistent with this theory is the recent discovery of microscopic diamonds in 65 million year-old clay deposits in Alberta, Canada, which could have been formed by asteroidal impact into carbon-rich rocks. (No crater of the appropriate age and size has been definitively identified, although it could have been covered long ago by the migration of the continents on tectonic plates over time. Recent discoveries by an oil drilling team in the summer of 1991 suggest a crater may exist off the coast of the Yucatan Peninsula. To aid the player characters in the scenario, this hypothesis is taken as true and the crater is presumed to have caused the formation of the Gulf of Mexico.) The increased particulate matter in the atmosphere would be many, many times greater than that caused by volcanic eruption and could bring darkness to the entire earth for a matter of months or years. Species (such as algae) dependent upon sunlight and with few food reserves would be most affected. Plants and animals less dependent on sunlight or with greater food reserves or scavenging abilities would be less affected.

For the purposes of this module, the Planet X hypothesis is taken as true, and it is assumed that the earth experiences an increase in collisions with galactic matter every 26 million years or so. It is also assumed that 65 million years ago, this increase in collisions was punctuated in the actual, historical time line with a single collision of unusually large dimension—a collision with a ten kilometer diameter asteroid shaken into earth's gravity well by Planet X. This unusually large collision is what is disrupted in the alternate time line in which the Time Corps agents find themselves. A multitude of detailed changes which the non-occurrence of this collision would have caused are explained in the course of the various sections below. Two major changes, based on assumptions, should be kept in mind, however, throughout the scenario.

*The first assumed change is that dinosaurs continued to survive and evolve. Based on calculations by Dale Russell extrapolating the evolution of the *Stenonychosaurus inequalis*, a bipedal carnivorous dinosaur with a brain cavity larger than other dinosaurs, and with some manipulative capacity from a one digit opposite two digit clawed hand, it is possible that such species could have evolved into a humanoid looking creature with intelligence at the lower end of human intelligence. This creature, denominated *dinasauroid* by him, would have a spheroid head larger than its ancestors (to account for the increasing brain cavity) and a shorter neck (a larger head being more difficult to balance at the end of a longer neck), would have lost its tail (no longer necessary to counterbalance for a long neck), and would have scaly skin and large ovoid eyes.*

The second assumed change is that, because of the effects of continued dinosaurian life in slowing and limiting the development of mammals, including man, man did not make the migration from Eurasia to the Americas that began about 40,000 B.C. and ended by 8,000 B.C. Thus, the Americas are entirely unpopulated by humans at the time Columbus discovers the New World and all the influences of the Indians upon modern culture and advancements are eliminated.

The Time Corps agents must unravel what has occurred (actually what has not occurred) to cause the many effects that they will, through the use of their Paranormal Memory, notice. The common cause of the many threads of change is up to them to solve. Once the cause is known, it is up to them to either undo the events which have caused the momentous collision to not happen or to somehow mimic the results of that event through other means, which alternatives are also detailed in the scenario scenes which follow. As an extra dimension, the differences between real time and the alternate time line faced by the Time Corps agents are such that they will be forced to consider the moral dimensions, for themselves and others, of altering history back to its real form.

Players' Briefing (READ to players before beginning the adventure). Although spartan, even military, in appearance, Time Corps HQ has all the amenities that modern science and a generous budget can provide, including 5 star restaurants and the best in holographic and simulated reality entertainment systems. It's all very necessary when you come to think about it. After all, Time Corps agents deserve a little R & R, just like anybody else, and the Time Corps is quite naturally averse to plunking agents down somewhere or sometime they don't belong, even for diversions as harmless as lying on a beach on an uninhabited desert island. Better to create the beach in a simulated reality environment chamber than to risk altering the fabric of

Time in some way unimagined. Accordingly, each of you has spent the last two weeks enjoying the diversion or vacation most relaxing and entertaining to you, as a well-deserved reward for successfully completing your last mission together: preventing the disruption of the Xenoid/Tarsan disarmament talks in the year 3461. Preventing planetary destruction always makes for some fond Paranormal Memories. You are sure that the sight of thousands of nuclear, chemical, pulse-laser, and anti-gravity weapons being reduced to ionized elemental protoplasm between the two formerly warring planets must have been pretty awesome, but you left as soon as your mission was over and missed the fireworks. You just couldn't wait to start your vacation. In any event, now it is time to break away from your memories and from your just-completed vacation and put your mind on business and prepare yourself for your next mission, whatever that may be. You didn't get to be a Veteran rank Time Corps agent without making sure you were mentally alert for anything to happen at any time.

Consequently, you got up promptly from your semi-nap [four hours from 10:00 p.m. to 2:00 a.m., opposite the other daily semi-nap from 10:00 a.m. to 2:00 p.m.] at 2:00 a.m., two hours before commencement of regular shift, completed your daily calisthenics, hydro-showered, and zip-suited into your grey uniform to meet your fellow team members at the on-call dining room for a meal. The others are also arriving and you all greet each other and head for your regular table for six in the far corner. The servo-mechanism in the center of the table waits patiently for your food orders. Your favorite foods are, of course, available at a moment's notice. What do you order?

Food for Thought.

Objectives. The purpose for this scene is to allow the players a brief opportunity to role-play their player-characters and interactions with one another and to create an opportunity for the players to notice that some things are different and may bear investigation through the use of Paranormal Memory. As play begins, Time has already been altered in the manner discussed in the CM's briefing and alternate history is in effect. Let the PCs interact with stories about their vacations, past exploits, etc. as they order breakfast through the servo-mechanism in the middle of the round steel table at which they are seated. If the PCs order food which is unavailable in the altered time line, correct them.

Alternate history notes. If at any time the PCs make a reference to something or some bit of history that has been affected by the alternate time line, interrupt and correct their reference to bring it in accord with the alternate history that has been developed, then allow the PC to make a Paranormal Memory check to see if he remembers that something is different.. (Make sure to read through this entire module before conducting this scene, as many of the scenes contain details of the alternate time line history which will prove useful in monitoring the PCs conversation and correcting their references.)

For purposes of this scene, the most likely references to come up involve the food being ordered and eaten and, perhaps, the coloration of the surroundings. Both have been greatly affected by the complete absence of native Americans in this alternate history as Indians were responsible for discovering, cultivating, and developing a large number of very important foods, fabrics, and dyes. Although some of these items would eventually have been discovered (e.g., cotton, bananas), it is presumed that without the cultivation and development of these items by the Indians, their discovery would have been significantly delayed and they would not have had any major impact or incorporation into Old World life, much as such items as the plantain and cassava are still little known in European life.

Foods which do not exist in this alternate history include:

Potatoes
Chocolate and Cocoa
Corn
Sweet Peppers (red and green peppers)
Chile Peppers
Squashes (including zucchini)

Beans (common, kidney, butter, lima, and pole)
Peanuts
Sunflower Seeds
Tomatoes
Pineapples
Bananas
Papayas
Pecans
Avocadoes
Coca-cola
Tapioca
Barbecue Sauce

In addition, neither tobacco nor cotton were ever developed and bright dyes did not become possible until much later in history. Lastly, the PCs may note that regular shift begins at 22:00 hours (10 p.m.), an odd time. This is because mammals in general, including man, developed in competition with dinosaurs, rather than in their absence, and had an evolutionary advantage in being largely nocturnal.

It is also possible that the PCs may come to reflect on their own histories once they realize that something is amiss. If so and a successful Paranormal Memory roll is made, give the PC appropriate corrective information about his own history, historical specialties, or skills, as reflects his level of success on the Paranormal Memory roll. Many geographic names (states, cities, rivers) are derived from Indian words for such locations (e.g., Chicago, Massachusetts, Dakota, etc.). These are too numerous to list, but do your best to correct any that come up.

Exit from scene. Wrap up this scene once the PCs have realized that something is amiss and have done some Paranormal Memory investigation of it. If the PCs want to report the abnormalities and investigate them on their own initiative, let them do so by varying the scene which immediately follows, then going to the time and place chosen by the PCs and skipping ahead to the corresponding scene in this module or by ad libbing if necessary and interrupt with the "assigned" mission to colonial Plymouth set forth in "The New World" only when things get bogged down, the PCs need an extra clue, or it is getting too difficult to ad lib. If the PCs fail to note any abnormalities during their breakfast chat, interrupt with the "assigned" mission before things get boring.

Thanks for the Memories.

Objectives. This scene serves the purely mechanical purposes of allowing the PCs to report on any abnormalities they have noted, approving their mission to search for and correct the causes of the abnormalities, and refreshing them as to the trip limitations involved in any Time Corps mission. In addition, it contains the mission briefing for the "assigned" mission to Plymouth, whenever that mission arises in the discretion of the CM.

NPCs. **Darryl Ogreg**, the PCs' immediate supervisor, is an easy-going, but very diligent and responsible fellow, who looks older than his real age of 24. Formerly an architectural student at Purdue University in the late 1980s, he sketches absent-mindedly while thinking. He tends to clip off his slight southern drawl abruptly. Darryl will take any reports of abnormalities very seriously and quiz the PCs as to what they believe the causes are and how the abnormalities should be best investigated. He will steer the PCs away from spending time in HQ's reference center trying to locate other abnormalities, indicating that he will put a team of researchers on that task at once and suggesting that it is important for the PCs to get on the track of this problem in the field as soon as possible because the dimensions of its effects are as yet undetermined. Darryl is earnest in wanting to solve the problem that has been discovered and wanting his team to do it in one series of time hops, both because he sincerely believes in the mission of the Time Corps and because he wants his team and himself to do well within the Corps.

Francois Debevoise, the Quartermaster in charge of outfitting, is as impatient and grumpy as Darryl is patient and easy-going. Francois (he hates being called Frank) yearns for the chance to travel through time as the agents do, but was reassigned from time travelling duties after an indiscretion with a maiden named Silva during a mission to ancient Greece. (A Time Corps agent should never leave anything behind.) Over the years, he has grown

bitter and frustrated at being left behind while others travel throughout time, but he is careful to do his job precisely and well so as to at least remain on the fringes of his desires. He travels through time now only through the history books, where he researches costumes and ancient artifacts with single-minded zeal. He does not tolerate imprecision or casualness about outfitting well, but is careful not to be so insubordinate as to bring trouble on himself. He speaks with a slight French accent and has a Historical Specialty in World War I. He will not volunteer information, but if the PCs start to talk with him about their mission and ask him about his Historical Specialties or expertise, he can be coaxed into talking about World War I. In this alternate time line, France won World War I without the assistance of the United States, principally due to its population superiority over Germany. *(Because the potato does not exist, the northern European states never are able to support a population of sufficient size to compete numerically with the grain producing nations of southern Europe.)*

Information for the PCs. If the team is being sent on the "assigned" mission, read the following (if the team goes off on its own and you, as CM, need or want them to get back on track to the written module or to get the clues provided by the "assigned mission", simply have Darryl show up where and when they are and assign them the mission in person or by a communication (i.e., self-destructing note in a future language) left for them):

You are being sent to investigate the mysterious failure of the colony of English settlers in Plymouth in the fall of 1621. Paranormal Memory indicates that the colony should not have failed, but that, after a shaky start and a bad first winter in 1620-1621, the colony prospered, even giving rise to a feasting holiday known as Thanksgiving. The settlers consisted of a group of 35 Puritan separatists led by a man named William Bradford, along with 66 non-Puritans. Their ship, the Mayflower, was captained by Miles Standish. Your Chronoscooters should be set for 6:00 hours on September 22, 1621, Plymouth Rock.

Before they part on any mission, Darryl O'greg will say:

Now remember, team, it's up to you to find the problem and fix it without coming back for help and I, for one, think that you're up to the task. You've got 4 pods each on your Chronoscooters, enough for seven time hops in addition to the one that brings you back to your loving commanding officer here at HQ. [The Chronoscooters can accommodate up to ten pods, good for a total of twenty hops, but Darryl will only allow an increase to five pods each and only if specifically asked.] Of course, we don't know if what you are working on is an isolated problem or part of a much bigger causal picture. If it turns out not to be isolated, you may need to time-hop a bit to research and solve the full picture. As always, additional fuel and more sophisticated equipment are available, if needed, at our pressurized depot underground on the dark side of the moon during pre-historic times. Of course, if you can't fix the problem, it's up to you to get as much detailed information as you can on the effects on history and the precise nature of the time change so as to allow another team to fix it after you return. Now, good luck and don't look so gloomy. You know, it's always darkest before the dawn.

Exit from the scene. With a sudden lurch and drop, the Chronoscooters depart for the chosen designation. The air shimmers and turns grainy, then black, before another sickening lurch and bump deposit the PCs at the designated location.

The New World.

A Strange Feast. Read the following to the players:

As you materialize in 1621, the grainy light surrounding you gives rise to a vividly clear scene of tangled underbrush and saplings under a bright blue, cloudless sky. The air is crisp (about 40 degrees Fahrenheit) and not far away you can see the rocky shoreline of the North Atlantic Ocean. Fairly large swells crash against the rocks and cliffs. No one is in sight and no sounds of civilization reach your ears. Careful investigation reveals a slight path through a boggy area with a thicket of red berried bushes, leading from the shore to the west-southwest. What do you do?

The berried bushes are cranberry bushes. Considered poisonous at the time, the berries are not really poisonous, merely so astringent in their wild state so as to constrict the throat of anyone eating more than one or two of them straight (without dilution or combination with water or sweets). This is enough to give everyone a scare, but no permanent damage will be done. Let the PCs put their chronoscoters into vanish mode and make their preliminary plans for approaching the settlement. Unless they are loud, delay for a significant time, or otherwise call attention to themselves, they will not run into any settlers before reaching the settlement, which is several hundred yards away, over a small rise. As they approach the settlement, read the following:

The stubble of harvested wheat pokes up from the rocky earth in a partially cleared area to the south of the settlement. The settlement itself consists of 19 cottages situated on 8' X 49' lots carefully laid out at the base of a tall hill. Some of the cottages are incomplete. Each has several narrow slits in lieu of windows. Smoke rises from only 6 of them. A clear brook babbles nearby. Three children play at the side of the nearest cabin, one of those with smoke rising from the chimney. What do you do?

Each of the children wears a wide-brimmed hat. The oldest of the three children (12 years old) is John Howland. The other two are Sarah and Felicity Hopkins (8 and 9 years old). The girls will run from strangers, darting into the house and returning several minutes later with their father, Stephen Hopkins. John will not run, but will be excited and somewhat leery of the sudden appearance of these strangers. (There being no ship in the nearby shallow bay, the PCs will have to do some fast talking to explain where they come from and why they are travelling in the face of approaching winter with so few supplies.) John's parents died during the first winter here in New Plymouth and he has been taken in by the widow Susannah White, who has a small baby, Peregrine, to take care of and, thus, needed the assistance of the hardy youngster. Only 18 of the original settlers remain: William Bradford (his wife Dorothy fell overboard during the trip to New Plymouth); Stephen Hopkins, his wife Eleanor, and their three remaining children (one having died the previous winter from influenza), Sarah, Felicity, and Oceanus (1 year old); Susannah White and her young baby boy, Peregrine; John Howland; Miles Standish; William Brewster; John Carver, a former merchant; and two other husband and wife families. Standish, Brewster, and Bradford have moved together into one cabin for the winter, to economize on wood for heating and to share cooking chores. Standish and Brewster are out hunting at the moment.

After getting satisfactory answers as to who the PCs are and how they happen to be there, the colonists will talk candidly about their travails over the last year and invite the PCs to share in their (meager) Thanksgiving celebration, planned for dinner in a few hours [Given the nocturnal nature of man in this alternate time line, most work is done in the early evening and early morning, with sleep at midday and prayer and meditation during the darkest hours. Man's night vision is, accordingly, much keener.] In addition, the PCs may use one or several of the uninhabited cabins during their stay. Depending on the skill of the PCs in making inquiries, they can discern some or all of the following information:

** Although the colonists originally numbered more than 100, many died during the first winter due to the cold (the colonists had intended to land much further south [in Virginia]), an epidemic of influenza, and lack of provisions. Their livestock did not survive the trip well either, with only one bull, two cows, and twelve chickens remaining.

** The English wheat sowed last spring did not fare well and has provided only a meager yield.

** Their provisions and crops have, of necessity, been supplemented by hunting, at which not many of them except Miles Standish and William Brewster are proficient. They snare mostly rabbit, squirrel, and snipe.

** It is a lonely and desolate land [i.e., no other settlements or natives]. [Any player asking about Indians should be corrected by being told he has no knowledge of any sentient natives of the American continent and then given the opportunity to do a Paranormal Memory check.]

** They have also learned to hunt and snare exotic local wildlife and forage for nuts and berries. The red berried bushes [cranberries] are poisonous.

****** They have found large three-toed footprints in the mud along the stream on two occasions.

All of the womenfolk are busy cooking for the upcoming harvest feast and the men are also hard at work chopping wood, setting up tables and benches, sharpening knives, and the like. The settlers will not ask the PCs for help, but will be thankful for any offered, as well as for any contributions of food or supplies to the feast. The food for the feast consists of wheat gruel (a porridge made from wheat grain, water, and a touch of maple sap), scrambled eggs, boiled dandelion greens and hot dandelion tea, a small portion of carrots, roasted meat, and ground acorn-carrot cake (unfrosted). The PCs may notice [with a successful Perception roll] that the roasted meat is darker and gamier than turkey and that the roasted carcass, although appearing much like a turkey at a distance or at a glance, has considerably longer and bigger legs and vestigial arms instead of wings. The skin has been removed as it is too tough to chew and can be used as a leather for garmets, etc. If asked, the NPCs will refer to it as a snipe, a local form of wildlife weighing 15 to 30 lbs [actually a small variant of *Dromaeosaurus*], which is a very fast runner and predator of smaller animals such as birds and amphibians. It has a very sharp scythe-like claw on one foot which the colonists use as a cutting utensil. The colonists once saw a larger similar creature [actually a *Velociraptor*], though not nearly large enough to account for the tracks they saw by the creek, but it ran quickly away when they approached.

William Brewster and Miles Standish return from hunting (they had no luck) before the feast and are introduced, giving the PCs another opportunity to ferret out some of the information set forth in the previous scene. After a lengthy, but sincere prayer, the feast will begin. The colonists will eat with obvious delight, having had few opportunities to eat their fill over the past year. After a few minutes--whenever role-playing bogs down or a stimulus is required to keep the play interesting, the colonists will hear a distant rumble, accompanied by the sound of tearing brush. Something very large is approaching the settlement.

Attack by Illegal Aliens. At first merely puzzled and curious, the colonists will begin to hurriedly assemble a defense as the rhythmic thuds of approaching feet and wholesale destruction of small saplings and bushes convey the destructive power of the threat which approaches the settlement. Women and children are sent into the strongest centrally located cabin and the men-folk set up a defensive perimeter between it and the approaching sound. Flintlocks and axes are the weapons of choice and the PCs will be pressed into service as additional defenders, wielding axes or loading rifles for the colonists. Read the following to the party:

A bone-rattling roar accompanies your first sight of the approaching beast. A huge reptilian head can be seen twenty feet in the air, towering over the saplings at the edge of the field of harvested wheat on the southwest rim of the settlement. As it stomps its way across the stubbled field, you see that it is a bipedal reptile with vestigial arms and immense sharp teeth. [Somewhat similar in appearance to *Tyrannosaurus Rex*, it is a full grown *Daspletosaurus*, a huge meat-eater with very sharp teeth, a huge head, and almost useless arms.] Astride its neck is a smaller, humanoid-looking creature with orangish skin and ovoid eyes, which seems to direct the movements of the larger monster by beating it on the side of the head with a long stick. Right now it is directing the monster straight at you. What do you do?

Both the axes and the guns will do little but further enrage the *Daspletosaurus*, unless called shots are made to both eyes, the beast is tripped or felled into a pit or off an embankment, or the skull cracked or major artery severed. Time Corps stunners will have no effect on the beast. Guns, axes, or stunners will work on the rider, but given its tough skin, a stunner only has a 40% chance of penetration. The rider may be mistaken by the players as a Demorrean or other alien life form, although a careful investigation of the body and a successful intelligence check by any character with a specialty in early American history will reveal it as a *Dinosauroid*. *The Dinosauroids were bipedal, humanoid descendants of a dinosaur named Stenonychosaurus, which was evolving a greater brain capacity than other dinosaurs at the time dinosaurs became extinct at the end of the Cretaceous period 65 million years ago. For purposes of this module, it is posited to be semi-sentient, with some weapon-tool capacity, living in small tribes in North America. They occasionally would control or ride larger dinosaur species in attacks, but the Dinosauroids generally retreated in the face of advancing human settlement, although a few were captured and treated as servants, especially in the South. They all died by the 20th Century, the victims of humanoid diseases, decreasing habitat, and the wholesale destruction of the huge herds of roaming dinosaurs in the plains. The rider has leathery skin, yellow oval eyes, and a three digit hand, with one digit opposed to the other two. It stands about 6 foot tall and has no tail.*

[The rider has the following statistics: Str 66; Dex 74; Agl 62; Per 40; Pcn 70; Wpr 80; Sta 59; Unskilled Melee 64; 14 wound boxes. It attacks with the stick or its hands (Unarmed Combat Table) only if cornered and will run if it is knocked off the Daspletosaurus. The Daspletosaurus attacks on the Armed Combat Table three times each turn (first trampling, then biting, then side-swiping to crush with its large tail). Its statistics are as follows: Str 138; Dex N/A; Agl 74; Per 50; Wpr 60; Pcn 60; Sta 124; Unskilled Melee 106; 20 wound boxes.] *In this alternate time line, the attack of the Daspletosaurus wiped out the settlement. The attack of the Daspletosaurus will continue to the death.*

Saving the settlers will not fix history. The Time Corps agents must go to the root of the problem and find out why there are dinosaurs and Dinosauroids in the New World, which, now that they think of it, is what they learned in history, but does not gibe with Paranormal Memories of Indians, buffaloes, and the development of American history (as detailed in several of the following scenes). Their current memory of the altered time line is that the dinosaurs were mostly hunted to extinction in Europe and Asia in pre-historic times and that only a few of the smaller species survived. Investigation of this time will reveal that Dinosaurs, including many of considerable size, thrive throughout the New World.

Consequential Damages.

This section deals with the details of how history has been affected in the alternate time line by the presence of dinosaurs after the end of the Cretaceous and the absence of native humans in the New World prior to colonization of the New World by the Europeans. It is useful for dealing with questions by the players as to what the PCs, whose memories are of the alternate time line, remember about history, although it is not comprehensive on all matters. It can also be used as a reference background in the event the PCs determine to visit any of the times and places detailed below in the course of their investigations into the changes they have noted through the use of Paranormal Memory. [If the PCs are bogged down or unable to decide what to do, have Darryl O'Greg show up and assign them to check out reported anomalies during one of the time periods mentioned below. This will keep things moving along and help keep the players from getting frustrated.] CMs who would like to read a much more comprehensive study of the impact of native Americans on civilization should refer to the book by Jack Weatherford referenced in this module's Bibliography.

What's Mayan is Not Yours (South America 16th Century). *This module presumes that because of the continued presence and ascendancy of dinosaurs during the period ending 6,000 to 8,000 years ago in which a land bridge several hundred miles wide formed between North America and Asia, there was no migration of humans to the Americas. Consequently, all of the evidences and effects of North and South American Indian civilizations disappear. In North America, the Sioux, Apache, Cree, Arapahoe, and other tribes never existed. In South America, none of the Aztecs, Mayans, or Incan civilizations ever rose, so none existed to fall to the invasions during the 16th Century of the Spanish conquistadores. Along with the considerable effects on food and diets that this lack of Indian civilizations created, referred to above in Food for Thought, the lack of the South American natives would have had a significant impact on the Spanish explorers and the economy of Europe because one of the significant effects of the discovery of the New World was the establishment of metal-based currency in Europe based on the gold and silver plundered from the New World--some stolen outright from the South American civilizations which used precious metals for various artifacts and ceremonial purposes and even more mined from South America by natives under the watchful eye of the Spanish conquistadores. The silver from Cerro Rico alone, the legendary mountain of silver high in the Bolivian Andes, contributed significantly to the relative abundance of silver in Europe after the plundering of the Americas, enabling more rapid development of international trading and a relative decline in the importance of Eastern and Southern Africa, the only significant source of silver and gold prior to the discovery of the New World. The veins of ore at Cerro Rico are at extreme elevations, difficult both to discover and to work once discovered. Arguably, the introduction of silver and gold to Europe would have been much slower and more gradual had the Indians not already located and mined the metals. Even if one were to postulate that the metals would have been discovered earlier (and the recent gold rushes to the interior of South America suggest that in regions where the natives do not mine the precious metals, they can be undiscovered for considerable amounts of time), the Europeans were not accustomed enough to the altitude at which the mines exist to have survived working them, especially at high production levels. Silver and gold coins are rare and valuable.*

Any trip by the PCs to this period will find heavy jungle, with browsing dinosaurs of all descriptions, including Stegosaurus, Triceratops, Saurolophus (*a crested, duckbilled, bipedal dinosaur about 10 meters in length*), Corythosaurus (*another duckbill, that may have made horn noises through its nasal passages*), Hadrosaurus (*a bipedal carnivore somewhat smaller than Tyrannosaurus*), and Ankylosaurus (*an armored quadruped*). Note that Brontosaurus (really Apatasaurus) was already extinct by the time of the collision dealt with by this module.

How the West Was One (U.S. 18th-19th Centuries). The lack of native inhabitants of North and South America presumed by this module would also have had a direct impact on the nature of colonization of the Western Hemisphere. While there were no Indians to fight or displace, it is presumed that the existence of large dinosaurs (all of which were wiped out in Eurasia during prehistoric times, as man learned to hunt effectively, *much as the Mastodon (a contemporary of early man) was hunted into extinction in Eurasia*) provided a roughly equal opponent and impediment to easy westward expansion. The many helpful influences of at least some of the Indians (survival techniques, scouting information, foods, medicines, and skills) are entirely lacking, leading to slowed westward development. In addition, the lack of the discovery from the Indians of tobacco, cotton, potatoes, and corn all lead to the conclusion that Europe would have been less interested in the New World and would, itself, have developed more slowly.

Thus, under the alternate time line premise of this module:

** The colonies have a greater reliance on the colonial powers, eliminating the Revolutionary War and replacing a federal structure in the U.S. within the British commonwealth--essentially similar to that which occurred in Canada.

** The lack of cotton as a cash crop (it is not discovered and extensively cultivated until much later, when synthetics have also begun to appear) means that slavery is non-economic from the very beginning, especially since (for the reasons explained in the preceding section) African nations are in a relatively better position of power vis-a-vis the European nations due to their control of the dominant sources of silver and gold.

** Prospectors, trappers, farmers, and others who expand westward must deal with roaming dinosaurs. The endless herds of bison which roamed the plains in real time are replaced by roaming herds of Velociraptors, some varieties of which the ranchers domesticate and breed. Thus, the old "buffalo" nickels are replaced by "dino" nickels in this alternate time line and Buffalo Bill Cody was called Velociraptor Willy. Cowboys are called "Di-men" and a cowcatcher on a train is referred to as a "Saurusnatcher".

** Chinese immigration to build the railroads is greater than in real time, with Chinamen performing some of the same menial functions Indians performed.

NPCs. "Saurus" Sam Whitcomb, a di-man in the rough and foreman of a dino drive from west Texas to Kansas City, is a gruff adventurer prone to telling stories about his life on the range, including how he single-handedly killed a Stegosaurus with nothing but courage and a Bowie Knife. He is dressed entirely in dinosaur skins of many varieties, well crafted and worked into garments that are as beautiful as they are tough. Although he never bathes and rarely shaves, he considers himself to be a ladies man. He will tell stories to the PCs for as long as they will listen and supply liquor, though many of the tales are exaggerated and unbelievable.

Paul LeBoeuff is a skin and fur trapper of French origin. With a dark handlebar moustache and elegant furs and skins from which to make clothing, he cuts a dashing figure. He, of course, knows this and meticulously keeps up his appearance to retain at least the semblance of society about him. He is anxious to talk to the PCs and will press them for information as to what is happening in civilization, as trapping is a miserable and lonely job. He has a wife and daughter back in New Holland (*New York*) and he misses them terribly. He has travelled from the northeast coast of Newfoundland into the heartland of the continent, down the Great River (*Mississippi River*), and through the southwest to the Rockies in the course of his trade and will show a rough map he has made of his travels (from which the PCs may note the absence of the Gulf of Mexico).

Burden of Beasts (U.S. 19th Century). As was mentioned earlier, the lack of cotton and tobacco due to the non-existence of the Indian discovers and cultivators of those plants, has a dramatic impact on the development of the south in the United States.

** Plantations are replaced by numerous sheep ranches and small farms growing the less labor intensive grain crops which, given the non-existence of cotton, potatoes and corn, are all in high demand domestically, as well as in Europe.

** The coastal African nations continue to prosper due to their access to gold and silver and are militarily able to rebuff any slave incursions which might be attempted. This coincident lack of slave demand and lack of slave supply mean that slavery never develops to a major extent in the south. Some personal slaves and indentured servants exist, but they are not government sanctioned and do not exist in any abundance. During the early part of the century, some Dinosauroids were captured, domesticated, and trained to do menial household and field chores, but the lack of a shared language made them of limited utility. Their failure to breed when in captivity and the susceptibility to Old World diseases led to their rapid decline and eventual extinction by the end of the century.

** Without slavery, the Civil War never occurs, although there are harsh words and talk of secession over the variable rates of development of the north versus south, with the south complaining that taxes are being used to build transcontinental railroads which do not service the south.

** As quinine is never discovered by the South American Indians as a cure for the Old World disease of malaria, malaria is a constant problem in warm, humid climes.

** Stephen Douglas, former representative from Illinois, is Prime Minister. The Constitution embodies a strong executive branch, with advisers elected by local landowners from the various states.

** A great portion of the southern areas of the country is marshy swamp [due to the Gulf of Mexico never having been formed].

NPCs. **Beauregard Xavier Haddonfield, IV** is the owner of a grain elevator and ice house. A natural conversationalist, he has been elected by the local townfolk and surrounding small farmers as the Township Justice of the Peace. He is proud of being a relatively big fish in his small pond, but smart enough and humble enough to realize that he owes his success to the people who elected him and do business with him. He can speak knowledgeably about local crops and history, though he will tend to stray into anecdotes and stories extolling the virtues of his fellow man if given the opportunity. About 45 years old, he will chew on a piece of rhubarb while talking.

Mary Ellen Withers is the local librarian, overseeing a small collection of literature and an even smaller collection of non-fiction books (geography [another chance for the PCs to discover the non-existence of Hudson Bay], science, and history). Since she does not know the PCs and her collection of books is small and valuable, at least to her, she will not loan the books out, but will let the PCs research them there. She will gladly assist their research and even read to them, as she is used to reading to and helping the poor folks of town, who do not read well, if at all. A friendly woman with a short and stocky build, she is originally from Boston [with a New England accent] and came to teach in the "less advanced area of the nation." She has an interest in astronomy and owns a low power telescope. [A PC using the telescope at night in a more than cursory or random fashion can determine that the stars and planets are located in their expected locations.] She can be persuaded to sell the telescope with some difficulty, but will relent if given a particularly good price or aided in some important way in her attempts to bring culture and literacy to the poor folk living on the farms about town.

The End: To War All Wars (20th Century and On). The Law of Preservation continues to work to bring this alternate time line into sync with reality, but the effects of the change of time continue to affect the future in sometimes odd ways. Thus, in the alternate reality, the following items differ from reality as we know it and as the PCs can remember it if they use their Paranormal Memory successfully:

****** Only the lower classes work during the brightest part of the day, which is hard on the eyes of most humans. *Because mammals developed in reality into the niches vacated by the extinct dinosaurs, day-sight was evolutionarily advantageous, which it would not have been had mammals (including man) developed in competition with dinosaurs, which are primarily daytime creatures.* Most people have a siesta, or nap, at midday and work in the early morning and evening hours. Similarly, humans are more naturally aggressive, because of the competition they faced during their evolutionary development.

****** World War I develops much like it did in real time, but France wins without U.S. assistance because France and the other temperate Mediterranean countries have significantly larger populations than the corresponding northern European and Scandinavian countries due to the superior grain growing ability of temperate climes. *The introduction of the potato, discovered and extensively cultivated and developed by the Indians, allowed a rapid increase in population in reality for the nations of northern Europe (such as Ireland, Germany, and Russia) because it provides more calories per acre, requires less labor to grow, and grows better in northern climes than grain cereals.*

****** Skyscrapers top out at about 35 stories. *Mohawk Indians were used extensively in the construction of early skyscrapers in the United States (the leader in developing tall buildings) because of their tolerance of working at heights and their willingness to work in dangerous occupations, due to the lack of other opportunities in the racially prejudiced workplace prior to the Depression. Without such workers, development of skyscrapers would have been delayed long enough for the Depression to hit, halting large building projects. By the time the Depression and World War II were over, the technology existed for tall buildings, but they simply would never have become fashionable.*

****** Lacking chocolate, people are trimmer, but less happy.

****** Lacking cigarettes, people are healthier.

The Dawn of Man.

A Saurian State of Affairs. Investigations by the PCs into the history of the development of the Dinosauroids and the existence of dinosaurs will reveal the following information:

****** Dinosaurs continued to exist throughout the world until fairly recent times, with some varieties of smaller dinosaurs (i.e., lizards) continuing to exist even in the heavily populated areas of Europe and some larger varieties still existing in more remote areas of Asia and Africa. The larger varieties were all hunted to extinction by the tenth century B.C. everywhere but in the New World, where there were no humans to hunt them to extinction. *Since such large land creatures as the mammoth and saber tooth tiger were actually hunted to extinction in pre-historic times, the elimination of larger dinosaurs in areas populated by humans is not implausible.*

****** As has been mentioned above, the existence of dinosaurs would have slowed the development of early mammals and the development of man and would probably have meant that man would be smaller and more nocturnal-*therefore not competing directly with the larger dinosaurs.* This resulted in better night vision and a siesta during midday, when vision is somewhat overwhelmed by brightness and dinosaurs were most active.

****** The Dinosauroids developed evolutionarily in the New World into the niche that man filled in the rest of the world. Gradually, over the 65 million years since the end of the Cretaceous, the brain capacity (and, thus, skull size) of the *Stenonychosaurus inequalis* increased to approach human dimensions, with the neck of the beast shortening as the head grew in size (as a large head is difficult to balance on a long neck) and the tail shortening, as its function as a counterweight to the long neck ceased to have any meaning. The two-clawed opposite one-claw grip of the beast elongated and became a more dexterous functioning hand. As is common for modern birds, *descendants of the dinosaurs*, the young would be fed by regurgitating food eaten by the parent (hence no mammary glands or nipples on the Dinosauroid). Dale Russell hypothesizes, however, that the Dinosauroids would have developed live birth as evolutionarily preferable to laid eggs (hence a navel or belly-button on Dinosauroids).

Depending on what time the PCs choose to visit, they may find the Dinosauroids to be partially or fully developed. For the purposes of this module, you should assume that they became more or less fully developed by 1,000,000 years B.C. and that Alberta was the focal point of their development. Prior to that time, give the Dinosauroid some of their fully-developed features and assume that they did not yet have sufficient brain capacity to use tools or herd other animals. After their time of full development, you should portray the Dinosauroids as living in herds or tribes, with tool making and using capacity of simple levels, with animal training and husbandry skills of limited nature, but without a language yet sufficiently developed to be translatable by the PCs universal translation implants.

Under this alternate time line, the Dinosauroids were fully developed in North America by the time of the formation of the land bridge between the Old World and the New World and larger dinosaurs were still prevalent in both Asia and America. The delays in the development of man caused by the continued presence of the dinosaurs means that man did not expand geographically into northeastern Asia, with the result that when the seas dropped at the beginning of the last ice age and a several hundred kilometer wide land bridge developed between Siberia and Alaska, there were no nearby humans to cross it advertently or inadvertently.

Nasty, Brutish, and Short. The continued existence of dinosaurs meant that early man had more competition and more danger in his life. The dinosaurs ruled the land by day, with their superior mass and armor, until toolmaking progressed beyond clubs and sharpened stones to fairly sturdy stone-tipped spears and pikes. Man was at least partially nocturnal, with improved night vision. His delayed development and somewhat poorer diet means that early Man was even shorter than in real time. Constantly harassed by the dinosaurs, his life was similar to that characterized by Hobbes in the state of nature: nasty, brutish, and short. Should the PCs visit any portion of the Old World any time period after the development of man, but prior to the hunting of the larger dinosaurs to extinction in the later prehistoric periods, they may locate and interact with a tribe of prehistoric men and women with crude tools, tribal hunting and gathering, and limited communication skills (but without fire or the wheel, as yet). Read the following description to the PCs:

Across the flat expanse of the narrow valley, you see a cave entrance in the rocky cliff. A path leads down the steep slope and across the boggy vegetation to the burbling stream in the center of the small valley. A pile of stones, bones, and rubbish lies on the valley floor immediately beneath the cave entrance. You detect movement inside the dark and shadowy confines of the cave, but nothing emerges.

If the PCs wait long enough in cover, they will eventually see two prehistoric men come down the valley floor to their right and ascend the path to the cave, where one prehistoric woman will come out to take their kill of fresh Velocipirator. If the PCs are noisy or conspicuous, they will be jumped by the two hunters from behind. If the PCs go directly to the cave, they can meet the women gathered there, with the hunters arriving later. The NPCs will be curious and somewhat afraid of the PCs, especially if not properly attired in period costume.

The following NPCs are part of the tribe, which calls itself simply the "Tribe of Men":

Ooomph is a muscular and hairy man, about 4' 4" tall, wearing a lizard skin loin cloth and carrying a long, sharpened stick. He limps on his left leg, which bears a semi-circular ridged scar, obviously from a bite by a larger than man-sized animal. He is reasonably intelligent, but suspicious and reluctant to reveal very much about his tribe to strangers. He will respond hesitantly, but favorably, to a bribe of goods or food, parcelling the gift out to the other men in the tribe, before taking a share for himself. He is adept at using the spear and wrestles very well--no holds barred.

Quig is Ooomph's mate, a pale woman with brown hair, about 4' tall, wearing draped skins, with a headpiece made of tail feathers and a necklace of various large teeth. She is much cleaner in appearance than the other members of the tribe. She is very proud of Ooomph and his position in the tribe and very clever at tool making, sharpening spears, making stone axes, and fashioning bowls from gourds. If the PCs appear better dressed, better fed, or demonstrate superior tools, she will try to persuade them to teach her how to do such things, but will only speak to the women PCs unless spoken to by a male PC, in which case she will wait for a nod from her mate before

responding. Interested in the stars, a careful interrogation will reveal that she is familiar with the major constellations and movements of the planets.

Moops is Oomph's hunting partner, big (about 5' tall) and good at taking instructions. He carries a spear on his back, but primarily uses a gnarled and bloody club for fighting. He has numerous scars on his body, which is covered only by a thong and frontal loin cloth, including a red scar on his left calf that is not yet healed. Refusing to limp, he grimaces when the left leg brushes against a bush or rock. He will offer to wrestle any of the PCs for food if they show themselves to have any and will stalk out to kill some if they refuse.

Thirgen, Syzmo, Flarken, and Biggs are other hunters who will show up at the cave if the PCs stay 'til well after dark. They are content enough to take direction from Oomph, though in his absence they look to Biggs, who is the oldest among them.

Mlek, Cornin, Shavi, Kraylo, Jassup, and Kyla are the women of the tribe. None is as clean as Quig, though several wear similar decorations. Mlek and Kyla might even be attractive if cleaned up. Mlek and Cornin seemed to be secondarily attached to Oomph and take orders from Quig. The other four are apparently paired with the four remaining men other than Biggs, who apparently is too old to merit a mate. Jassup and Kyla each have small children (**Pfinn and Bemma**), who huddle cautiously near them and run into the shadows if approached.

The PCs can obtain the following information from the tribe:

****** Hunting is best just before the bad yellow (light) and just after the twinkling coolness (dark). They hunt primarily 20 to 40 lb. skinnies (dinosaurs), furs (mammals), and wingers (birds).

****** There are many large flatheads (*Saurolophus*; duck-billed dinosaurs), big-runners (*Struthiomimus*; ostrich-like dinosaurs), horners and crown-horners (*Styracosaurus* and *Triceratops*; two quadrupedal horned dinosaurs), and splat-bashers (*Pachycephalosaurus*; a bipedal dinosaur which fought by bashing its bony head into its opponent) downstream, where the stream spreads out and there is plenty of water and vegetation.

****** The tribe does not like the riders (Dinosauroids) because they seem to control some of the more destructive dinosaurs.

****** The tribe meets with the other tribes in the area twice a year to trade goods and womenfolk. They have heard stories of a strange man from the stars [maybe a visiting renegade or Demorean or maybe just a myth], but do not believe them because stars are too small to have men on them.

Nothing Missing. It is possible that the PCs will carefully scan the earth or the heavens for clues as to what took place in alternate time versus their Paranormal Memory of astronomy and earth geography. Astronomically, the PCs will find nothing amiss (*except that the farther back they go, the more the North Star will be out of sync with the earth's north pole, due to nothing more than the increasing inclination of the earth's plane relative to the sun as time goes on* [give any PC noticing it an automatic check against his astronomy skill to determine if he remembers this piece of astronomical trivia]), unless they are viewing the heavens within 3,000 years of the date of the missing collision, in which case they will be able to note the existence of several additional "wandering" stars other than the planets. These are large asteroids or comets approaching or retreating from the earth as they travel from the Oort Cloud in an elliptic orbit toward the sun. Geographically, the world is the same (except that the relative position of the continents should be adjusted for tectonic drift (see map on p. 41) and variations in sea height with the ebb and flow of the ice ages, with the PCs being given a roll against their scientific knowledge of the phenomenon of tectonic drift and other geologic events, except that the Gulf of Mexico is completely missing in the alternate time line. [Although scientists have been unable to definitively identify a crater of the correct size and age to have been caused by the asteroidal impact which occurred 65 million years ago, perhaps because such impact occurred at sea or in some location since covered over due to tectonic drift of the continental plates on the earth's core of magma, there is some evidence such a crater may exist off the coast of the Yucatan Peninsula and this module presumes that the Gulf of Mexico was formed by such a crater.] If the PCs are lucky(?) enough to travel to the time immediately coincident

immediately coincident with when the asteroidal impact occurred in real time, the harmless passing of the large asteroid will be noticeable to the naked eye.

Collide-o-Scope.

The Day the Earth Still Stood. *At the end of the Cretaceous, the terrain from central Canada to the Mexican border contains an expansive floodplain, with the emerging Rockies to the west and a shrinking inland sea area to the east. The seas, which had earlier transgressed onto the major land masses, are now in retreat, dropping 100 to 200 meters from previous levels. The region experiences a semitropical climate, due in part to the temperate influence of the extensive areas of shallow water. Ferns and palms are well established and modern, flowering plants are just beginning to dominate the lush vegetation. Mammals (small and rodentlike at this point), birds, frogs, reptiles, and lizards compete with the already well-established dinosaurs (including pterosaurs), tortoises, and crocodiles. The forces of continental upheaval are still active, with volcanoes much more numerous than in modern times. As the waters retreat and the land rises, the climate begins to cool and become somewhat drier, causing overgrazing in some areas dominated by herd dinosaurs such as Triceratops.*

A Bigger Bang for a Buck. *In the midst of the gradual changes in climate occurring near the end of Cretaceous, a brief sparkle appeared in the sky where none had been before. An asteroid, disrupted from the Oort Cloud by the variations in the orbit of Planet X is caught in the gravity well of the sun and happenstance has put the earth in its path. Moving across the sky slowly as the earth revolves into position between the asteroid and the sun, the asteroid falls into the earth's gravity well and begins to curve inward at ever increasing velocity. Approximately 10 kilometers (6 miles) in diameter and weighing approximately 4 million tons, the asteroid collides violently with the earth (for the purposes of this module, in the current location of the Gulf of Mexico). A crater 100 to 150 kilometers (60 to 90 miles) wide is formed as more than 400 million tons of dust, debris, and rock is thrust violently into the sky, travelling ballistically as far as the southern hemisphere. The asteroid is responsible for the large amount of iridium (a rare element, much more common in space debris than on earth) found worldwide in sedimentary deposits from this time.*

Increasing Darkness Tonight, Followed by Mourning. *Given the noticeable effect that significant volcanic eruptions, such as Krakatoa and Mt. St. Helens, have had on the atmosphere, with a perceptible darkening and dramatic sunsets spreading throughout the hemisphere due to the increased particulate matter in the air, the collision of the asteroid is likely to have had sudden and dramatic effects on the atmosphere, causing a sudden and dramatic darkening for 3 to 6 months. This darkness had a huge impact on more northerly terrestrial plants, especially in combination with the sudden cooling effect that the blockage of the sun would have had in those regions. Tropical plants fared somewhat better, with less impact of climatological effects and larger food reserves to survive the period in which photosynthesis was significantly disrupted by the lack of sunlight. The rapid demise of terrestrial plants and the increased cold had a devastating impact on dinosaurs, crippling their food supply at the same time the increased cold (and subsequent enforced migration south in search of food) increased the need for energy. Especially if current theories that dinosaurs may have been warm-blooded are true, it is easy to see how even a relatively short disruption of the food chain could have had rapid devastating effects. A warm blooded animal requires up to ten times the food of a similarly-sized cold blooded animal just to maintain body temperature. Maintaining body temperature in the face of declining food and declining temperatures would have been extremely difficult. The failure to maintain body temperature can have fairly rapid effects on the ability of the body to function, as is evidenced by man's experience with hypothermia if exposed to the cold for even short periods of time.*

Seas: The Day After. *A three to six month darkness had an immediately devastating impact on ocean life as the microscopic algae and plants, which store no significant food reserves, were deprived of the daily photosynthesis that sustained them and the tiny fauna which fed upon them exhausted their limited food reserves in 10 to 100 days. Thus, the extensive decline in small marine life at the end of the Cretaceous is consistent with asteroidal impact theories.*

An Elliptic Seizure.

Pressure Situation. For the purposes of this module, it is assumed that the cataclysmic asteroid collision which ended the reign of the dinosaurs occurred at 3:52 a.m. on August 10, 65,001,987 B.C. In our alternate reality, the collision was avoided by action 803 years earlier, when a Time Renegade traveling in a Chronoscooter also capable of space flight altered slightly the course of the giant asteroid which would have otherwise struck earth by applying rocket thrust perpendicular to its path along its center of gravity. A small change in its vector (21 days of continuous thrust) at this distance from earth was sufficient to cause it to fail to be caught in earth's gravity well, instead passing harmlessly through earth's orbital plane (close enough, however, to be easily visible to the naked eye).

Dan Saunders is a former Time Corps agent who rose to the rank of Operative in the early days of the Time Corps, after the end of the Time Wars. Dan was a college drop-out from The University of Chicago, where he had studied paleontology and archeology until his grades dropped in the quarters after his girlfriend back home in Massachusetts dumped him to start dating a Harvard student. Although naturally bright and capable, Dan was not disciplined or studious. He regarded the Time Corps as a second chance in life and did quite well at first, but eventually the old habits returned and his performance grew somewhat spotty from lack of diligence and attention. When opportunity presented itself in the shape of a Model TCA-4A Chronoscooter at his personal disposal--the other agents assigned to the Chronoscooter having been killed by a particularly vicious Demorean ambush, Dan pirated some fuel pods from some stockpiles to get a start on his new Renegade life and eventually hooked up with the loose conglomeration of other Renegades. [Although independent souls who live when and how they please in history, without regard for the consequences, the Renegades do have a number of secret bases where they can get equipment repaired and trade information and fuel cells.] For awhile, Dan just skipped through history somewhat randomly and without doing much damage. Then he visited the Cretaceous to see some dinosaurs up close and personal and was so impressed that he vowed to save them from extinction. Dilligently applying his intellect to the issue, he researched and located the event responsible for the extinction of the dinosaurs and worked out his plan to change that event, so that dinosaurs could live out their natural span, whatever that might be. Since the change in history, Dan has been skipping forward in time, checking out how the dinosaurs are doing. Give the PCs a one in a ten thousand (two successive rolls of 01 on percentile dice) chance of running into him at any time in history in which they are actively interacting with dinosaurs. Remember that he is familiar with the Time Corps and will work to thwart their mission, if they reveal it, or escape, if they reveal their true nature to him by word or deed (gee, those medallions look like Time Corps communicators).

The PCs have several alternatives open to them once they have discovered both (a) that the cause of changes in history is the survival of the dinosaurs and the disuse of the land bridge to the Americas during prehistoric times and (b) that the reason the dinosaurs have survived is the failure of a large asteroid to strike the earth, although they can attempt to fix (a) without necessarily knowing it was caused by (b). Do not funnel the PCs efforts into a particular channel here. Let them decide on the best way on fixing history and give them a fair chance to succeed on any credible theory which is properly executed. The following sections outline some of the ways in which the PCs might attempt to fix history and some of the difficulties and disadvantages associated with each, but, of course, imaginative players may come up with combinations or possibilities not outlined here. In that case, use the following sections to delineate the magnitude of the challenge faced and the types of obstacles which may exist and do your best to adapt to the inventiveness of the players.

If the PCs travel to the Time Corps' supply depot underground on the dark side of the moon, they can get as many new fuel pods as they need or desire to accomplish surveillance of the time near the end of the Cretaceous to see if they will discern the near miss of the asteroid with earth or discern other evidence of time being altered. More importantly, in the event that the PCs decide to time hop into the hard vacuum of space, is that they will find available for their use six TCA-4As, a space-faring Chronoscooter with laser-beam weaponry. Thus, the PCs can go into space to reposition the approaching asteroid, encounter Dan Saunders, or recover nuclear weapons to duplicate the effects of the asteroid collision at the end of the Cretaceous. Antistun and Historical Analysis Skill Kits are also available at the depot. [See *Timetricks*.] If the PCs leave the moon via spaceflight rather than time travel, they will notice that the Gulf of Mexico is missing on the North American continent.

An Equal and Opposite Reaction. Of course, the cleanest way of dealing with any disruption of time is to undo what has been done (or, in this case, do what has been undone). By making the change which has affected all of history not occur, history automatically will proceed on its proper track and all of the collateral and minor details will take care of themselves. Thus, in this case, if the same large asteroid hits the earth just as it was supposed to have, the dinosaurs will be wiped out, the earth will be enveloped in darkness for a period, humans will cross the land bridge to the Americas, and all will be right with the world. A close approximation of this would be to get another, similarly sized, asteroid to hit the earth at about the same time.

The main difficulties with this approach are as follows:

** Unless the PCs are lucky enough to run into Dan Saunders, capture him, and pump him for information, it will be very, very difficult to pinpoint the exact time of the impact of the asteroid and follow it back in time to the point at which its orbit was changed. Time is pretty vast when you are talking about events which occurred over 65,000,000 years ago. Although the PCs can begin to narrow it down by discovering in their Paranormal Memories the basics of the asteroidal theory of dinosaur extinction at the end of the Cretaceous period and then bouncing back and forth around that time to determine roughly when a large asteroid passed close by earth (and thus establish the time the collision occurred), they have fuel for a limited number of time hops and will either have to live with those fuel limits or think to go get more fuel. [Remember, if the PCs return to Time Corps HQ, they will not be sent back to finish or fix their own mission.]

** Once the PCs discover the correct time and locate the asteroid, they will have to track it back in time and space to a point at which they can either prevent Dan Saunders from messing with it or adjust the orbit back after he has messed with it [this latter course runs the risk that Dan will realize his plan has been foiled and try again]. This tracking will take some considerable calculation of orbital mechanics, fuel for a time hop back to the point of interference by Dan, and, most importantly, a time travelling space ship, so they don't pop out into hard vacuum. The Time Corps has such ships, of course. That's where Dan Saunders got his Model TCA-4A Chronoscooter. But the PCs weren't outfitted with one (unless they had the foresight to request it at the outset). Thus, they will either have to get one somewhere else in time (such as the supply depot on the moon) or find some other means (pirated space suits from the future?) to deal with the problem of life in space. Of course, whatever they use will also have to be capable of supplying the thrust necessary to put the asteroid back on course if Dan has already put it off course.

** If Dan has any reason to suspect Time Corps interference, he is likely to be watching the window of time immediately surrounding his asteroidal diversion so far as he is able without risking a Time Loop.

A Snowball's Chance in Hell. One way to simulate the effect of a large asteroid striking the earth 65,000,000 years ago is to have a large number of smaller objects, such as comets, strike the earth instead. *In fact, some current theories suggest that large numbers of comets, swept from their orbits by the passing of Planet X through the Oort Cloud, were the cause of dinosaur extinction, rather than a single large asteroid.* This approach would involve issues similar to the foregoing section in terms of space flight, thrust, and orbital mechanics, although there is little risk that Dan Saunders would interfere.

Fire and Brimstone. Another reasonable facsimile of the sudden darkness, cooling, and disruption caused by a large asteroidal impact, is the impact of substantially increased volcanic activity. *Large volcanic eruptions are capable of creating a substantial quantity of airborne particulate matter, as evidenced by the Mt. St. Helens and Krakatoa eruptions, although the particulate matter is not likely to rise as high into the stratosphere as is ballistically propelled particulate, so the particulate distribution will be more affected by prevailing wind currents and climatological conditions.* Thus, the PCs could use a series of conventional explosions along seismic faults or such to cause a large number of volcanic eruptions at the right time, sending smoke and ash into the sky to create the darkening and cooling effects that were caused by the asteroidal impact. It would be important to have a significant number of eruptions in both hemispheres or along the equator, to assure that the entire earth would be affected, and the eruptions would need to be sustained for some time, although the creation of significant firestorms in jungle or forested areas could add to the effect. This would seem to require a lot of time hops and explosive devices and the effect of expending such a portion of the earth's magma on this project could have consequent effects on history, including affecting continental drift and subsequent volcanic eruption patterns.

The Nuclear Family. Of course, a lot of ash and particulate matter can be created without the help of volcanoes, but with help of a more elemental kind. *Carl Sagan was one of the scientists who did early work on the possibility of a nuclear winter—a period of darkness and cold—following a major thermonuclear exchange. Some believe that earth currently has more than enough weaponry to cause such an effect, although most of such weaponry is not set to detonate at heights that would create significant ballistic fallout, although detonation heights could be reset for ground bursts or firestorms could create ash and smoke in prodigious quantities.* If the PCs were to travel into the future and secure a significant number of thermonuclear devices, the effects of a large asteroidal impact could be simulated. Difficulties and disadvantages with this approach include the following.

****** The PCs are going to have to find a time and place where these weapons exist and can be secured. Gathering weapons from a large number of locations increases the number of time hops required and the chances of being detected during a heist. In addition, the future may be considerably affected by the theft of such devices, with possibilities ranging from premature disarmament, to a panicky first strike with remaining weapons, to accusations against third world nations suspected of stealing the devices and consequent retaliation, to bizarre religious movements based on the miraculous disappearance of these weapons of mass destruction. One possible solution is to visit a time in the future where such weapons are gathered to be destroyed. If the players think of this possibility, let them remember such an event at some place in history [consult the Aliens sourcebook for the Star Ace® Role Playing Game if you need ideas for alien races] and give them a chance to pilfer the weapons immediately before destruction. [The Players' Briefing to this scenario mentions, for example, the Xenoid/Tarsan disarmament talks of 3461. Hopefully, the PCs will remember to avoid a time loop if the focus on that event.] Remember, however, that such weapons are always extremely well-guarded and the PCs will have to be extremely lucky or gifted to survive an attempt to steal them. The Xenoid/Tarsan weapons are gathered in a magnetic/gravity web between the two planets and their destruction is being overseen by New Switzerland. The web is pretty impregnable without detection by the vigilant New Swiss, but because time travel is unknown at this time and is capable of placing a ship in time and space, a simple time travel to a point inside the web will work, although it will be detected by the New Swiss if the PCs dawdle.

****** Detonating nuclear weapons at close range is risky, if not fatally foolhardy. Make sure the PCs deal with this in some manner.

****** Detonation of nuclear weapons will have a collateral effect on rates of mutation for surviving flora and fauna and, thus, will not return time to its original state.

A Bridge Real Far. One halfway measure would be to give up on trying to simulate the effects which caused the dinosaurs to become extinct and instead deal only with the issue of causing humans to migrate to the Americas. This could be done by killing the dominant dinosaurs over the paths of migration of humans during the several tens of thousands of years during which the land bridge existed and migration occurred—difficult with limited time hops and resources, without erecting some type of permanent barrier keeping out wandering dinosaurs—or by creating alternate methods of ingress to the Americas by early man. Mass transplantation of tribes seems unwieldy and difficult to accomplish and an alternate bridge seems beyond the power of the PCs to effect. However, early introduction of seafaring and navigational techniques could do the trick, although it would violate the rules of the Time Corps and would have significant collateral effects on history as the Americas would develop in contact with the rest of the world, and not in isolation.

Epilogue.

The Possibilities are Endless. The discussions above of alternative methods for attempting to correct the time line set forth some of the possibilities that could result from such alternative methods, but the many, many possible effects on history which could be created by the PCs successful or unsuccessful attempts to fix or simulate history are too many to even attempt to catalogue. The key for you, as CM, in interpreting future history to the PCs depending on what they have accomplished, is to consider carefully which of the effects enumerated in this module would be fixed and which would not, then add to that any collateral effects which you can, after a bit of reflection, imagine would happen from their actions.

Character: **Kanda Balantu****BASIC STATISTICS**

Strength 62 Perception 70
 Dexterity 68 Willpower 52
 Agility 66 Luck 62
 Personality 62 Stamina 68
 Penetration Bonus +10 Unskilled Melee 64

BACKGROUND

Date of Birth 11-6-1954 Place of Birth Unugu, Nigeria
 Age at Recruitment 28 Current Age 32
 Original Profession Student Nationality Nigerian
 Education College Gender Male
 Height 5' Color Eyes Brown
 Weight 115 lbs. Color Hair Black

TIME CORPS RANK/GRADE

Veteran/1

Current Stamina
 Current Willpower
 Stamina Recovery Rate 5/round
 Armor
 Stamina Loss/Round

WOUNDS

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Current Disguise

TIMES VISITED

Parallel	Date Entered	Date Left
T-0	4-14-753 B.C.	4-15-753 B.C.
T-0	5-12-753 B.C.	5-20-753 B.C.
T-0	6-4-399 B.C.	6-13-399 B.C.
T-0	6-19-332 B.C.	6-20-332 B.C.
T-0	6-24-332 B.C.	6-27-332 B.C.
T-0	11-5-110 B.C.	11-17-110 B.C.
T-0	5-7-1492	5-28-1492
T-0	6-3-1776	6-5-1776
T-0	6-19-1776	6-23-1776
T-0	7-1-1776	7-5-1776
T-0	4-3-1865	4-8-1865
T-0	6-7-1945	6-11-1945
T-0	6-12-1997	6-15-1997
T-0	4-8-2004	4-9-2004
T-0	5-7-2004	5-12-2004
T-0	5-9-2122	5-10-2122
T-0	5-14-2122	5-14-2122
T-0	7-17-2122	7-18-2122
T-0	9-14-2591	9-28-2591
T-0	10-21-2828	10-22-2828
T-0	8-9-3305	9-15-3305
T-0	6-4-3461	6-9-3461
T-3	8-5-2191	8-9-2191
T-3	8-23-2191	8-23-2191
T-5	4-11-412 B.C.	4-20-412 B.C.
T-6	8-11-1974	8-14-1974
T-11	11-20-1963	11-24-1963
M-3	6-14-1891	6-15-1891
M-5	8-18-34 B.C.	8-29-34 B.C.
M-12	9-13-3221	9-30-3221
R-4	6-20-1440	6-21-1440
R-12	6-4-71 B.C.	6-9-71 B.C.
R-127	6-9-2148	6-15-2148

SKILLS

Name	Level	Score
Historical Specialty		
(U.S. 1950-1982)	Specialist	76
(U.S. 1700-1950)	Specialist	76
(Africa 1600-1982)	Specialist	76
Times Corps Stunner	Expert	98
Wrestling	Expert	94
Computer	Expert	96
Automatic Rifle	Specialist	83
Investigation	Specialist	76
Stealth	Specialist	82
Disguise	Expert	99

PARANORMAL TALENTS

Name	Score
Paranormal Memory	41
Memory Restoration	46

WEAPONS

Name	Range Mod.	Base
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Background and Personality: Although African by birth, you have spent much of your life in the United States, as your father is a minor diplomat with the Nigerian embassy in Washington, D.C. Accordingly, you have learned much of U.S. history, as well as studying computer programming and systems analysis in college. You have not forgotten your cultural heritage, however, and many a summer vacation has been spent back in Nigeria learning tribal customs and hunting techniques. You are fiercely proud both of your people and yourself and intensely eager to expand the capabilities and opportunities of both, even though these are already extensive. You are a dramatic and persuasive speaker and have always had a knack of convincing people to see things your way.

Your life took an altogether unexpected twist four years ago, however, when you were suddenly accosted by a strange man at National Airport in D.C. and prevented from boarding Air Florida flight 90 to Florida on January 13, 1982. He explained that he was a member of the Time Corps and that he had travelled from the future to enlist you in the Time Corps, as you had no significant impact on history. You, of course, thought he was an escaped mental patient both because the concept of time travel was impossible and because you were too proud and ambitious to believe that you would not make a difference in the world, especially since you have always fought against poverty and injustice. That's when he told you about the crash that was about to occur--not from a bomb or terrorist strike, but from too much ice on the wings during a bad weather take-off. At first you did not believe his story, but he displayed enough detailed knowledge about your history that you became convinced that he was what he claimed. At that point you became livid with anger that this man from the future was about to let almost a hundred innocent people die a needless death in the icy waters of the Potomac River when he could stop it. He explained patiently that the need to leave history unaffected overrode all other concerns. You were not entirely convinced by his philosophy, but your driving need to make a difference in the world (and, of course, the alternative of a freezing death at the bottom of the Potomac) convinced you to join his cause. Since that time you have seen that the Time Corps does much good, although you are sometimes reluctant to make fixes that result in historically accurate pain or death. So far, however, you have remained true to the rules of the Time Corps, although you have on occasion let others do some of the dirty work. You have increased your historical knowledge and have learned that your persuasive skills were partly the result of a latent Memory Restoration talent.

Your persuasive skills make you a good leader, although you are sometimes intolerant of stupidity or laziness. You exercise regularly to keep in shape and are particularly fond of wrestling, a college pursuit that proves quite handy in the Time Corps, where permanent damage must be avoided in many situations. You have also learned to handle an automatic rifle for such situations as repelling a Demorean ambush, but you feel that putting such massive destructive power into someone's hands is somehow vulgar and dehumanizing and you avoid using the weapon when you can.

Character Interactions:

Jacques Monterose: Jacques is as proud of his cultural heritage as you are of yours. He delights in hearing of French successes in any field, but especially French military successes, such as the early Napoleonic campaigns (with which Jacques is personally familiar) and World War I. Although your style is somewhat less rigid than Jacques', you have to admit that he is a great soldier, precise, organized, and capable. You often rely on his tactical advice. In addition, his Time Shift capability has saved many a tight situation from being a tragic situation.

Spike Tanelli: No rocket scientist, but a good, hardworking guy with some street smarts and some practical business acumen. You think that he is a little too eager for the adventurous side of being a Time Corps agent, but he is not foolhardy. In fact, when things really get dicey, he's much more likely to be making sure that the women are protected (what an antiquated notion that is) than to be charging through concentrated small arms fire.

Azimuth Worthington: A bit old for field work, but very useful in terms of knowledge, both because of her professorial background and because she comes from a time later than the rest of your team. She gets along well enough with the others, but is almost useless if there is a fight or ambush even though she has trained with both knife and pistol. She is a pilot, but you have a hard time talking about planes with her, for obvious reasons.

Spenser Sotheby: Another negative in a fight, unless some fancy Florentine swordplay is needed. Spenser is a bit on the pretentious and condescending side. On the other hand, his ability to quickly adapt to and mimic the social mannerisms and customs is uncanny and has deflected the suspicions of locals on many, many occasions. He often seeks to impersonate some local historical figure to help set history right or gain some tactical advantage (access to restricted areas, etc.). That can work and you sometimes allow it, although it makes you uneasy to let so much ride on one individual's ability to ad lib his way through a dangerous situation.

Firenda: A tough and aggressive fighter, skilled in several weapons, all low tech enough to be useful on most of the missions you undertake without causing anachronism problems. She is fairly clever, but comes from a simpler, more brutal time, making her unequipped to deal with complex puzzles and subtle wordplay. She seems to fancy Jacques, although she sometimes bristles when he treats her like a woman instead of like a warrior of equal rank and ability.

Tear off this bottom portion and give to Kanda Balantu when he realizes, through Paranormal Memory, that his historical background has been affected by the changes in history the PCs are currently investigating.

You realize suddenly that in real time you were known as Cecil (Big C) Williams, a scholarship student at Georgetown who grew up in the tenements in Washington, D.C. You were an active leader of the Black Student Coalition, where you were in charge of the Cultural Outreach Program. You rallied and demonstrated for Black History courses, striving always to reinforce the dignity and cultural heritage of black students. You supported black opportunities, while your less enlightened brethren were seeking entitlements, which you believe perpetuate the inferior status of blacks which has existed since the alleged end of slavery in the Civil War.

Character: Jacques Monterose

BASIC STATISTICS

Strength	64	Perception	68	Date of Birth	4-1-1780	Place of Birth	Paris, France
Dexterity	74	Willpower	70	Age at Recruitment	32	Current Age	36
Agility	68	Luck	56	Original Profession	Soldier	Nationality	French
Personality	58	Stamina	76	Education	Public School	Gender	Male
Penetration Bonus	+10	Unskilled Melee	66	Height	4'9"	Color Eyes	Grey
				Weight	100 lbs.	Color Hair	Black

BACKGROUND

TIME CORPS RANK/GRADE

Veteran/1

Current Stamina
Current Willpower
Stamina Recovery 6/round
Armor
Stamina Loss/Round

WOUNDS

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Current Disguise _____

TIMES VISITED

Parallel	Date Entered	Date Left
T-0	4-14-753 B.C.	4-15-753 B.C.
T-0	5-12-753 B.C.	5-20-753 B.C.
T-0	6-4-399 B.C.	6-13-399 B.C.
T-0	6-19-332 B.C.	6-20-332 B.C.
T-0	6-24-332 B.C.	6-27-332 B.C.
T-0	11-5-110 B.C.	11-17-110 B.C.
T-0	9-5-896	9-21-896
T-0	6-3-1776	6-5-1776
T-0	6-19-1776	6-23-1776
T-0	7-1-1776	7-5-1776
T-0	4-3-1865	4-8-1865
T-0	8-7-1915	8-11-1915
T-0	4-15-1972	4-18-1972
T-0	11-7-1972	11-11-1972
T-0	12-25-1980	1-26-1981
T-0	5-9-2122	5-10-2122
T-0	5-14-2122	5-14-2122
T-0	7-17-2122	7-18-2122
T-0	4-12-2714	4-15-2714
T-0	4-15-2902	4-18-2902
T-0	1-1-3400	1-6-3400
T-0	6-4-3461	6-9-3461
T-0	8-15-5211	8-16-5211
T-0	8-21-5211	8-24-5211
T-0	4-1-6416	4-2-6416
T-3	8-5-2191	8-9-2191
T-3	8-23-2191	8-23-2191
T-5	4-11-412 B.C.	4-20-412 B.C.
T-6	8-11-1974	8-14-1974
T-11	11-20-1963	11-24-1963
M-3	6-14-1891	6-15-1891
M-5	8-18-34 B.C.	8-29-34 B.C.
M-12	9-13-3221	9-30-3221
R-4	6-20-1440	6-21-1440
R-12	6-4-71 B.C.	6-9-71 B.C.
R-16	12-20-1501	12-30-1501

SKILLS

Name	Level	Score
Historical Specialty		
(Europe 1780-1812)	Expert	99
Time Corps Stunner	Expert	104
Sword	Expert	96
Long Barreled Gun	Specialist	81
Bayonet	Specialist	81
Military Leadership	Specialist	79
Equestrian	Specialist	82
Outdoor Survival	Specialist	80
Demolitions	Specialist	86
Stealth	Specialist	86

PARANORMAL TALENTS

Name	Score
Paranormal Memory	46
Time Shift	42
Memory Restoration	49

WEAPONS

Name	Range Mod.	Base
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Background and Personality: You were always a cut above the average soldier. More knowledgeable about world affairs and military strategy, better trained, more disciplined and enthusiastic, and more dedicated to the cause of French hegemony, you were proud to fight under General Napoleon and the other members of your unit knew better than to refer to The General as "The Little General" within your hearing. A professional soldier by choice, not necessity (having been born into a merchant family), you were in on Napoleon's campaigns from the beginning, fighting bravely, but intelligently, to accomplish your unit's assigned task. Sometimes you would awake on the battlefield as the dead were gathered, not remembering quite how you came to be unconscious in battle, although the bodies of others around you were testament to nearby explosions and destruction. You attributed your incredible ability to survive to good training, good conditioning, and divine intervention. Then, at the battle of Borodino, during the Russian campaign in the fall of 1812, you witnessed the miracle itself.

You were in the large French force attacking a redoubt held by the Russian forces. Five times the French took the redoubt from the front, each time with many casualties, and five times the Russians regrouped and retook the redoubt from the rear (a much easier task). During the last of the battles to retain the ground so dearly bought in the lives of French patriots, your attention to the forces before you wavered for an instant as a young lad by the name of Alfonse, the Company bugler, fell next to you, the victim of a rifle volley. Too long your gaze lingered on his innocent young face before you noticed the Russian peasant charging at you with his bayonet aimed directly at your heart. You could do nothing, but try to raise your own bayonet and wish fervently you had seen the Cossack devil three steps earlier. Then, suddenly, you were back in time, seeing Alfonse be hit by rifle fire. But this time, as Alfonse began to tumble to the ground atop his prized bugle, you tore your gaze away, firing instinctively at the charging peasant and following with a bayonet thrust as he fell to his side from the damage done to his knee from your rifle bullet. Exhaustion swept over you, but the redoubt held, and you awoke with only minor wounds in the midst of friendly forces preparing for the great march on Moscow.

The occupation of Moscow consisted of undisciplined looting and burning, not proper conduct for a good soldier. But things grew even worse as winter descended upon the troops and the retreat from Moscow began, turning quickly to a rout which ravaged Napoleon's Grand Armee. You avoided some of the pitfalls others fell into, such as carrying so much in spoils and loot that they were too burdened to carry food and fuel and too tired to hunt and forage as they went. The cruel winter, however, would have defeated even you, if a Time Corps agent had not visited your hollowed out snow cave one miserable night and given you the option of noble service in Time Corps over a miserable death on the Russian steppes. You learned that your Time Shift ability was a great talent, which, while exhausting, could do more than save you, it could save all of history.

Since joining, you have had no regrets. You are a bit more military and spit and polish in style than some of the other agents, some of them quite young. They sometimes tease you about your strict discipline and fondness for stories of French glory, such as Napoleon's victory at Austerlitz in 1805 (in which you participated) or the French victory over the Huns in the early twentieth century, in what came to be called World War I (which you visited once on a mission). You grumble a bit at the others when they tease you, but know that they are all good at heart.

Character Interactions:

Kanda Balantu: The leader of your group, although he generally solicits advice from you and from Firenda concerning matters military, Kanda is smart, reflective, and philosophically passionate. He is proud of his African heritage, which you believe to be a very good thing. He is a great orator and good organizationally, although he sometimes hesitates to rectify time in such a matter that people get hurt, even if such people are supposed to be hurt in real time. This is a weakness, although not necessarily one to be ashamed of.

Spike Tanelli: Spike is a pretty good man, especially for being of Italian heritage, although you often remind him of French superiority. He is trustworthy and capable, although not as disciplined and skilled as you. You get along fairly well, although you are somewhat uncomfortable with his friendly, easy manner and attention to Firenda.

Azimuth Worthington: Azimuth is an educated, older woman, with a penchant for literature. Her experience and reading are sometimes of great value in assessing a situation. Unfortunately, she is overimpressed both with Spenser, who she encourages shamelessly, and with a gigantic book about Napoleon's Russian campaign by some Russian who glories in General Kutuzov's strategic decisions as if he had any control over the situation at all. No, a lack of self discipline and the cold defeated Napoleon in Russia, not the decisions of some old Russian general.

Spenser Sotheby: Snooty and condescending, as is common among Limeys, this man acts parts, rather than taking action himself. He should give more deference to Kanda and stop changing into new disguises all the time.

Firenda: A remarkable woman, although certainly not what you were used to back in France. She seems the embodiment of Joan of Arc, herself--strong, skilled with all manner of primitive weapons, and proud. You are strongly attracted to her, but she sometimes is suddenly cold to you after you have assisted her in battle. This puzzles you, but after a bit of time and a few cautious conversations about such neutral subjects as weapons, fields of fire, and historical battles, she softens up again. Women are hard to understand, even for a Frenchman.

Character: Spike Tanelli

BASIC STATISTICS

Strength	76	Perception	78	Date of Birth	10-16-1910	Place of Birth	Trenton, NJ
Dexterity	74	Willpower	58	Age at Recruitment	23	Current Age	27
Agility	76	Luck	42	Original Profession	Grocer	Nationality	Italian
Personality	54	Stamina	68	Education	High School	Gender	Male
Penetration Bonus	+15	Unskilled Melee	76	Height	4'8"	Color Eyes	Black
				Weight	142 lbs.	Color Hair	Black

BACKGROUND

TIME CORPS RANK/GRADE

Veteran/1

Current Stamina

Current Willpower

Stamina RecoveryRate 5/round

Armor

Stamina Loss/Round

WOUNDS

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Current Disguise

TIMES VISITED

Parallel

Date Entered

Date Left

T-0	4-14-753 B.C.	4-15-753 B.C.
T-0	5-12-753 B.C.	5-20-753 B.C.
T-0	6-4-399 B.C.	6-13-399 B.C.
T-0	6-19-332 B.C.	6-20-332 B.C.
T-0	6-24-332 B.C.	6-27-332 B.C.
T-0	11-5-110 B.C.	11-17-110 B.C.
T-0	5-7-1492	5-28-1492
T-0	6-3-1776	6-5-1776
T-0	6-19-1776	6-23-1776
T-0	7-1-1776	7-5-1776
T-0	4-3-1865	4-8-1865
T-0	11-7-1972	11-11-1972
T-0	12-25-1980	1-26-1981
T-0	5-9-2122	5-10-2122
T-0	5-14-2122	5-14-2122
T-0	7-17-2122	7-18-2122
T-0	9-14-2591	9-28-2591
T-0	4-7-2614	4-12-2614
T-0	8-9-3305	9-15-3305
T-0	6-4-3461	6-9-3461
T-0	8-15-5211	8-16-5211
T-0	8-21-5211	8-24-5211
T-0	4-1-6416	4-2-6416
T-3	8-5-2191	8-9-2191
T-3	8-23-2191	8-23-2191
T-5	4-11-412 B.C.	4-20-412 B.C.
T-6	8-11-1974	8-14-1974
T-11	11-20-1963	11-24-1963
M-3	6-14-1891	6-15-1891
M-8	4-18-29 B.C.	5-1-29 B.C.
M-12	9-13-3221	9-30-3221
R-4	6-20-1440	6-21-1440
R-12	6-4-71 B.C.	6-9-71 B.C.
R-16	12-20-1501	12-30-1501

SKILLS

Name

Level

Score

Historical Specialty

(U.S. 1890-1933)

Time Corps Stunner

Stealth

Dagger/Knife

Boxing

Mechanics

Forgery

Gambling

Specialist

Expert

Expert

Expert

Specialist

Expert

Specialist

Specialist

83

104

105

106

90

106

91

75

PARANORMAL TALENTS

Name

Score

Paranormal Memory

Ignore Pain

Telepathic Probe

46

38

39

WEAPONS

Name

Range Mod.

Base

Background and Personality: Born in Trenton, New Jersey, you grew up in the Italian neighborhoods of the Bronx. It made you streetwise and tough, but you always stayed on the right side of the law, avoiding the gangs that pursued moonshining, theft and other illegal activities. Sure, you've been in your share of speakeasies, but only as an occasional customer, not a supplier or hired thug. You even finished high school, which made your Ma proud. It also helped when Ma died of influenza and it was up to you to run the family greengrocer business. You were a good grocer, you did your own books, kept the equipment in good running order, knew the trade from working in the store as a kid, knew how to recognize a phony five-spot, and were able to keep the kids from hassling you without really antagonizing anybody. You made an okay living, supporting yourself and your sister, Angelica, until she married an insurance agent she met in college, and having enough spare cash for you to get a used LaSalle autocar. You were stuck, however, without a lot of excitement and without a lot of prospects. The girls didn't mind that; they were happy to go out with a nice guy who offered a chance of some financial security, but you wanted more from life. You were trying to save enough money to expand your store when the Depression hit and the neighborhood bank went under and most of your savings with it. You were still better off than many others -- although a lot of customers couldn't pay the grocery tabs they ran up -- but you were definitely in a receptive mood when you were visited by a Time Corps agent. After the usual disbelief and proofs of capabilities, you eagerly signed up for a life of adventure and excitement which also did good and important things.

You act rough and tumble, but you are really a good guy at heart. You are a soft touch for a sob story, but will not tolerate being lied to. You are especially protective of womenfolk, although you would not even think of taking advantage of their gratitude. You are knowledgeable about meats and produce (lettuce, oranges, apples, etc.) and basic accounting principles and fairly handy at repairing simple engines and mechanical devices. You find your life exciting and are eager to learn about new places and things if you can do so without compromising the mission or looking like an uneducated dope.

Character Interactions:

Kanda Balantu: Kanda is of African heritage, of which you know little, but he is a pretty good leader. He seems sometimes to get overly tense and emotional about certain subjects, like poverty, injustice, and death, but you have come to realize that all those things are part of life and there is no use letting them get you down.

Jacques Monterose: This Napoleonic soldier seems to feel superior to you because you're Italian. Well, you're really American, so it's hard to take him too seriously. You certainly don't let it upset you, although you will kid him back on occasion about his heritage and about his fussy precision. He is overly precise as to his daily routine, but a good soldier. You have noticed that he has a fondness for Firenda.

Azimuth Worthington: She is a nice, older lady and you treat her like you would your mother. You watch your language, say "Yes, ma'am" and "No, ma'am", and listen to her even when you would really rather be elsewhere. She's pretty smart about a lot of things, though, so you often do want to listen to her stories of adventure and her helpful hints about how things work.

Spenser Sotheby: Spenser has been acting for so long that you think that he no longer has any touch with reality. You sometimes wonder if he even knows what his real voice sounds like or what his real feelings are about things. He does serve a useful purpose in the group but you find him to be pompous and, when you think about it, a little sad.

Firenda: You know that she is a capable fighter, heck, a gladiator from Ancient Rome. But her features still remind you of your sister, Angelica, although you have never told her that. She occasionally does nice things for you without being asked and you are uncertain whether that means she likes you romantically in the same way she apparently likes Jacques. You could never feel romantic about her, not when you see Angelica when you look at her, so you always back off awkwardly.

Character: Azimuth Worthington

BASIC STATISTICS

Strength	38	Perception	74
Dexterity	60	Willpower	54
Agility	60	Luck	68
Personality	72	Stamina	72
Penetration Bonus	0	Unskilled Melee	49

BACKGROUND

Date of Birth	2-6-2014	Place of Birth	Worcester, MA
Age at Recruitment	50	Current Age	54
Original Profession	Professor	Nationality	American
Education	Ph.D.	Gender	Female
Height	4'4"	Color Eyes	Grey
Weight	90 lbs.	Color Hair	White

TIME CORPS RANK/GRADE

Veteran/1

Current Stamina

Current Willpower

Stamina Recovery Rate 5/round

Armor

Stamina Loss/Round

WOUNDS

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Current Disguise

TIMES VISITED

Parallel

Date Entered

Date Left

T-0	4-14-753 B.C.	4-15-753 B.C.
T-0	5-12-753 B.C.	5-20-753 B.C.
T-0	6-4-399 B.C.	6-13-399 B.C.
T-0	6-19-332 B.C.	6-20-332 B.C.
T-0	6-24-332 B.C.	6-27-332 B.C.
T-0	11-5-110 B.C.	11-17-110 B.C.
T-0	5-7-1492	5-28-1492
T-0	6-3-1776	6-5-1776
T-0	6-19-1776	6-23-1776
T-0	7-1-1776	7-5-1776
T-0	4-3-1865	4-8-1865
T-0	6-7-1945	6-11-1945
T-0	4-15-1972	4-18-1972
T-0	11-7-1972	11-11-1972
T-0	12-25-1980	1-26-1981
T-0	5-9-2122	5-10-2122
T-0	5-14-2122	5-14-2122
T-0	7-17-2122	7-18-2122
T-0	4-12-2714	4-15-2714
T-0	3-1-2801	3-9-2801
T-0	9-12-3281	9-30-3281
T-0	6-4-3461	6-9-3461
T-3	8-5-2191	8-9-2191
T-3	8-23-2191	8-23-2191
T-5	4-11-412 B.C.	4-20-412 B.C.
T-6	8-11-1974	8-14-1974
T-11	11-20-1963	11-24-1963
M-4	12-1-1201	12-30-1201
M-7	4-9-1652	5-12-1652
R-4	7-1-1776	7-5-1776
R-12	6-4-71 B.C.	6-9-71 B.C.
R-16	12-20-1501	12-30-1501

SKILLS

Name	Level	Score
Historical Specialty	Specialist	79
(U.S. 2000-2064)	Expert	94
(U.S. 1776-1865)	Specialist	79
Time Corps Stunner	Expert	90
Knife (Melee)	Expert	79
Astronomy	Specialist	89
Pistol	Specialist	75
Pilot	Expert	94
Computers	Specialist	76
Archeology	Specialist	86
Literature	Expert	103

PARANORMAL TALENTS

Name	Score
Paranormal Memory	43
Telepathic Probe	49
Telepathic Sending	50
Memory Restorations	49

WEAPONS

Name	Range Mod.	Base
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Background and Personality: A professor of literature at The University of Illinois-Urbana/Champaign and head of its Public Issues Forum (a lecture/debate series on topics of current interest) is a secure, respected position, with a modicum of intellectual challenge and sense of accomplishment in shaping young minds, but after more years than you care to remember of the same old lectures, the same incredulous questions by lackadaisical and stupid students, and the same uninspiring essays on literary criticism, you needed a change. Maybe a visiting professorship at another university, or a new course on Post-Modern Japanese haiku would bring a change of pace. You weren't sure, so you placed an advertisement in the local and Chicago papers seeking a speaker on career burn-out and midlife career changes, thinking that maybe you could get some personal insight and a Public Issues Forum topic all at the same time. Most of the responses were what you expected: scholarly statisticians, outplacement and corporate headhunters on the make, and a Navy recruiting officer. One respondent was really weird, though. He kept on quizzing you about your personal situation and was pretty vague about answering questions himself, except to say that he was in the career change business. In reality, he was a Time Corps agent, of course, busily recruiting you to join the Time Corps. You wavered a bit, but when he said that their research showed that you were not going to have any further significant effect on history in your own time, your qualms vanished and you joined up. You were afraid that there was going to be a lot of military "hut, hut" stuff, but the Time Corps consists mainly of research, improvisation, and puzzle solving, and you are now much more content with your life.

You may not be as strong or energetic as some of the others in your group, but years of experience dealing with people (including young people) are worth something, too. The smattering of knowledge in diverse subject matters that you picked up from your many years on a college campus also is valuable to the party, all of whom have less formal education than you and are from earlier, simpler, times. You are careful to keep your advice friendly and tentative as people tend to dislike being ordered about by some condescending, professorial type. You try to unobtrusively educate the others and motivate them to read the great works of literature by referencing them in conversation or when they are the source for a strategy or idea that you are suggesting. When time allows, you like to curl up in a hammock with a good book and a hot cup of tea.

Character Interactions:

Kanda Balantu: A thoughtful and capable leader of African heritage, Kanda sometimes struggles intently over moral and philosophical aspects of the current mission. You encourage him to be less personally involved in the mission and view it more disinterestedly, but so far your advice has not been heeded. The only time he was ever really cross with you was during a discussion of air disasters and pilot error, although he didn't say why, but just abruptly and forcibly changed the subject. He seems touchy about death, disaster, and weaponry generally. Maybe that is all it was.

Jacques Monterose: Literature come to life! You long to discuss War and Peace with this Napoleonic soldier, but he refuses to read it and keeps muttering about the incompetence of Russian generals compared with Napoleon. In fact, he seems to be somewhat ethnocentric (i.e., prejudiced about foreigners), which, of course, is not a very civilized or enlightened attitude. He is a capable soldier, though, and charming in his own way. Firenda is obviously taken with him.

Spike Tanelli: A good kid despite his apparent upbringing in a tough neighborhood, he treats you like a favorite aunt. You wish he would relax around you, since he seems to be pretty easy-going around the others. He is obviously eager to learn and you take every opportunity to teach him about things. He seems to like Firenda, but seems shy about it.

Spenser Sotheby: This man knew Shakespeare, though he doesn't seem to hold him in proper esteem. You delight in his acting ability and his knowledge of the classics and are constantly pumping him for information about interpretation and staging of the great plays. He is obviously conceited, but that is less important to you than what he can teach you about literature.

Firenda: Different from you, this woman was a Roman gladiator, but is willing to learn about new things. She is especially self-conscious about her limited conversational skills and you work with her on them, often suggesting that she could learn much from the poetry of Spenser's conversation. She seems not to like Spenser, however, and always encourages you to spend time with her instead of him.

Character: Spenser Sotheby

BASIC STATISTICS

Strength	62	Perception	76	Date of Birth	3-7-1560	Place of Birth	Ludon, England
Dexterity	60	Willpower	60	Age at Recruitment	48	Current Age	52
Agility	72	Luck	58	Original Profession	Actor	Nationality	English
Personality	70	Stamina	64	Education	Private School	Gender	Male
Penetration Bonus + 10		Unskilled Melee	67	Height	4'6"	Color Eyes	Blue
				Weight	140 lbs.	Color Hair	Brown

BACKGROUND

TIME CORPS RANK/GRADE

Veteran/1

Current Stamina

Current Willpower

Stamina Recovery Rate 5/round

Armor

Stamina Loss/Round

WOUNDS

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AR

Current Disguise

TIMES VISITED

Parallel

Date Entered

Date Left

T-0	4-14-753 B.C.	4-15-753 B.C.
T-0	5-12-753 B.C.	5-20-753 B.C.
T-0	6-4-399 B.C.	6-13-399 B.C.
T-0	6-19-332 B.C.	6-20-332 B.C.
T-0	6-24-332 B.C.	6-27-332 B.C.
T-0	11-5-110 B.C.	11-17-110 B.C.
T-0	5-7-1492	5-28-1492
T-0	6-3-1776	6-5-1776
T-0	6-19-1776	6-23-1776
T-0	7-1-1776	7-5-1776
T-0	4-3-1865	4-8-1865
T-0	6-7-1945	6-11-1945
T-0	4-15-1972	4-18-1972
T-0	11-7-1972	11-11-1972
T-0	12-25-1980	1-26-1981
T-0	5-9-2122	5-10-2122
T-0	5-14-2122	5-14-2122
T-0	7-17-2122	7-18-2122
T-0	9-14-2591	9-28-2591
T-0	10-21-2828	10-22-2828
T-0	8-9-3305	9-15-3305
T-0	6-4-3461	6-9-3461
T-0	8-15-5211	8-16-5211
T-0	8-21-5211	8-24-5211
T-0	4-1-6416	4-2-6416
T-3	8-5-2191	8-9-2191
T-3	8-23-2191	8-23-2191
T-5	4-11-412 B.C.	4-20-412 B.C.
T-6	8-11-1974	8-14-1974
T-11	11-20-1963	11-24-1963
M-4	12-1-1201	12-30-1201
M-7	4-9-1652	5-12-1652
R-1	6-12-1492	6-18-1492
R-12	6-4-71 B.C.	6-9-71 B.C.
R-16	12-20-1501	12-30-1501

SKILLS

Name	Level	Score
Historical Specialty		
(England 1560-1608)	Specialist	123
(Roman Empire 88-27 B.C.)	Specialist	83
Time Corps Stunner	Expert	90
Impersonation	Expert	97
Disguise	Expert	95
Sword (Florentine)	Expert	97
Equestrian	Specialist	82
Theft	Specialist	80
Literature	Specialist	88

PARANORMAL TALENTS

Name	Score
Paranormal Memory	46
Significance Sensing	49
Telepathic Probe	47
Adaptation	52

WEAPONS

Name	Range Mod.	Base
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Background and Personality: A master actor who has studied both the words and the substance (riding, theft, swordplay) of the characters he portrays, you were constantly disappointed in the recognition you received for your tremendous dedication and great talents. It always seemed that the playwright would receive all of the accolades and adoration for characters which you brought to life through inspired characterization and (not infrequent) ad libs. And more often than not, the plebeian crowd which attended the Globe and other theatres at which you toiled (sometimes in up to five different performances in a single day) had no taste for subtlety or art. You hungered for a stage big enough to fit your talent and your ego and you thirsted for an audience capable of appreciating your genius. Since your recruitment into the Time Corps, your hunger and thirst have been satisfied, as all of history is now your stage and the universe (through its agents in the Time Corps) hangs on your every performance.

You are extremely skilled at acting, disguise, and adapting to the setting of any scene (er, mission). Your ego is sized to at least match your extensive talents. The others of your group have considerable talent too, but they are of the limited types of physical prowess, weapons use, and factual knowledge, while you incorporate the physical, mental, and spiritual into one whole, as you encapsulate and interpret the world, any world, around you. You are always willing to go forward and do your bit, although you pout a little if you are not properly thanked, acknowledged, and, yes, applauded -- at least figuratively, as literal applause would break up the scene and detract from the perfection of your performance. You practice lines, accents, costumes, mannerisms, and pieces of business compulsively, to the occasional annoyance of others. You avoid spirits (liquor) as disruptive of the vocal chords and are naturally a picky eater, although you can stuff your face with the best of them should your role require it. One of your favorite tactical suggestions is that you disguise yourself and portray some antagonist or historical figure to set history right, giving the local populace real memories instead of those phony memory restoration memories.

Character Interactions:

Kanda Balantu: Supposed leader of your band, this primitive does not fully comprehend the measure of your talent and the wonders you can perform if given the opportunity. Still you must act deferential and seek permission to perform your craft, although you inwardly seethe. He seems as moody and troubled about life as Hamlet was, though not nearly as great a man.

Jacques Monterose: This French merchant turned soldier understands war and military affairs. He is capable, but treats you with typical French contempt. You, in turn, tease him about his military ways. He is obviously smitten with the warrior maiden, Firenda. These two uncultured brutes deserve one another.

Spike Tanelli: Eager to learn of new things, this Italian-American grocer is a suitable audience for your performances and lectures, though he is, of course, not apt himself in the great arts of acting and conversation. Unpolished and unsubtle, he is good for manual labor and guard duty.

Azimuth Worthington: Ahhh! A true connoisseur of art and literature, you delight in performing for her and receiving her adoration. Although a bit old, she truly adores you and you are content to let her express her adoration in any manner she chooses when the time comes. She has devoted her life to the study of works that you know backwards and forwards out of hand. Her only fault is the typical one of giving undue credit to playwrights, rather than to the actors which give life and breath to the unfolding story.

Firenda: This plebeian warrior is not only constantly contradicting your stories and performances concerning Rome and the Ceasars, but also is attempting to undercut Azimuth affections for you. She is strong and skilled with the brute weapons of her time, though she is no match for you in proper (Florentine) sword play, and she is a halting and hesitant speaker. You occasionally try to teach her at Azimuth's request, but your heart is not in it, not that this peasant could ever tell the difference.

Character: Firenda

BASIC STATISTICS

Strength	70	Perception	60
Dexterity	72	Willpower	68
Agility	70	Luck	48
Personality	56	Stamina	68
Penetration Bonus	+15	Unskilled Melee	70

BACKGROUND

Date of Birth	6-19-30	Place of Birth	Naples
Age at Recruitment	24	Current Age	27
Original Profession	Gladiator	Nationality	Roman
Education	Gladiator-	Gender	Female
	Training	Color Eyes	Black
Height	4'4"	Color Hair	Black
Weight	100 lbs.		

TIME CORPS RANK/GRADE

Veteran/1

Current Stamina

Current Willpower

Stamina Recovery Rate 5/round

Armor

Stamina Loss/Round

WOUNDS

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Current Disguise

TIMES VISITED

Parallel

Date Entered

Date Left

T-0 4-14-753 B.C. 4-15-753 B.C.

T-0 5-12-753 B.C. 5-20-753 B.C.

T-0 6-4-399 B.C. 6-13-399 B.C.

T-0 6-19-332 B.C. 6-20-332 B.C.

T-0 6-24-332 B.C. 6-27-332 B.C.

T-0 11-5-110 B.C. 11-17-110 B.C.

T-0 5-7-1492 5-28-1492

T-0 6-3-1776 6-5-1776

T-0 6-19-1776 6-23-1776

T-0 7-1-1776 7-5-1776

T-0 4-3-1865 4-8-1865

T-0 6-7-1945 6-11-1945

T-0 4-15-1972 4-18-1972

T-0 11-7-1972 11-11-1972

T-0 5-11-1990 5-15-1990

T-0 5-9-2122 5-10-2122

T-0 5-14-2122 5-14-2122

T-0 7-17-2122 7-18-2122

T-0 4-12-2714 4-15-2714

T-0 3-1-2801 3-9-2801

T-0 1-1-3400 1-6-3400

T-0 6-4-3461 6-9-3461

T-0 8-15-5211 8-16-5211

T-0 8-21-5211 8-24-5211

T-0 4-1-6416 4-2-6416

T-3 8-5-2191 8-9-2191

T-3 8-23-2191 8-23-2191

T-5 4-11-412 B.C. 4-20-412 B.C.

T-6 8-11-1974 8-14-1974

T-121 4-9-78 4-30-78

M-3 6-14-1891 6-15-1891

M-5 8-18-34 B.C. 8-29-34 B.C.

M-12 9-13-3221 9-30-3221

R-4 6-20-1440 6-21-1440

R-12 6-4-71 B.C. 6-9-71 B.C.

R-16 12-20-1501 12-30-1501

SKILLS

Name	Level	Score
Historical Specialty		
(Roman Empire 30-54 A.D.)	Expert	94
Time Corps Stunner	Expert	102
Gambling	Specialist	69
Wrestling	Expert	100
Dagger	Expert	100
Sword	Expert	100
Net	Specialist	85
Equestrian	Specialist	81
Sling	Specialist	87
Stealth	Specialist	86
Tracking	Specialist	89

PARANORMAL TALENTS

Name	Score
Paranormal Memory	43
Telepathic Probe	43
Ignore Pain	42

WEAPONS

Name	Range Mod.	Base
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Background and Personality: You are a scout and a warrior. You sneak ahead and report back what you have found. You stay behind and watch for sneak attacks. You battle for or with the group to repel any evil forces, including the sinister Demoreans. The others can fret and puzzle, wonder and whine. You take action. You do what you are told and sometimes more, if it needs to be done. Sometimes you do what has to be done automatically and instinctively if the need arises by way of a sudden emergency or threat. Sometimes you don't even bother to tell the others if you have vanquished the threat and it would only distract and worry them.

You were trained to be a gladiator and knew that only your wits, skills, and training would prevent you from an early and bloody death. Even as skilled as you are, you also knew that the odds were still against a long and prosperous life. That is why you took the offer to go into the Time Corps. It could not possibly be more dangerous than your profession and it was for a nobler purpose than satisfying the bloodthirst of a petty tyrant or the vapid crowd which attended the bloodfests. At first you had some trouble working within the framework of a group, but you have learned that each of you has a function, even if you don't always understand what some of the others are doing or why. You eat and sleep whenever opportunity presents itself, but are wary of hard drink and potential poisons. You are also careful to eat little enough that you can remain alert afterwards for watch or scouting duties. You are knowledgeable about the tactics of armed opponents and cornered beasts, but unskilled at sophisticated conversation. You are trying, however, to improve your conversational skills.

Character Interactions:

Kanda Balantu: The leader of your ensemble is passionate in his beliefs and eloquent of speech. You trust his judgment on matters of strategy, but encourage his reliance on Jacques as to matters of military tactics. You feel that in many ways he is more alone than you were when you first joined the Time Corps, but, unlike you, has no desire to exchange his loneliness for company, other than the company of his principles.

Jacques Monterose: You are attracted to this man. He is a skilled fighter and horseman, as well as being disciplined, intelligent, and handsome. He treats you with respect, but not with tenderness, unless he is trying to be protective, which irritates you and spoils the mood. Still, you find excuses to talk with him about almost anything, weather, tactics, history. Maybe you can get him to understand that you want him to like you as an equal.

Spike Tanelli: A good, strong man. He reminds you of the many good, strong men that you saw die, or were forced to kill, in the arena at Rome and, because of that, look at him with a touch of sadness and shame. Consequently, you are more solicitous of him than he, perhaps, deserves, and do an occasional favor unasked, like fetching extra straw for his bed when camping outdoors. He, too, is solicitous, but not in a romantic sort of way. You would like to find out why, but so far have not ventured to ask.

Azimuth Worthington: Azimuth is not like you, but you like her all the same. She tries to help you with your conversational skills and is patient when you ask her questions about science and history. You have grown to understand the value of her contributions to the party as equal, but different, from your own. You are somewhat concerned that she has been taken in by the superficial charms of Spenser and try to discourage her admiration of him.

Spenser Sotheby: Despite his grand words, this man is a milksop. His only fighting skill is with a dandied, prettified sword and his horsemanship looks fine, but is impractical for long, hard riding. He also irritates you by speaking eloquently about the wonders of Rome and the Ceasars, supposedly displaying his intimate knowledge of the subject from history and literature. Rome, however, was a grimy, crowded city, full of thieves and ignorant peasants, and ruled by stupid butchers who taught the populace to laugh at killing for sport.

NPCs.

Darryl Ogreg.

**Str 64; Dex 70; Agl 60; Per 58;
Pcn 76; Wpr 60; Luck 52; Sta 64;
Unskilled Melee 62; Skills: Historical Specialty
(U.S. 1965-1987) 83, Time Corps Stunner 100,
Stealth 95, Automatic Rifle 100, Architecture 128,
Outdoor Survival 79, Paranormal Memory 46,
Memory Restoration 47, Telepathic Sending 49,
Telepathic Probe 43.**

Francois Debevoise.

**Str 56; Dex 50; Agl 64; Per 52;
Pcn 38; Wpr 54; Luck 28; Sta 58;
Unskilled Melee 60; Skills: Historical Specialty
(France 1800-1920) 76, (U.S. 1607-2020) 61, Time
Corps Stunner 80, Disguise 99, Acting 75, Sword
(Florentine) 72, Stealth 72, Paranormal Memory
31, Telepathic Sending 41, Adaptation 41.**

John Howland.

**Str 60; Dex 70; Agl 70; Per 52;
Pcn 60; Wpr 52; Luck 62; Sta 50;
Unskilled Melee 65; Skills: Outdoor Survival 70,
Knife 79.**

Stephen Hopkins.

**Str 54; Dex 66; Agl 62; Per 46;
Pcn 60; Wpr 28; Luck 46; Sta 48;
Unskilled Melee 58; Skills: Long-barrelled gun 96,
Stealth 79.**

William Bradford.

**Str 64; Dex 68; Agl 62; Per 66;
Pcn 48; Wpr 42; Luck 44; Sta 50;
Unskilled Melee 63; Skills: Long-barrelled gun 83,
Investigation 82.**

Miles Standish.

**Str 60; Dex 80; Agl 60; Per 66;
Pcn 70; Wpr 54; Luck 60; Sta 72;
Unskilled Melee 60; Skills: Outdoor Survival 77,
Long-barrelled gun 110, Knife 90, Astronomy 80,
Military Leadership 117.**

William Brewster.

**Str 58; Dex 60; Agl 52; Per 60;
Pcn 70; Wpr 62; Luck 46; Sta 54;
Unskilled Melee 55; Skills: Equestrian 73, Long-
barrelled gun 90.**

"Saurus" Sam Whitcomb.

**Str 50; Dex 52; Agl 60; Per 72;
Pcn 70; Wpr 68; Luck 76; Sta 54;
Unskilled Melee 55; Skills: Outdoor Survival 127,
Long-barrelled gun 82, Pistol 82, Knife 85, Lasso
81, Gambling 128.**

Paul LeBoeuff.

**Str 60; Dex 64; Agl 58; Per 56;
Pcn 70; Wpr 60; Luck 58; Sta 61;
Unskilled Melee 59; Skills: Tracking 119, Stealth
91, Outdoor Survival 118, Gambling 94, Long-
barrelled gun 94, Knife 89.**

Beauregard Xavier Haddonfield, IV.

**Str 50; Dex 53; Agl 48; Per 62;
Pcn 55; Wpr 46; Luck 40; Sta 45;
Unskilled Melee 49; Skills: Blackjack 79, Forgery
84, Investigation 76.**

Mary Ellen Withers.

**Str 40; Dex 52; Agl 44; Per 58;
Pcn 74; Wpr 48; Luck 40; Sta 44;
Unskilled Melee 42; Skills: Investigation 115,
Historical Specialty (U.S. 1492-1875) 116.**

Oomph.

**Str 76; Dex 62; Agl 74; Per 70;
Pcn 60; Wpr 68; Luck 34; Sta 70;
Unskilled Melee 75; Skills: Wrestling 105,
Spear 130, Military Leadership 102, Knife 105,
Tracking 76.**

Quig.

**Str 58; Dex 74; Agl 60; Per 68;
Pcn 72; Wpr 60; Luck 52; Sta 60;
Unskilled Melee 69; Skills: Sling 104, Theft 100,
Spear 81, Outdoor Survival 92.**

Moops.

**Str 72; Dex 68; Agl 70; Per 62;
Pcn 68; Wpr 60; Luck 40; Sta 68;
Unskilled Melee 71; Skills: Stealth 124, Tracking
109, Wrestling 126, Spear 101, Short-handled
weapons 126, Outdoor Survival 111.**

Thirgen, Syzmo, Flarken, and Biggs.

**Str 62; Dex 58; Agl 54; Per 50;
Pcn 52; Wpr 48; Luck 30; Sta 62;
Unskilled Melee 58; Skills: Spear 90, Sling 88,
Wrestling 73, Knife 73, Outdoor Survival 59.**

Mlek, Cornin, Shavl, Kraylo, Jassup, and Kyla.

**Str 50; Dex 60; Agl 60; Per 56;
Pcn 52; Wpr 40; Luck 46; Sta 48;
Unskilled Melee 55; Skills: Outdoor Survival 76,
Sling 75, Theft 66.**

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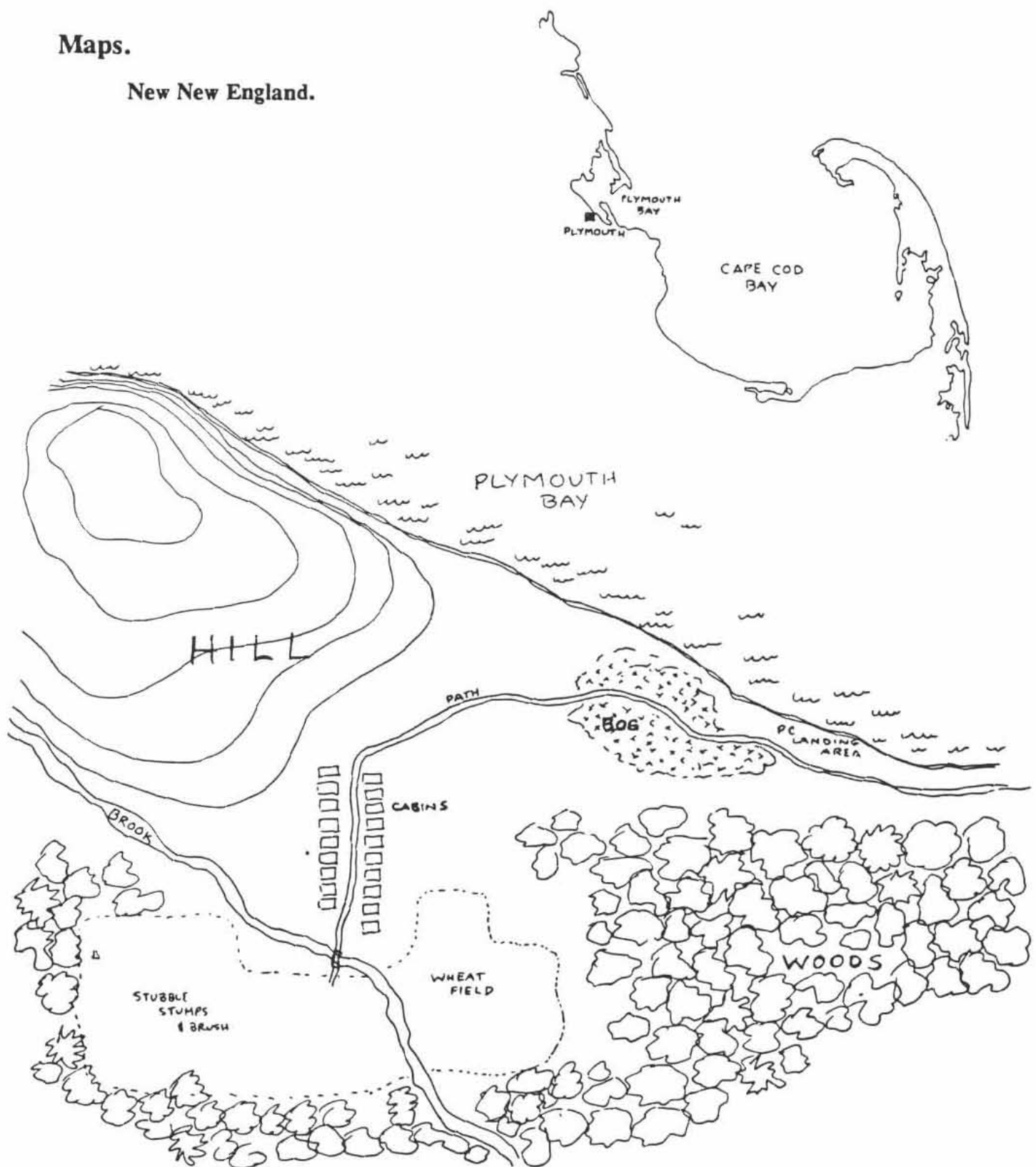
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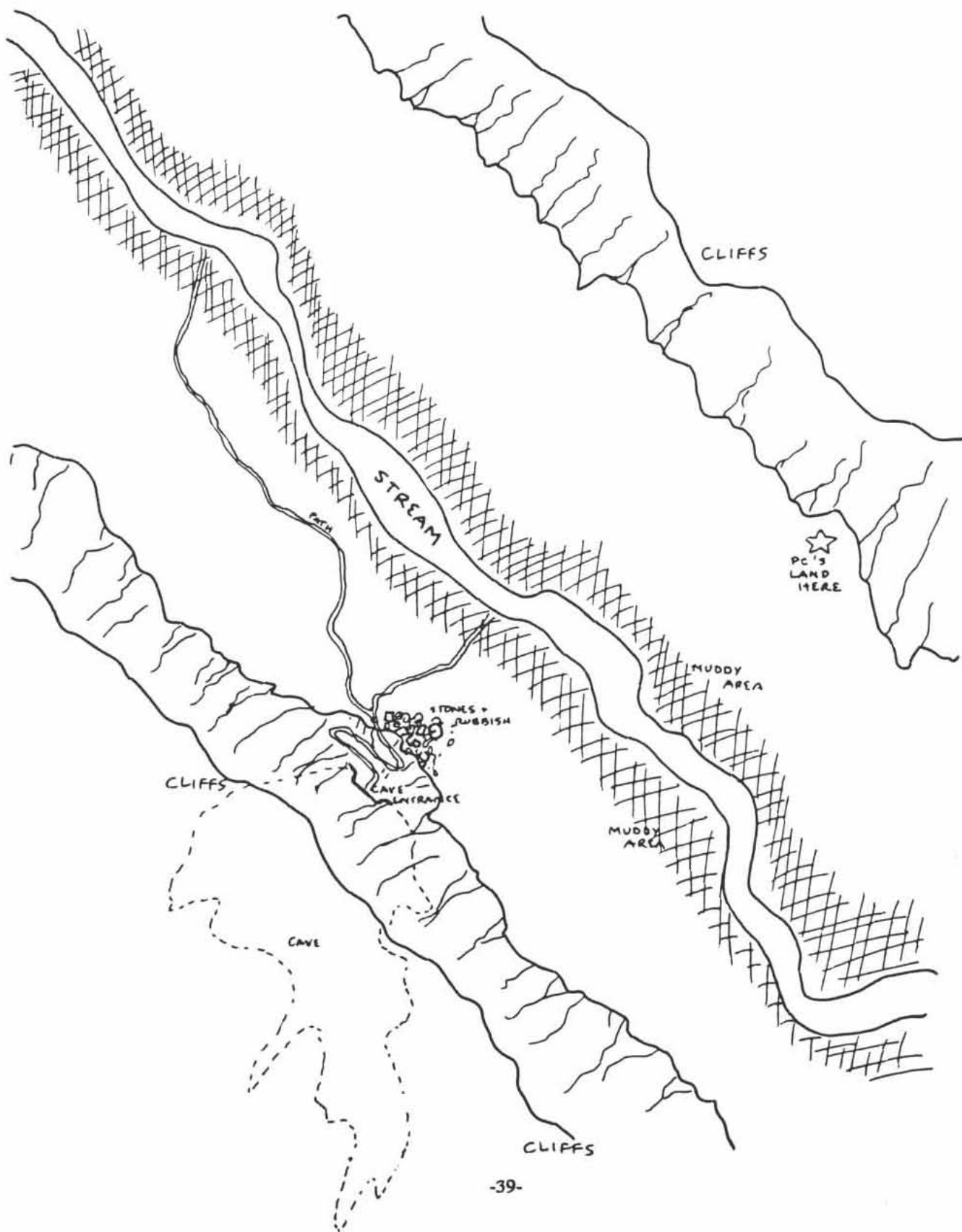
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Maps.

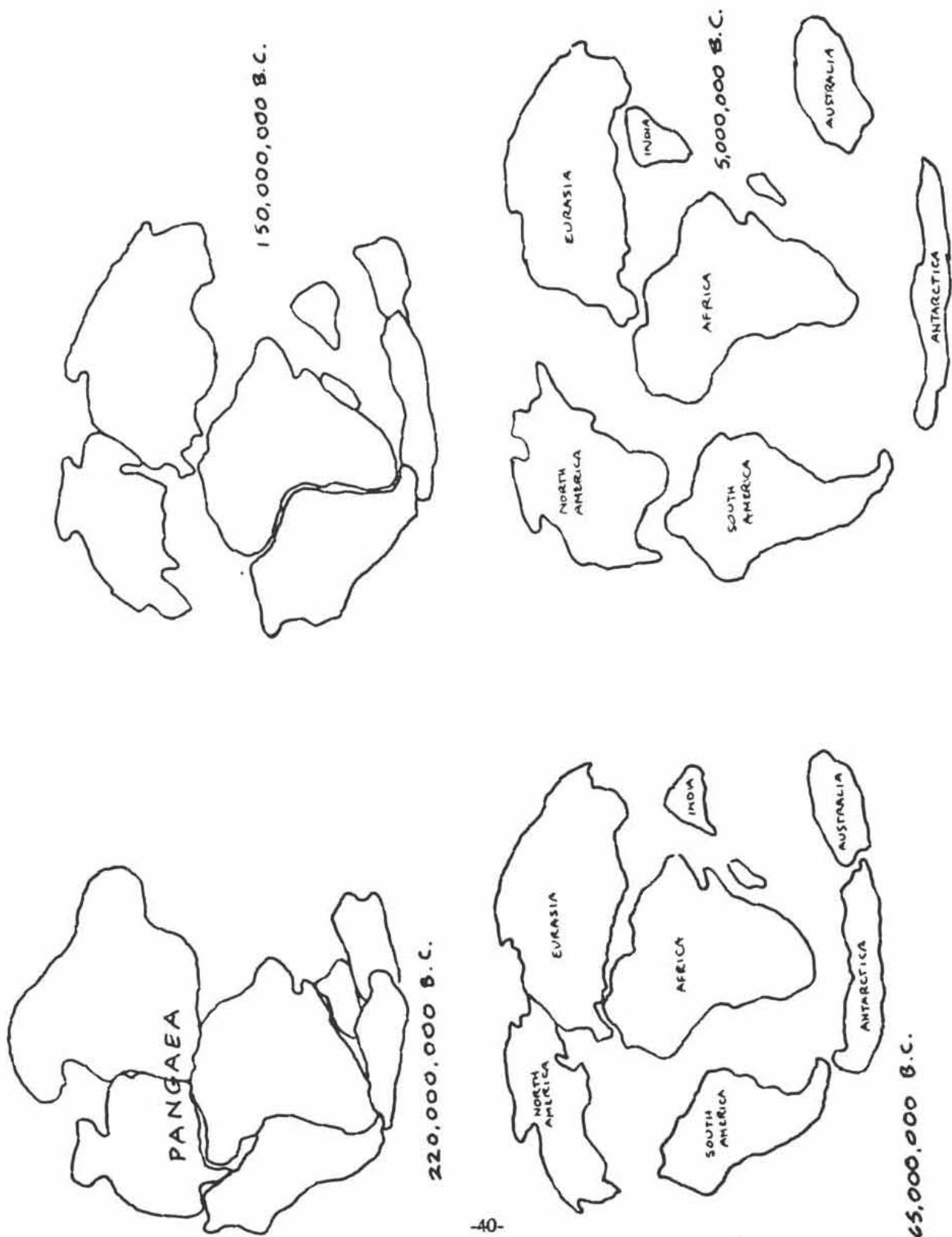
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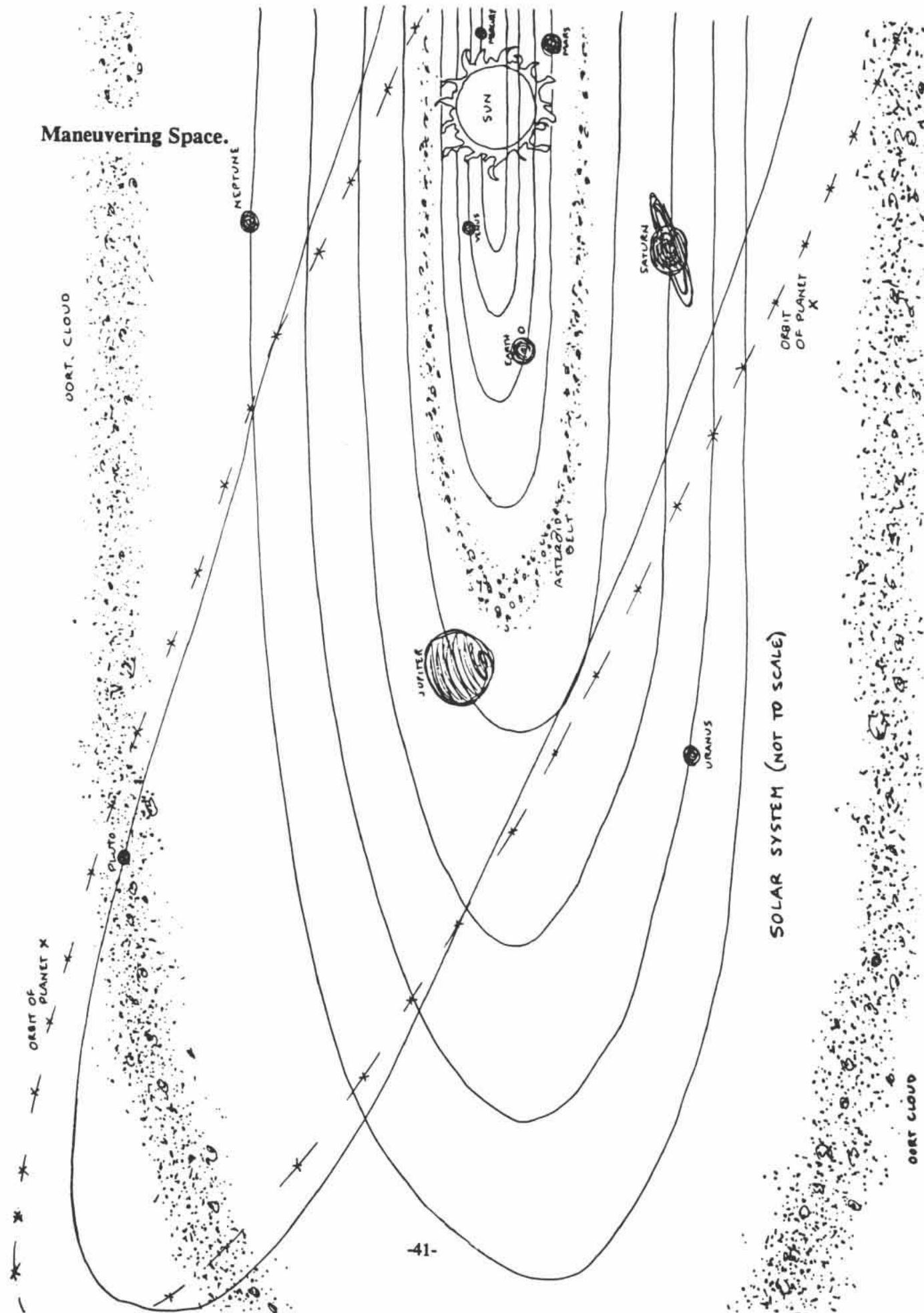
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