

Introduction:

Sorry that this is long. There are a lot of notes that I've written up so far. If it's too much, then just read the introduction stuff and wait for more final versions of PC backgrounds. Right now I probably have more written for most characters than I can fit on the character sheet, so most writeups will need pared down in size. A few still need substantial material added.

When I started planning for this LARP, I asked Amber what sort of game she wanted for her birthday. She said "something like a Doctor Who episode". So we have Amber acting as **Ushas**, a time travelling do-gooder, interfering with human history and with a human sidekick along to be impressed and get in trouble (Cyrilian, a roman poet/philosopher). If you're unfamiliar with Doctor Who A) don't worry, you'll be fine without external knowledge and B) get thee to Netflix and start watching already.

The human history Amber is meddling in involves a high energy physics experiment that is centuries ahead of its time. **Sufficiently Advanced Technologies** is testing and presenting their teleportation array. The project is way behind schedule and heavily in debt, so company head **Alan Smithee** is set on presenting even though the system has only been tested once. Smithee has a team of three scientists working on the project (*Dr. Kerensky*, *Dr. Bread*, *Tara Samms*), though two of them are mentally compromised at this point (*Bread* and *Kerensky*, though in different ways).

A couple of alien races are interfering with human affairs in various ways:

The Jagoroth is an immortal being trapped on Earth for millenia, trying to fix his timeship. If the experiment is completed, then he can escape. Which would kill everyone here, but that's a minor detail. The Jagoroth has been guiding human evolution and science for a long time to reach this point. Now he is disguised as **Mr. Manciple**, the Public Relations

man for the company.

The Clockmaker and **the Grubber** are members of two races trapped in a violent war in a pocket universe. The first test run freed these two as immaterial beings, and they quickly possessed nearby human bystanders. The Clockmaker possesses **George Spelvin**, a journalist covering the event. The Grubber possesses **Dr. Kim Bread**, one of the scientists.

If we have enough players, we may also use **Cavis**, a legitimate authority in time and space trying to stop rogue time travelers (such as Amber's PC) from modifying the time stream. Cavis is accompanied by **Fangshi**, a human from the future encountered and defeated by Ushas once before. Due to being thrown into a temporal warp field, Fangshi can sense unusual time energy zones such as those around a time traveler or the Jagoroth's timeship.

A few clueless humans round out the cast:

Dr. Kerensky thinks he invented the device, but actually has been fed advanced science by the Jagoroth. The higher order math is more than a human mind can handle, and so Kerensky has started to go insane.

Tara Samms is the third scientist, and the last remaining sane one.

General Duggan is a potential investor from the military, but is more interested in finding a potential leak than he is in listening to scientific lectures. He has a bodyguard, **Walter Plinger**, who witnessed Amber's PC save the day once before and got put on psychiatric leave for doing so. Now he runs a crazy conspiracy website, which occasionally leaks classified information.

David Agnew isn't really here to invest in the company. He's here to meet a contact and smuggle equipment out, but his contact is possessed by an alien. So he's going to have a few complications.

Lady Eleanor is supremely rich and famous. And is trying to blackmail Alan Smithee into giving the company to her for cheap.

The guest list for this sort of thing fluctuates until close to the event. Nonetheless, I want to have some idea who is playing what part. Ideally, then we could distribute background a day or two in advance, but people's changing schedules always cause problems for that sort of thing.

Here is my current best guess on which PCs are high priority and which aren't, and who we could have play who. Anyone's casting could be changed, except for Amber's. People with ?s after their names are "Maybe attending".

Priority of PCs and casting ideas:

Ushas	Amber
Mr. Manciple	Matthew?
Smithee	Scott
Kerensky	Pete
General Duggan	Mojo

(that's the minimum number to play, though it looks like we'll be overbooked rather than underbooked.)

George Spelvin	Stacie (regender character)
Kim Bread	Corinne
David Agnew	Rich
Lt. Plinger	Christina? (regender)
Cyrian	Russell?
Tara Samms	Wendy
Cavis	Amber's Mom
Fangshi	Wayne
Lady Eleanor Braxiatel	Kate

Jen?
Jamie?

Do we need two more possible PCs? Or use them as "understudies" if someone cancels?

The Brochure:

Everyone's character sheet will be laid out like a brochure, with generic background information on the outside and their specific background inside. Here's the brochure info, which really gives them generic information that everyone needs to know.

Welcome to Sufficiently Advanced Technologies!

Everyone in a high tech industry has heard of Sufficiently Advanced Technologies. It's the impressive little startup that snatched up some of the world's leading physicists. Led by maverick businessman Alan Smithee, the company has been spawning rumors and buzz aplenty, even without ever announcing what it's been working on.

The Secret Project

Everyone seems to have a theory about what it is. You heard several before you were invited to this presentation. All of them were wrong.

According to the secret invitation that you received, the product is no less than a teleportation system. Such a system could revolutionize every single aspect of society. No more highway system. No more shipping overseas. No more travel by space shuttle. No more border security. How will it change transportation? Industry? Urban development? Space exploration? Warfare?

The Facility

Though they are making big promises, the SAT labs are pretty small and humble.

The Device:

The central premise for the larp is “a presentation of experimental technology, for a group of potential investors”. (Technically, the central premise is “something sort of like a Doctor Who episode, as that was Amber’s initial request. But this is how the Doctor Who-ness manifests.)

The Jagoroth, an immortal alien who is one of the PCs, has been engineering this project to construct a specific technical device. He has the human scientists convinced that it creates a teleportation window. In reality, the device can’t be tuned to terrestrial coordinates. The last usage opened a gateway to a strange part of existence called the Negative Dimension. Anyone with some superscience abilities will be able to figure this out.

There are several parts to the device. Initially, they are scattered among different participants and larp locations. Assembling them in the proper way can get a properly functioning machine. Assembling them in improper ways might be non-functional or dangerous.

A lot of the design relies on ideas presented in an insightful article called “Causality and Choice” by Neel Krishnaswami:

<http://dl.dropbox.com/u/13352313/daedalus-winter2004.pdf#page=86>

So there are four parts to the device:

The Quantum Flux Doorway, which creates the wormhole

The Crypto-Anagon Transmitter, which keeps the wormhole stable and under controls

The Safety Interlocks, which prevent any dangerous or non-standard configurations from working

The Kerensky Translocation Array, the primary device whose functioning is dependent on the other devices.

Each device has several settings, and their various settings determine how the KTA functions when turned on. (*Don’t worry. There’ll be a cheat sheet for GM use during the game.*) I’ll have to write this up more thoroughly later, but know that each of the the first three devices has two or three settings, and the Translocation Array’s functioning depends on what the other devices are set as.

The Jagoroth wants the device set up one way. The scientists and Clockmaker want it a different way. The Grubber and others don’t want it functional at all, and a lot of PCs are up in the air about the device. The ideas Neel presents gives us a framework for letting the players play around and actually make meaningful choices about the device and us as GMs to actually make consistent decisions about the device’s responses.

I’ve got a chart worked up for how the device works in various states, but need to encode it into something legible.

Ushas, Mistress of Time

AKA Helen Swanetsky, investor from the financial firm Baker, Baker and Hartnell

(Casting: Amber, obviously)

Beyond humanity's knowledge, there is a universe full of wonders. You should know: you're one of them. A rogue Infinity Guardian, tasked with keeping the timestream in order. You didn't like following orders and rules much, so now you're doing the same job, but freelance.

You've been travelling the universe forever, seeing all its wonders, doing good deeds, and exploring the strange corners of history. Oh, didn't I mention? You also travel through time. You're like a time travelling tourist who somehow always swoops in to save the day with some advanced scientific knowledge and a wry joke.

You picked up your companion Cyrian from ancient Rome a few hops ago, and have been showing him the usual mix of sights. You've now taken him here to see what went wrong when Sufficiently Advanced Technologies' mysterious accident occurred. You hope to discover what happened, and maybe save a few lives of the people involved.

Goals

Find out what went wrong. History never got a clear answer to what went wrong at the demonstration. Something happened, something exploded and no one made it out alive. No one is even sure what device was being demonstrated.

Set it right again. Do good, prevent catastrophes, avert calamities. All in a day's work for you.

Save human lives. You're not actually human yourself, but they're still sentient beings that you look kindly upon. You don't like to see them hurt each other, or seeing other species hurt

them.

People you know:

Cyrian - a philosopher and poet from Imperial Rome. He's been your travelling companion for the last few hops. You've shown him strange alien worlds and new civilizations and all the standard ways of impressing humans. He then asked to see the future of humanity, so you brought him to the 21st century.

other humans - the historical record doesn't have a lot of info on the staff. After the incident, it is revealed that **Alan Smithee**, the manager, is much more deeply in debt than he admits. Everyone else seemed to have normal-ish lives before the incident here killed them all. Scientists, mostly, publishing science-y papers. **Mr. Manciple** looks vaguely familiar, but you don't know why. Such is the life of an immortal time traveller: you accidentally run into someone you last saw a century ago, or sometimes people you haven't even met yet.

Aliens - the universe is full of them. Most are everyday blokes just trying to get by running an asteroid farm or what have you. A handful of races are real trouble, though. They are:

The Jagoroth - a vicious, backstabbing lot of immortal tentacled brutes with too much super-science for their own good. Really: the Jagoroth had a giant civil war that wiped them all out.

The Mendrazi - terrifying, disturbing, shadowy beings that tried to destroy Earth twice before. But the last time you saw them, you convinced them that a doomsday device lay under the planet that would wipe them out if they ever came near Sol again.

The Clockmakers. Like insane zero gravity Nazi poets. Luckily, they're all trapped in the Negative Dimension where they can't do anyone any harm.

The Infinity Guardians - a bunch of stuffy old worriworts who won't let you take vacations

to the Big Bang or rewrite Jagoroth history or anything. You're trying to avoid the Celestial Intervention Agency in particular, because they tend to deal unfavorably with unlicensed "meddling". Infinity Guardians are generally

Technology:

The Positronic Glass - AKA your cellphone set on "Barcode Scanner". Use it to scan items and things to learn additional information. Your superscientific knowledge and the device's advanced scanning apparatus will reveal many mysteries.

The Temporal Crystal - powers your time machine. You don't want to get messed up in your own timeline, though, so you'll steer clear of any Bill and Ted "leave the keys here for yourself" shenanigans. Time travel is a good way to travel, but using it to solve problems always creates a bigger mess than you had in the first place. It's like trying to scramble an egg by artificially triggering an earthquake: it might work if you do it just right, but it definitely will cause a lot of other problems.

Cyrian aka Norman Ashby (Casting: Russell?)

You were once a poet and philosopher living in Imperial Rome. Now you travel through time and space at the side of a divine lady.

In your life, you have been blessed to meet not one god but two. The first was the mighty and powerful Tempus, for whom you wrote odes and epic poems and debated the future of humanity. The second was the Lady Ushas, who has taken you from your home in Imperial Rome and shown you the wonders of the universe. You adore and worship both divine beings, as is the only proper for a mortal like yourself.

Since the Lady Ushas took you as a companion, you have seen planets and wonders you could never have imagined. Now she has chosen to show you the splendors of mankind's future.

Goals:

Obey the gods, for they are powerful and wiser than a mere mortal like you. The gods are fickle and jealous sometimes, though, so do not speak of other deities before them. Ushas might be angered by the worship of Tempus, or vice versa. Better to worship each separately than to anger either.

Investigate the myriad wonders of the future. How does future man live and work and play and eat? Is there still war? Does the Empire still rule? Has enlightened philosophy created a better tomorrow?

Do right with the world. Leave this future land a better place than you found it, and make joy for its inhabitants.

People:

Ushas, mistress of time - currently calling herself "Helen Swanetsky".

Tempus - for some reason he's calling himself Mr. Manciple.

The Jagoroth **AKA Mr. Manciple**

(Casting: Matthew?)

AKA the Jagoroth, Aka the roman god Tempus and a host of other gods of myth.

You've been waiting a long time for this. Impossibly long, it seems. Four billion years, in fact.

When the project went wrong, all seemed lost. Your mutiny of the timeship failed, and the warchief decided to exile you on a young dead rock, to live out your existence alone. But you were clever and patient. You couldn't make a timeship yourself, but you worked to create a race that could. The first few billion years were slow, and tough. You were close to getting a tool using race when an asteroid killed the dinosaurs and set the plan back several million years.

But now humanity has finally gotten close. You've been guiding their development and nudging along their physics from time to time. The test run seemed to work, and now this experiment will finally charge up your Zero Time Coil. With that, you can power your time machine and erase your eon long exile - and the human race - from history.

In order to watch over the experiment, you've taken an identity as Mr. Manciple, the PR man for Sufficiently Advanced Technologies. But you aren't some measly hairless ape. You are ancient. You are vast. You are the destroyer. You are Jagoroth.

And you're close now. So close. You're getting impatient. Nothing can stop you this time, no matter what.

Goals:

Insert your Zero Time Coil into the experiment.

You need to modify the settings on the Crypto-Anagon Transmitter and place the Zero Time Coil through the doorway that will open. This will charge it up with interdimensional quantum particles, allowing it to power your homemade timeship.

Escape in a time machine. Your timeship requires detonating a nuclear weapon to successfully break the temporal barrier. You'll survive in the ship just fine, and these human vermin are basically inconsequential.

Hide your alien nature. You've bred these apemen to be superstitious and gullible for so long that they're likely to freak out at the idea of an alien in their presence. So keep your history a secret by whatever means necessary.

People you know:

Alan Smithee - thinks he's in charge here. But you secretly own more of the project than he does.

Dr. Kerensky - you've been feeding Kerensky advanced Jagorian mathematic information. This has accelerated the project, but the knowledge is more than Kerensky's puny human brain can handle. He's begun to go a bit mad. You hope that he'll last long enough.

Norman Ashby - for some reason, this apeman makes you think of when you were worshipped as a god in Egypt and then Rome. Feasts were held in your honor and poets sang your praises. Why does Ashby remind you of this?

Dr. Kerensky

(Casting: Pete)

Theorem: *everything is a lie.*

How can it be any other way? How?!? If anything else you had ever known was true, then the Kerensky equations must be incorrect. But you have direct experimental confirmation of your equations, in the previous test of the Translocator Array. Three days ago, you got final confirmation that your theories are true: this universe doesn't exist.

So we can trust the equations, even if you can't trust any equations. The equations that seem to simply come to you in your sleep, or appear to write themselves on your notes. The ones that suggest that this universe cannot possibly exist.

The Kerensky equations are a *reductio ad absurdum* argument against sanity itself. They tell you that your every memory is a false construct overlaid onto your thinking. They tell you that your senses are not to be trusted, and that invisible beings walk among us. The Kerensky equations suggest that this universe doesn't exist outside of this building, but rather that your life is just a tiny bubble inside a world where you don't exist.

The Kerensky Equations know everything, but they destroy everything.

None of the others understand the full implications. All the other are fools. Or possibly hallucinations. You're not sure any more. You cannot trust your senses any more. But you saw two ghostly being, briefly, during the test run. A hallucination? Ghosts? A glimpse of the real universe that lay beyond it? You believe that they are sentient beings of higher orders of reality, because the equations suggest that such beings would exist. Your senses are untrustworthy, but the math is sound. The math that says that you are insane, but also the least insane human on the planet. The other poor fools don't even know the depths of their own insanity.

Goals:

Complete the experiment. It's imperative that you complete the project, no matter the cost! Your genius must be shown to the world!

Take all the credit. Your equations were the breakthrough, and none of the others understood their true significance.

Prove to the others that their own precious sanity is precarious as yours. Everyone else should see the falsity of their senses and their sanity. Bring others along to discover the lie of this world, so they too can experience the vast twenty-nine dimensional interlace of true reality.

Speak to the transcendental beings and learn the mysteries of the universe. This world is a lie. You need to expand your consciousness to encompass the infinity of the truth. Having a guide on the path would make reaching the next mental energy level easier.

People:

Alan Smithee - thinks he is the king, when in fact he's the fool and the real king hides on the other side of a twelfth dimensional spiral of energy.

Dr. Bread - never looks beyond the immediate consequences of your work. When Dr. Bread sleeps, the telephone whispers to you in Spanish. Or maybe Basque. You don't know; you're a physicist, not a linguist.

Tara Samms - Her graduate thesis doesn't even mention the three eyed monster that will eat charm quarks at certain energy levels. And that's just sloppy work.

Mr. Manciple - sometimes appears as a giant insect. You think it is a sort of beetle, but the calls to the Entomology department at the museum have been so far fruitless.

Others - investors or lookers-on or talking geese or acolytes for a newly founded religion. You never can tell any more.

Swanetsky - has an odd taste to her. She smells like the inside of a particle accelerator, and seem to know more than she should. Are you just being paranoid? Or is she a transcendent extradimensional thought-construct here to bring you to the next stage of consciousness?

Alan Smithee

(Casting: Scott)

This is your last chance to make it big. Your company, Sufficiently Advanced Technologies, is way overleveraged into debt you can never repay. Unless, of course, you get a juicy military contract or some rich eccentric to act as sugar daddy.

So you've been working your staff hard, rushing to get to the demonstration stage. Your test run was repeatedly plagued with delays, but finally happened three days ago. The sciences types are worried about some odd data they got in the test, but it was clearly good enough to use as a proof of concept. The teleportation doorway opened, and that is good enough.

You had to sell off shares of stock to keep afloat. You're not sure who's been buying them, though. You've investigated a few of the purchasers, but they all seem to be front companies. It looks like they all lead back to something called **The Tempus Foundation**, but you don't know who or what that is.

Goals:

Hide your lost wealth. People trust big projects to successful people, not to penniless garage inventors. It's important that you appear wealthy if you want to become wealthy.

Find who really owns Sufficiently Advanced Technologies. And discover what their plans for the company are. Make sure they involve you getting rich.

Sell the project to one of the big investors. If you can get a few tens of millions, then that would get you out of debt. If you can add some zeroes on the end of the number, then all the better.

Find the person leaking confidential information about the project onto the internet. They're just

running a crazy conspiracy website, but it's worrying how they released confidential details of the project.

People:

Dr. Kerensky, Dr. Bread and Tara Samms - These are scientists working for you. They're working hard, and the stress is getting to them. Every time they complain, you just tell them that they can take a break once the big demo for investors is over.

Mr. Manciple - your Public Relations man. He knows this project as well as any of the actual scientists.

General Duggan, Helen Swanetsky, David Agnew - these are the potential investors that you're trying to impress. You need at least one of them to sign on to the project. Two or more would be even better.

George Spelvin - a journalist covering the big reveal. He was present for the first test run, and now is here to cover the demonstration. You want all the good press you can get, so try to keep him happy and impressed.

Lady Eleanor Braxiatel - holy shit. You thought that the Braxiatel Corporation might send a scout. But not that the CEO herself would come. She's ludicrously rich and powerful. Why is she here? Does she own the Tempus Foundation, perhaps?

The Project:

Using some sort of quantum techniques and a bunch of math that you don't understand, the project will create a portal that temporarily connects any two points on earth. The test run

General Duggan

(Casting: Mojo)

You didn't spend a lifetime leading soldiers into battle so that you could sit through some boring science lecture. But that dab-blasted Secretary of Defense says that the weapons of tomorrow's wars are unimaginable today. Or something like that. In the end, it means that you gotta go from lab to lab seeing every overgrown science fair project the country has to offer. This egghead colony has produced some sort of trans-dimensional conduit, whatever that is. The important thing is whether or not you can use it to kill some terrorist overseas. You're betting it can't, so you're not really interested in what the labcoats have to say.

Your real orders are to find the security leak in the company. Defense Intelligence Agency sources suggest that someone within Sufficiently Advanced Technologies is selling high end technology off to foreign black markets. You're supposed to sniff the rats out and cage them up, though the DIA didn't give you much to go on. You've been told that the smugglers sometime use the cover of "**The Temple Foundation**". It's not much to go on, but it's the only useful lead. So ask around.

[insert much more text]

Lt. Walter Plinger

When the miracle occurred, they called you crazy. Your platoon was caught in a deathtrap, and only you survived. No one could explain how you had survived the deadly ambush, but no one was willing to believe your story about an attack by ancient aliens and a mysterious lady who moved you hundreds of miles in an instant.

You were forced into treatment for Post Traumatic Stress Disorder, but you found other ways of dealing with your mystery event. You investigated the truth of what happened, and have

discovered a terrible world-spanning conspiracy controlling everything. This sinister group is **The Temporal Foundlings**. It is led by an ancient cult of high priests that claim falsely to be time travelers from the distant future. They control the government, and guide mankind to build advanced scientific creations. You've been trying to spread the word on your website, though most visitors seem to think that you're insane.

You finally were given a shot back at active duty. It's just a babysitting mission, and the brass expect that it'll be easy. But when you were briefed on the project, you immediately recognized the handiwork or the

Goals:

Investigate and uncover the wrongdoings of The Temporal Foundlings.

Prove to everyone that you're sane. Which should be easy, because you are sane, right? Right?!? I mean, sure, your raving about a global conspiracy bent on mankind's downfall may sound paranoid. But is it paranoia if they really are out to get you?

Protect General Duggan. That's your actual military mission. See that no harm comes to Mr. Four Stars.

People you know:

General Duggan - you're his bodyguard. Which is really the brass giving you kiddie missions while they evaluate if you're ready for action again. No one is expecting any danger for this blowhard while he's looking at the science fair projects.

Helen Swanetsky - that's her. The one that miraculously saved your life back in Afghanistan. She called herself "Ushas" then, but that's definitely her. Now if you can just get her to show off her magical powers, you can prove your sanity.

David Agnew

(Casting: Rich?)

You're supposed to be here as a potential investor. What no one else knows is that you're actually here as agent of the Temple's Foundation, an ancient secret smuggling ring. You have been sent here to smuggle away classified high energy technology so the Temple's Foundation can sell it off in foreign black markets. You should receive a hefty share of the proceeds from any such sale.

Your contact is using the codename "**Clockworker**", and you're supposed to find them by repeating a codephrase "*Did we meet at the Clockmaking convention?*" Then they are to answer "*It's been a long, long time since then.*" Find the Clockworker and get the goods off him or her.

You've heard through the grapevine that Mr. Smithee is in dire financial straights. Dire enough that he sold [insert text]

Goals:

Get the goods - the more high tech junk you can get your hands on, the better. Plans and blueprints and science notes would all be good too.

Hide your wrongdoing - you can't get out and sell stuff on the blackmarket. Tara Samms will be a problem here, and those military types don't make you comfortable at all.

Make a buck - selling the goods on the black market is great. But maybe there's some more money to be made here somewhere, if you keep an eye out.

People:

Tara Samms - Shit. Shit. On a previous con operation, you seduced her to get access to the lab she was working at and steal some items. What was your cover name for that job? It was something weird sounding. Eugene? Dortmund? Devlin Armbruster?

The Clockmaker

AKA George Spelvin

(Casting: Stacie? Rework the gender)

This being is unlike other apemen. This being is like a cuckoo, a being that hides in waiting disguised as another species. The human king George Spelvin has been dethroned and exiled while the this being sits as usurper upon Spelvin body-throne. This being, on of **The Clockmakers**, wears Spelvin's skin as a cloak. This Clockmaker is a ghost possessing Spelvin's form.

Clockmakers are foreign, unknown, like a strange light of distant stars. Clockmakers's home is so far away that no light can reach it, that no sound travels there. clockmakers sing songs very different from those sung on earth. No human can sing the same songs a clockmaker sings.

This being is a hunter, seeking its prey in secret. **Grubbers** are prey, hunted criminals, heretics and witches. The war with Grubbers will last as long as the stars themselves, for Grubbers are as guilty as sin itself. This Clockmaker had cornered the Grubber like a scared animal, but a shimmering field of light made your conquest a fading dream. The grubber escaped as the wind through a net, but this Clockmaker followed as relentlessly as the pull of a black hole. Stepping through the gateway between worldw, you seized the form of one of the gateway's guardians. Spelvin.

For three risings of the Sun, the Grubber has used these apemen as hiding holes. But no longer. The light of your seeking will shine into their caves and show you the Grubber. Then you will kick the doorway open once more and drag the Grubber back through to the swift justice of the Clockmaker army's ire.

Goals:

Find the Grubber and eliminate it.

The Clockmakers are unlike literalists or empiricists. Clockmakers do not value the physical or obvious, so like poets they never describe things directly. All their communication is via analogy, metaphor or simile. Speak in riddles rather than answer questions directly.

Dr. Kim Bread

(Casting: Corrine?)

Your consciousness is not the terrestrial consciousness that the native apemen believe it to be. Your mental framework inhabits this physical vessel for a short time while you work to save yourself.

You came through the doorway to escape much conflict. Another groups of entites called themselves The Clockmakers and attempted to do harm to you and your kinfolk. Your kinfolk, part of a species called The Grubbers, were nearly made extinct by the Clockmaker's attacks. Unable to fight back, the Grubbers tried to escape the planet, but there seemed to be some tremendous elemental force keeping both races on the planet's surface.

Your outlook appeared bleak, as the Clockmaker Extermination units closed in on you. Then a mysterious energy field formed nearby, apparently a doorway to somewhere else. Eager to escape by any means, you sent your consciousness through and located a physical vessel here to use.

That was three solar cycles ago. You have been trying to avoid attention since then. You claimed to have injured your foot hinge unit in the experiment, to explain your loss of balance.

Goals:

Escape the Clockmaker. You think one may have followed you through the portal. He wants to kill you, so you need to avoid or defeat him somehow. Unfortunately, the Clockmaker has probably taken a human form like you did, so you can't be sure who the Clockmaker is.

Hide your alien nature - the humans do not know of other sentient life in the universe. They would likely react poorly if they discovered an alien being in their midst.

Expose the Clockmaker as an alien - come to think of it, exposing the Clockmaker as an alien

might be the easiest way to stop it. The humans will imprison and dissect the Clockmaker or whatever, and you'll escape easily.

Prevent the re-opening of the portal. The humans think the device is a teleportation system, but it isn't. It's a dimensional portal to your home plane of existence. Re-opening would let additional Clockmakers through, which would be terrible. You'll miss your home plane of existence, but the Clockmakers had destroyed most of it and killed your kinfolk already.

Grubbers - grubbers are non-physical entities that share their biological manifestations communally. You didn't realize that the apemen on this side of the doorway operated differently, so you took an available body. You're not sure what happened to Dr. Bread's consciousness - it may be permanently overwritten. But now you have discovered that you cannot jump from one body to another any more.

Grubbers have difficulty understanding abstract concepts, metaphors and analogies. Grubbers only look at the concrete and the things immediately before their senses. Since the Grubbers only live in zero G environments, you have no sense of balance. You've been on crutches since possessing Dr. Bread's body, telling people that you sprained an ankle.

The humans - you don't know much about the natives of this planet, and very little about their culture. Smithee acts as chieftain of this tribe, that is devoted to experimentally investigating this universe. Samms and Manciple follow his orders. Other humans are new here today, some sort of visitors.

Tara Samms

(Casting: Wendy)

You're the lowest ranked scientist on the project. You haven't even finished your PhD yet. But sometimes you think that you're the only sane person left on this project. **Mr. Smithee** has been pushing everyone too hard, and the stress has been wearing on everyone. You tried to tell him about how **Kerensky** has started to act out from overwork, but he hasn't listened. He says that once this big demo is finished then everyone can take a break.

The Test Run:

The test run happened three days ago. During the run, the teleportation portal seemed to open as expected, but some unusual electromagnetic phenomena was detected. Some sort of energy field spread from the portal, and **Dr. Bread** tripped and sprained her ankle avoiding it. You wanted Smithee to delay the demo for the investors until you could sort out the readings and figure out what happened, but he didn't want to listen.

Goals:

Look out for your kid brother George. You want him to get a big scoop here. You also hope that he doesn't embarrass you in front of your employers. So keep an eye on him.

Maintain an island of sanity amidst the chaos.

You want to keep everyone on task and calm through the rest of today.

Get Kerensky to credit you properly. This entire project relies on theories pioneered in your thesis, but he doesn't acknowledge anyone's work but his own.

Find out why Irving left you. Possibly get back in a romantic relationship with him. First you need to know why he left and why he calls himself "*David Agnew*" now.

People:

Your brother, **George Spelvin**, works as a journalist for one of the 24 hour news networks. You managed to get him access so that he could scoop the other channels. But since his first visit, he's been acting a bit oddly. You're not sure what exactly is wrong, but you're concerned for his wellbeing.

'David Agnew' - a few years ago, you had a brief extramarital affair with him. But at the time he said his name was "**Irving Braxiatel**". And one day, he just disappeared. Since then your husband found out and left because of it. Do you still love Irving, or do you blame him for your marriage falling apart? Both? Why is Irving back? Why did he leave? What's with the different name?

Alan Smithee - he's the boss here. You tried to warn him that the staff was wildly overworked, but he wouldn't listen. Now you have these weird readings from the test run, which should really be analyzed thoroughly before you go running a new experiment.

Dr. Kerensky - lead researcher for the project, he's vain and a bit eccentric. He's been acting more oddly as the project goes on

Dr. Bread - a researcher on the project who outranks you. Hurt her ankle during the test run. And she's been oddly withdrawn since the experiment; is everything okay?

(Give her note written by Dr. Bread, that says "'Did I meet you at the clockworker's convention?' 'It's been a long, long time since then.'" No idea what that means, but it was sitting where the Crypto-Anagon Transmitter was supposed to be.)

Lady Eleanor Braxiatel

You are one of the richest and most powerful women in the world. You've made your billions by investing in up and coming tech industries while they were still small.

You don't usually work by traditional business methods, though. Which is why you've been blackmailing Alan Smithee. When you heard about the mystery project, you hired a team of detectives and investigators to discover what it was. They briefed you all about the teleportation portal system, but also informed you that Smithee is hemorrhaging money. He's deeply in debt, and desperately wants to hide this fact. You think that this might be because he's worried about appearances, or it might mean that he's been embezzling from the company. Either way, it gives you leverage if you decide to buy out his company.

You're not just here out of greed. You have enough money you can get anything you want. But what you want is to learn new, interesting things. You're insatiably curious. Right now, you want to know who "David Agnew" and "Helen Swanetsky" are, since their cover stories are clearly lies. Who are they, and who do they work for? Is a competitor also interested in the project? Are they CIA or organized crime or something? Each might be working for someone different, or they might be secretly collaborating.

Goals:

Put the pressure on Smithee. The more stress he's under, the better your bargaining position will be. Make him feel helpless, then offer to take his troubles away.

Evaluate Sufficiently Advanced Technologies's future

Pump General Duggan and his bodyguard for info on potential defense contracts. You can always do with some more cushy government contracts. Pumping him with information might

give you an inside advantage.

Find out who these other investors are. You have the best investigators and researchers that money can buy, but you couldn't find anything out at all about "David Agnew" or "Helen Swanetsky" or the businesses they claim to work for. Who are they, really, and what are they really up to?

People:

Alan Smithee

"David Agnew" and "Helen Swanetsky" - not who they say they are. They lack any background or Social Security Number or anything, and their companies don't exist.

Fangshi

(Casting: Wayne?)

You are a human from about twelve thousand years in the future. By that point in time, controlled manipulation of the time stream is allowed under strict supervision of the arrogant alien Infinity Guardians.

[Was involved in a plot with the Jagoroth and some smuggling weapons back in time to change the course of their civil war. Ushas ended that, but Fangshi got involved in a temporal accident. Now he has a weird time-sense, and is helping the CIA find Ushas and bring her to justice.]

Human supremacist, wants other aliens eliminated or at the very least leaving human history alone.]

Due to the experiment, your experience of the timestream is unusual. Unstable. Sometimes you get visions of future events or don't remember parts of your own history. You can intuitively sense unusual temporal energy fields. (Any player character and some items will have a letter in brackets, like this: [J]. If that letter is a consonant, then everything is normal. If it is a vowel, then something weird is up, though you don't know what exactly.)

[GM note to myself but not to Fangshi: someone gets to be "[Y]"]

"Cavis"

Cavispreteotrelundar

(Casting: Debbie?)

You are one of the **Infinity Guardians**, a race of immortal time travelling extraterrestrials. By appointment to his Majesty, Runciple the Lord of Time, you work for the Celestial Intervention Agency. The CIA is an organization tasked with preventing unauthorized meddling in the time stream.

Your current mission: *locate and apprehend a renegade time agent. **Class D time Temporal Monitor Ushas** stole a time machine and has been messing with the timestream. You have been trying to catch him/her, but Ushas is always a step ahead. On your last operation, you located a human named **Fangshi** who has experienced an unusual quantum temporal event as a result of Ushas' actions. Fangshi's unlikely disability causes him to sense non-standard energy fields. You've used this ability to track Ushas here to this location. You're hoping that*

[Looking to imprison Ushas, but cannot find because of regeneration/chameleon method/something. Needs Fangshi to detect anomalous temporal phenomena. Uninvited guest? Last minute replacement?]

Goals:

Bring Ushas to justice, peacefully. Ushas is still one of the Infinity Guardians, and so deserves respect and decency even during apprehension.

Keep the timeline as originally recorded. You want the minimum possible number of modifications to history.

Hide any evidence of alien activity here on Earth. Humanity is not due to recognize extraterrestrial sentiences for another hundred and twenty years. So it is imperative that no one realize that extraterrestrials are operating here. This includes eliminating Fangshi once he has served his purpose.

Other Neat Ideas

Obviously, there is still a lot of writing and editing to be done. And a lot of other ideas I'm working on that may or may not be used in the final version. Besides the cause and effect mechanism of The Device, there are other cool tricks we can do.

Amber's PC Ushas and Cavis and/or Mr. Manciple will have advanced scientific knowledge. Specifically, Amber will have her cellphone and I will lend mine to the other player, and they will use barcode scanners on the phones to scan QR code stickers that will be scattered around. Those stickers, when scanned, will provide the user with additional information. Scanning Dr. Kerensky's notes, for example, will tell them that the device doesn't really do what it says it does. Scanning the items will give some idea of their state and/or functioning. Scanning the Jagoroth's timeship or nuclear device will reveal their true purpose. This gives the aliens with advanced knowledge a way to learn more information without needing everything spelled out on their sheet first thing.

Fangshi has a special time sense, that will basically be a low-tech version of the QR code trick. Along with each QR code and on each person's namebadge, they'll have a letter in brackets, like this: **[H]**. If the letter in the bracket is a consonant, then Fangshi gets no unusual reading off that person or thing. If it is a vowel, then something weird is up with that thing. I don't think we'll tell them, but the letter itself is important: every "A" is weird in the same way, and every "E" is weird in another way, that is different from the A's but the same for all E's. If Fangshi figures this out, then good for him, he can use that to his advantage. If not, then he still has a bit of additional information for who to keep an eye on.



*QR codes look something like this.
High tech items will have stickers with
code to be scanned.*