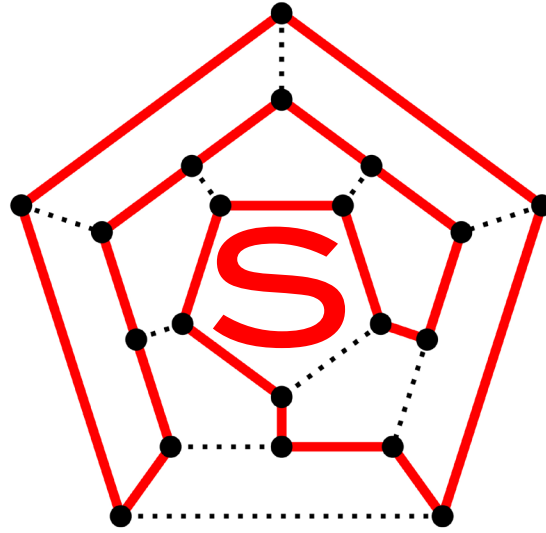


The Secret Project

According to the classified briefing that you received, the product is no less than a fully functional 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. Just a single smallish lab and a few other rooms. Are these three scientists the only science staff that they have? Did they really make this amazing breakthrough as a modest little garage startup? You had heard amazing things about Sufficiently Advanced Technologies. The reality seems to be... smaller. Not the giant well funded lab that you were expecting from their press releases.



SUFFICIENTLY

ADVANCED

TECHNOLOGIES

Information packet for

Helen Swanetsky

US Heliocentric Avionic Systems

Project ISIS presentation

January 22nd, 2021

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.

Everyone seems to have a theory about what the secret project is. You have heard several before you were invited to this presentation. Some theories are mundane, some are outlandish. All of them were wrong.



Background

Beyond humanity's knowledge, there is a universe full of wonders. You should know: you're one of them. An immortal extraterrestrial **Infinity Guardian**, tasked with keeping the timestream in order. You didn't like following orders and rules much, so you went rogue. Now you're doing the same job, but free of the meddling council's supervision.

You've been travelling the universe for centuries, seeing all its wonders, doing good deeds, and exploring the strange corners of history. 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 time hops ago, and have been showing him the usual mix of sights across the centuries. You've 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. Sufficiently Advanced Technologies was destroyed in a fire... or an explosion. Or something weirder, depending on which witnesses you deem credible. No one ever figured out what happened there, or what the company was demonstrating.

People You Know

"Norman Ashby" - Actually **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. While in the 21st century, why not solve one of history's mysteries?

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 normalish 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 superscience for their own good. Luckily, the Jagoroth had a giant civil war that wiped them all out about a millenium ago.

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. Thanks to your handiwork, they're all trapped in **the Negative Dimension** where they can't do anyone any harm.

The Infinity Guardians - Your race. Except for you, they are a bunch of stuffy old worriworts. They won't let you take vacations to the Big Bang or rewrite Jagoroth history or enjoy time travel at all. You're trying to avoid the **Celestial Intervention Agency** in particular, because they tend to deal unfavorably with unlicensed "meddling".

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. Historians never even learn what device was being demonstrated.

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

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.