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date: 2195
setting: metro
loc: 5549_ac1
escape 53%



date: 2809 b.c.e.
setting: egypt, Cheops pyramid
-gizah plain
escape 7%

1856

date: ?
setting: stonehenge, salisbury
plain, england
escape: 27%



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Chapter I: Time Travel Characters

The following occupations and classes are suitable for characters specifically trained to travel through time (or manipulate it, in the case of an anomaly). Characters with this specialized training typically belong to a time travel organization or have grown up in a society where time travel is commonplace.

Classes

Anomaly

The anomaly is a creature that exists outside of time. Through some quirk in his genetic makeup, he can sense the true nature of time and eventually learn to control it. The anomaly has no ability to travel through time in the traditional sense (barring technology or magic)—he is simply able to ignore the rules of time. An example from modern-day earth would be an Australian shaman who can travel through “dream time.”

Requirements

To qualify to become an anomaly, a character must meet the following criteria. (The quickest path into this class is through the Dedicated Hero basic class.)

Base Attack Bonus: +2

Skills: Spot 6 ranks

Feats: Alertness

Class Information

The following information pertains to the anomaly advanced class.

Hit Die: 1d8

Action Points: 6 + one-half character level, rounded down, every time the character gains a new level in this class.

Class Skills: The anomaly’s class skills (and the ability for each skill) are: Balance (Dex), Escape Artist (Dex), Intimidate (Cha), Knowledge (arcane lore, current events, history, physical sciences, streetwise, technology) (Int), Listen (Wis), Navigate (Int), Pilot (Dex), Sense Motive (Wis), Spot (Wis) and Survival (Wis).

Skill points at each level: 5 + Int modifier.

Class Features

The following features pertain to the anomaly advanced class.

Time Sense: The anomaly has an innate sense of the order and rules of time, even if he comes from a primitive society without a developed system of time measurement. He always knows the proper time and can tell what year it is, even if he has been moved through time, by instinctively judging his temporal position. The anomaly can also make a Spot skill check (DC 20) to sense any changes to the timestream. This ability can detect the presence of time travelers (even if they are just passively observing) and other anomalies.

If an anomaly is using his abilities, or if



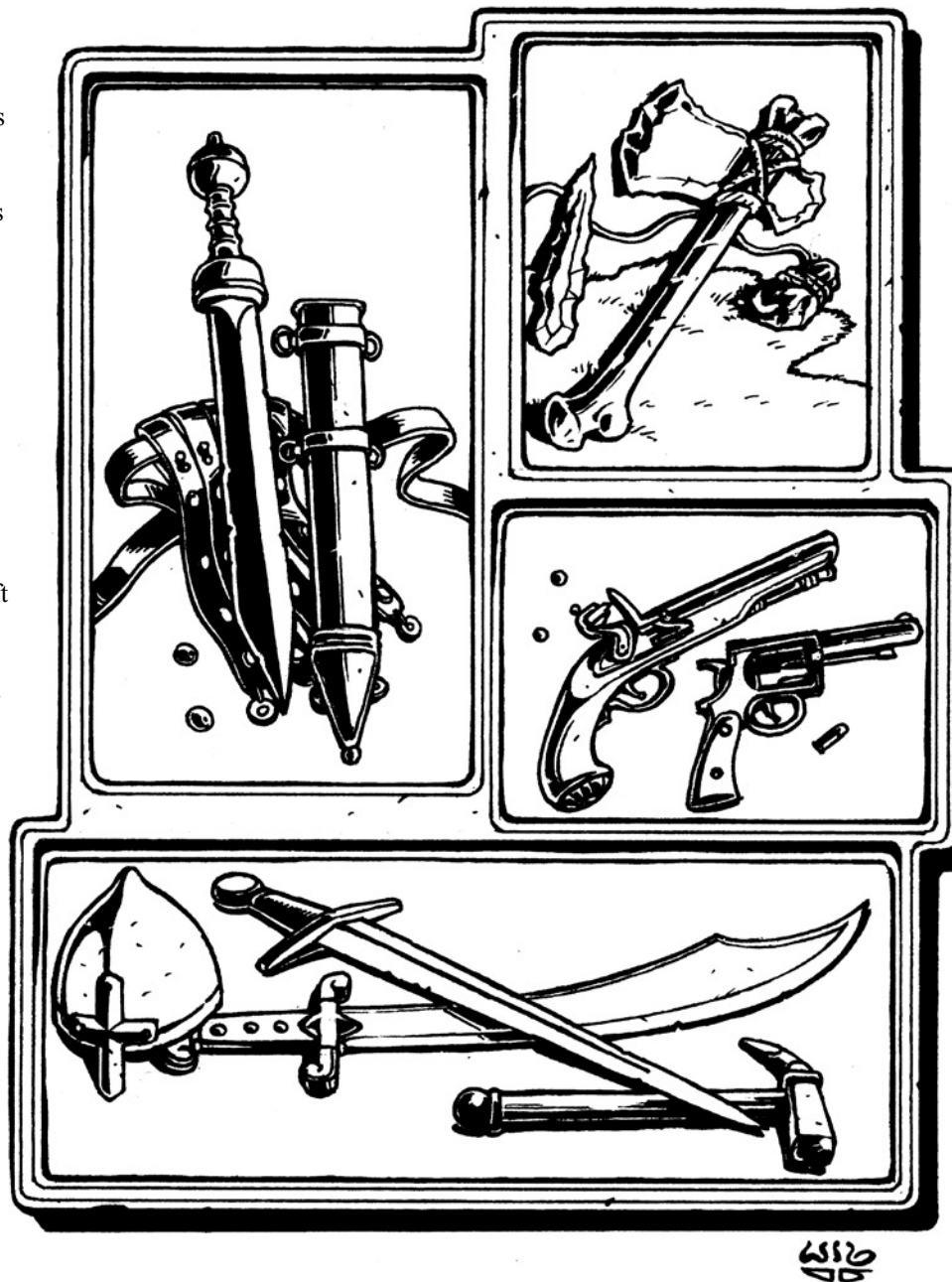
Equipment

Following are weapons and armor tables for every PL, from 0-4. These are included to provide the GM with details on weaponry carried by a time traveler's likely opponents. Should characters be unable to bring technology with them when they travel through time, they may wind up using these weapons themselves, since they will be limited to the technology they can find.

All weapons and armor are described in the usual information (damage, critical, damage type, range increment, size, weight and purchase DC). They are also described in two new ways, detailed below: Progress Level and Craft DC.

Progress Level: This is the Progress Level at which the weapon first appears. Weapons remain in use as long as they are viable—often well beyond the Progress Level in which they first appear.

If a weapon is purchased or constructed in a Progress Level later than that in which it first appears, that weapon will be less expensive and easier to make. Reduce the purchase price of a weapon by 2 times the difference between the PL in which it is being purchased and the PL in which it first appears. Reduce the Craft DC to construct the weapon by an amount equal to the difference between the PL in which it is being crafted and the PL



in which it first appears.

For example, the hardwood club first appears in PL 0, where the difficulty of cutting and shaping hardwoods makes it expensive (Purchase DC 16) and extremely difficult to make (Craft DC 20). If someone wished to purchase the same club in a PL 2 society (the Middle Ages), the Purchase DC would be 12 (a base DC of 16, minus 4 for 2 PLs) and the Craft DC would be 18.

Craft DC: This lists the specific Craft skill (and DC) required to make the weapon.

PL 0 Weapons and Armor

Extremely primitive, PL 0 weapons are simple attempts to increase the damage the human body is capable of inflicting naturally. These weapons also increase the range at which a warrior or hunter can engage his enemy, protecting him from injury.

PL 0 Weapon Materials

Weapons of the Stone Age are made out of three materials: wood, stone and bone. Each of these materials is described below.

Wood: Wooden weapons have two advantages: they can always be fashioned with ease and materials are generally in ready supply. Still, these



Chapter II: Temporal Mechanics

This chapter discusses the “how” of time travel, which must be determined by the Gamemaster before any campaign can take place. Rather than provide one set of time travel rules, this chapter discusses several different options, allowing the Gamemaster to choose the temporal mechanics most appropriate for the type of campaign he wants to run.

Method of Travel

The precise method by which the characters travel through time has an enormous impact on the feel of the campaign. Do they use a mysterious mystic artifact, a captured alien device, a complicated slingshot around the sun or a natural phenomenon? Each of these methods could have unique rules and limitations that govern how and why the PCs travel through the eons. When deciding upon a method of time travel, the Gamemaster should consider the following issues, all of which are discussed in more detail below: power source, accuracy, preparation time, effects of transport, and size/weight restrictions on transport.

Power Source

What powers a time machine influences the flavor of the campaign more than it does the actual mechanics of time travel. If the power source is rare and/or expensive, time travel will be conducted only for important purposes. This rules out flights of fancy

and tourism (unless the tourist is *very* rich) and puts time travel on a par with modern spaceflight as something only done by governments and the ultra-rich.

On the other hand, if time travel is cheap and inexpensive, and if the technology is commonly known, *anyone* can take a jaunt through time—putting time travel on the level of the automobile. Without strict enforcement of laws governing time travel and interaction with the past, this could lead to a widespread muddling of the timestream. Travel to certain time periods would have to be restricted or forbidden to avoid contamination; the crucifixion of Christ, for example, would probably be affected by millions of time travelers showing up to watch.

One last consideration when determining the power source of the campaign’s mode of time travel is whether that source is mystical or technological. If the power source is mystical, then time travel might have always existed, leading to the possibility of visitors from the *past* and not just the future. These sorcerers from the past might attempt to change the future (perhaps to prevent the industrial revolution and keep technology from supplanting magic, for example) just as a visitor from the future might seek to alter the past.

Accuracy

The accuracy of a time travel method, like the nature of its power source, helps determine how often those in possession of a means



Temporal Mechanics



impossible. During an attempt to reverse engineer the stardrive, several accidents occurred in which scientists disappeared for a moment only to reappear shortly thereafter, much older and quite insane. Many were dead by very unusual causes, such as frostbite, dehydration or severe burns. Others were alive, but babbling incoherently about decades spent in jungles being hunted by terrible creatures.

Unable to explain these phenomena, scientists were nevertheless able to reverse engineer the stardrives and begin the creation of relatively primitive copies. Although many people questioned the wisdom of employing devices about which so little was known, the devices seemed relatively stable, and their potential for military and exploratory applications seemed worth any risks. One of these risks was that occasionally ships would simply disappear for no apparent reason. Usually they were never seen again, but sometimes they reappeared seconds later, carrying long dead-crews and showing signs of decades or even centuries of cosmic collisions.

It wasn't until an engine malfunction aboard the Earth starship *Repulse* was successfully reversed that scientists learned the truth: the quicksilver drives not allowed objects to exceed the speed of light; it also allowed them to move through time. The malfunction was examined exhaustively and new safeguards were put into place to make such "events" less likely in the future. But scientists continued to wonder how to harness this new and highly classified capability. Random exploration was deemed too dangerous, and the governments of Earth agreed in secret to impose a moratorium against further research.

But when a team of archaeologists on Mars, exploring an area cordoned off and labeled forbidden territory by the governments of Earth due to the large number of ruins there, discovered an ancient gateway that allowed controllable transport through time, government officials knew they had

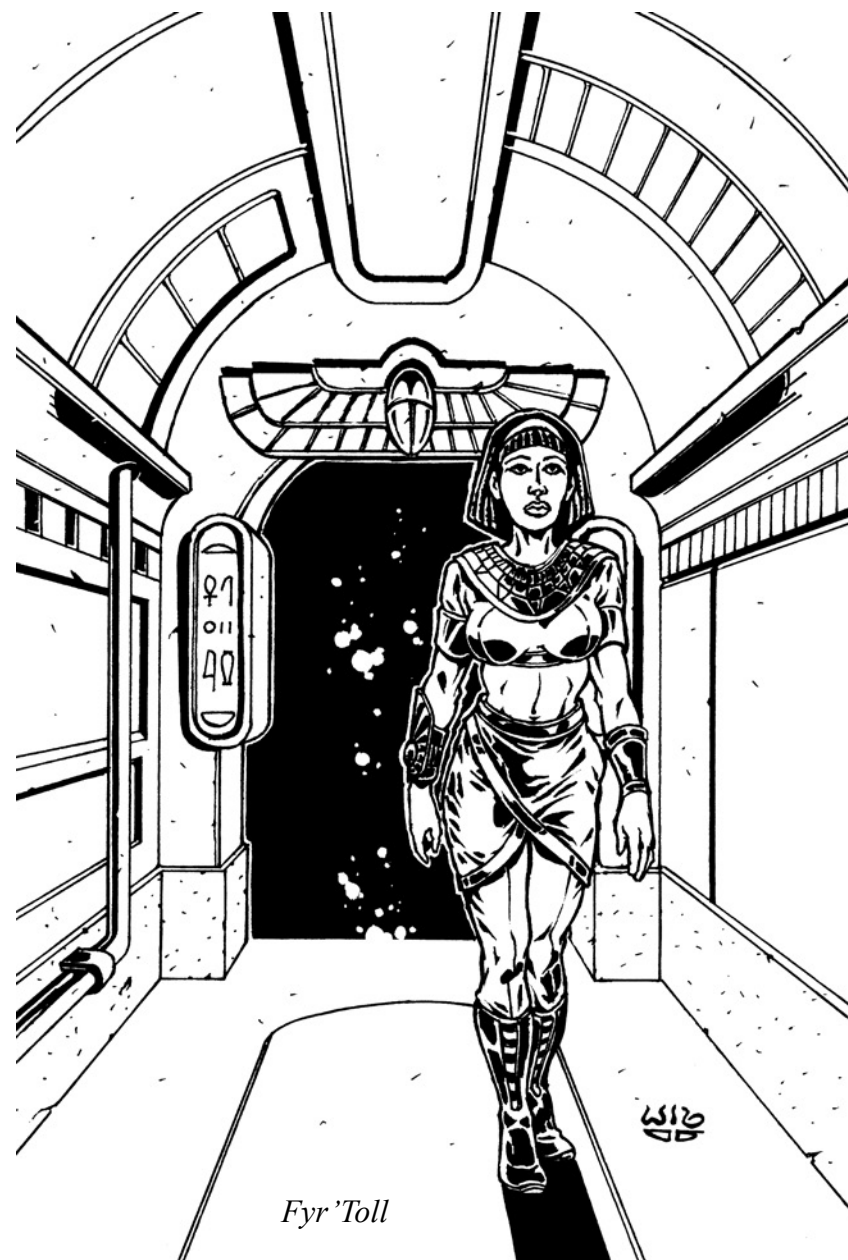
an opportunity to explore an even more daunting frontier than the strange and wondrous stars beyond the Sol system.

In complete secrecy, the governments of a now-United Earth began authorizing experiments with this time gateway, establishing the Time Enforcement Agency (TEA) to manage and regulate the use of this technology for science and exploration.

Disturbing Trends

As TEA agents began to explore the parameters of the device, including the frustrating inability to transport any equipment containing moving parts or a power source through time, they also realized that they were being watched. There were others moving through time as well... and unlike the TEA agents, they were not merely observing and recording. They were attempting to change things.

When the governments of United Earth was informed of this situation, their response was again unanimous: the TEA would expand beyond science and research and become a true enforcement body, with the military objective of learning who these forces were and preventing them from making a fatal change to the timestream. While 99.9% of the population slept soundly and unaware, the most important struggle in the history of mankind had begun: the Time War.



A Brief History of the World



Chapter III: A Brief History of the World

Author's note about this timeline

Many things that are stated as fact in this timeline are hotly debated by modern scientists and historians. When was the Big Bang, really? What event killed 90% of all life on Earth 250 million years ago? Why did the dinosaurs go extinct? These are questions to which science may never know definitive answers, yet definitive answers are given here. The reason for this is simple: in a time travel game, it is presumed that someone could *go look*. Feel free to substitute any explanation you choose, or even no explanation for these events. But be prepared for players who will expect to know the answers to age-old conundrums—and who, if no answers are available, will want to know “why not?” If the answer you provide is “no one has visited that time period yet,” you still need an answer—since your players might decide to go check themselves!

13.7 Billion Years Ago: Big Bang. Creation of the universe.

4.6 Billion Years Ago: Formation of Earth's solar system.

3.9 Billion Years Ago: Formation of Earth.

3.5 Billion Years Ago: Bacterial life on Earth.

2.5 Billion Years Ago: Cyanobacteria, the first organisms to use photosynthesis, appear. These organisms produce oxygen as a byproduct and transform the Earth into the oxygen-rich planet we know today. The appearance of oxygen leads to the “oxygen catastrophe” as the substance kills the

majority of life on the planet Earth—lifeforms for which oxygen is poisonous.

1 Billion Years Ago: The oldest known supercontinent, Rodinia.

750 Million Years Ago: Rodinia breaks up, forming three large continents: Protolaurasia, Protogondwana, and the Congo continental craton. (A craton is a section of crust at least 500 million years old; cratons are usually not independent continents but are found in the exterior of older continents.)

Earth enters a severe period of ever-worsening glaciation.

600 Million Years Ago: Multicellular life on Earth. The Congo continental craton connects Protolaurasia to Protogondwana, forming the short-lived supercontinent of Pannotia.

580 Million Years Ago: “Snowball Earth.” glaciers now cover the entire Earth, bringing photosynthesis to a complete halt. Earth is a very dry, cold, blindingly white planet during this period, with its internal temperature allowing for the existence of water only beneath several kilometers of ice.

542 Million Years Ago: In the “Cambrian

Explosion,” as the Earth emerges from the “Snowball Earth” period, there is an explosion of life leading to the rapid development of diverse forms of animal life. Animal life flourishes on Earth during this period, and hard body parts (mostly shells) make their first appearance in the fossil record.

540 Million Years Ago: Pannotia breaks up into the continents of Laurentia (the craton at the heart of North America), Baltica (the craton in northwest Eurasia), Siberia (the craton at the heart of modern Siberia) and Gondwana (modern Antarctica, South America, Madagascar, Africa, India, Arabia, Australia and New Zealand).

300 Million Years Ago: The supercontinent of Pangaea is formed. Many of the mountain ranges formed during this period are still in existence today, including the Appalachian mountains of North America, the Ural mountains of Eurasia, and the Atlas mountains of North Africa. The one ocean surrounding Pangaea has been named Panthalassa.

252 Million Years Ago: Permian-Triassic extinction event. The worst extinction event known to science, this period sees 90% of all marine life and

Adventures in Time: Snowball Earth

Whether or not Earth was ever truly completely encased in ice is a subject of much debate in scientific circles. Scientifically-inclined time travelers might want to visit this period to study the conditions for themselves. Even if the planet is not entirely encased in ice, conditions are likely to be brutally harsh—closer to an alien planet than what is normally thought of as Earth, especially if the PCs' stay ends up being longer than planned (but what are the odds of *that?*).

This period could also serve as a “gulag in time,” a nice place to send someone as a punishment, assuming you gave them adequate supplies to survive. If someone were to arrive in this era unprotected from the elements, whether they were forcibly sent back through time or simply stumbled upon it unprepared, they would likely die from exposure in minutes.

A Brief History of the World



1213: Pope Innocent III calls for a fifth crusade.

1214-1294: Life of Roger Bacon, English philosopher and scientist.

1215: King John of England signs the *Magna Carta*.

Mongols capture Beijing.

1216: King John succeeded as King of England by his nine-year-old son, Henry.

1217: Crusaders arrive in Palestine for the Fifth Crusade.

1218: After attacks to the south, Korea declares itself a vassal state to Genghis Khan's Mongol Empire. Mongols conquer Persia.

1219: In Egypt, the port city of Damietta falls to the crusaders.

1220: Frederick II crowned Holy Roman Emperor after agreeing to assist the Fifth Crusade.

First chapter of Dominican friars.

1221: Saladin's successor Khalil offers the crusaders Jerusalem in return for the port of Damietta.

1223: Mongols invade Russia.

1225: Frederick II crowned King of Jerusalem.

1226-1502: The Golden Horde emerges as a powerful Mongol nation in southern Russia.

1227: Death of Genghis Khan.

Jousting begins to grow in popularity as a sport among European aristocrats.

1233: Inquisition established in Toulouse.

1235: Mongols construct the walled city of Karakorum, possibly the empire's first fixed capital.

1236: Mongols issue paper money.

1238: Mongols invade Russia, capturing Vladimir, Yaroslavl and Rostov.

1239: Muslims from Central Asia entrusted to collect taxes in Mongol-controlled China.

1240: An anonymous author writes *The Secret History of the Mongols*, which relates the story of Genghis Khan.

Mongols capture Kiev.

1245: The Assassins carry out spectacular murders in their crusade to foment revolt against Islamic orthodoxy. Their headquarters at this time is in Jalal Ansariyah, Syria.

1250: The Mali Empire rises to prominence, taking over Saharan trade in gold, salt and other precious commodities.

1255: Catholic Inquisition authorizes use of torture in cases of heresy.

1258: Mongols sack Baghdad. Fall of the Abbasid Caliphate.

Rebellious English lords, led by Simon de Montfort, extract a series of concessions of royal power from Henry III including the establishment of a parliament, which will meet three times yearly.

1260: Civil war in the Mongol Empire in which Kublai Khan and his brother, the grandsons of Genghis Khan, struggle for rulership.

1264: The Mongol civil war ends with Kublai Khan proclaimed leader of the Golden Horde.

1266: Kublai establishes a new capital in Beijing, which the Mongols call Khanbaliq.

1271-1295: Venetian explorer Marco Polo travels throughout Asia, providing vivid accounts of China and the court of Kublai Khan.

1274: First attempted invasion of Japan by the Mongol Empire fails when the Mongol ships are destroyed in a typhoon.

1275: Marco Polo visits Kublai Khan's summer palace at Xanadu.

1281: Second Mongol invasion of Japan fails when the majority of the Mongol fleet is again sunk by foul weather. This leads to the Japanese legends of the *kamikaze* or "divine wind," which they believe is the gods' refusal to allow an invasion of the holy soil of Japan.

1284: Rebuilding of St. Paul's Cathedral in London

Adventures in Time: Marco Polo and Kublai Khan

In early history, traveling through Asia was often a dangerous undertaking, especially for a foreigner. But by the 13th century, such an undertaking was no longer so difficult. The civil war that had engulfed the Mongol Empire was over and Kublai Khan, the son of Genghis, now enforced such a ruthless peace throughout Asia that it was said a virgin with a pot of gold on her head could cross from one end of Asia to the other without incident.

Into this environment came a brash young explorer, a Venetian named Marco Polo. He became a favorite of Kublai Khan and was sent on diplomatic missions throughout India and Persia. Because of the stability imposed on the region and the reluctance of anyone to harm an envoy of the khan, Marco Polo was allowed to travel throughout Asia for over 20 years. His vivid accounts of the many places he visited and of the court of Kublai Khan spurred further exploration of Asia by the west.

For a time traveler, perhaps the "mother lode" of exploration would be to accompany Polo on his travels. Of course the explorer would have to take care not to impose himself on the expedition in any way, lest he change the history he wishes to record.

For those seeking to change history, being a part of Polo's expedition would provide the perfect cover for a Herculean task: the assassination of Kublai Khan. This would likely render the histories of China, India and Japan unrecognizable.



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