

GURPS Infinite Worlds

Version 1.0

Two timelines with competing ideals, Centrum and Homeline, duke it out in a cold war across many timelines. Their chief tool is parachronics, the technology to move between worlds, and cliodynamics, the ability to influence history. Centrum's Interworld Service stands for order and rational unity – Homeline's Infinity Unlimited Incorporated stands for freedom and peaceful coexistence. They duke it out across history on the Echoes, worlds exactly like earlier dates in Homeline's history, and the alternate worlds.

Outtimers, those from these worlds, are pawns in the great game of mirrors between Infinity and Interworld. The Secret, that there are alternate worlds at all, is kept from Outtimers. Each side believes they are acting in the interests of themselves and of all Outtimers, which none of the Outtimers agreed to, in case you missed that. And underneath it all, the Cabal, a conspiracy of students of esoteric knowledge, seeks to expand its influence and knowledge across the infinite worlds.

Homeline sits on Quantum 5 and Centrum on Quantum 8, with two Quantum of projection between them. This leaves both sides with ample "backyards" in the lower (for Homeline) or higher (for Centrum) timelines, which get exploited for technological or economic advantage. As far as either knows, only Homeline or Centrum are capable of projecting outside their own quantum, because of a rare quirk in their own timelines' physics. This has proven true... so far.

But there are other ways and other roads across the Quantum. Some of those who walk them desire knowledge and others conquest.

Take 1000 CP, Jumper, and go see the Infinite Worlds. Meet a new world or an old history every week, wrestle for a decade with Centrum's schemes, and punch some Nazis.

Your stay will be ten years.

Origins:

You can be whatever age and whatever gender you want to be. That's free. The obvious Drop-In option is Outtimer, but any option can be a Drop-In if you want.

Outtimer The standard word for someone not from Homeline or Centrum. You have somehow broken through the Secret and made it into the broader spectrum of the setting but haven't yet picked a side.

Centran: Born after a nuclear war destroyed civilization, Centrum now seeks to unify all of the infinite worlds under its own technocratic government. The Centran prizes pragmatism and efficiency above all else. They are concerned for the security and stability of the Infinite Worlds and prefer to sponsor movements for unity and reason.

Homeliner: Homeline is much like our earth, if we had discovered interdimensional travel. Incredibly rich from out-time exploitation, most Homeliners who go abroad join Infinity Incorporated, the monopoly that controls all interworld travel, and try to protect other timelines while looking out for their bottom line. A few try their hands as swagmen, loosely associated criminals with no ambition beyond profit and adventure.

Cabalist: The Cabal exists on many timelines, a collection of esoteric conspiracists who are mostly in it for the secrets of the universe. A Cabalist might be something as innocuous as a collector of tarot cards but they are always playing for extremely high stakes. They do a lot of shady stuff and are happy to work with the worst of the Infinite Worlds, at least some of the time.

Conquistador Influence and interaction are sometimes not enough. You are among those in the Infinite Worlds who want nothing less than domination. They stretch their empires across the Infinite Worlds and they crush those who oppose them.

Timeline:

Pick a starting timeline where your story begins or randomize for +100.

Homeline: The prosperous Quantum 5 timeline where they discovered parachronics. Freedom loving and deeply capitalist, Homeline's history closely resembled our own until 1997.

Centrum: A post-post apocalyptic authoritarian meritocracy on Quantum 8 with parachronic technology. Notorious for its imperial ambitions over the multiverse and only speaks English.

Shikaku-mon: A Quantum 3 cyberpunk setting, where history really went off the rails before the liberal revolutions even began. Four major powers are locked in a cold war in this dark present that is believed to be capable of parachronic travel - Although mercifully, no one has yet.

Dixie-1: In a time roughly contemporary with our present, Dixie's great cold war (The Long Drum Roll) is between a liberal United States that includes Anglophone Canada and the brutal Confederacy, which still permits chattel slavery in its territory from Virginia to Panama.

United States of Lizardia: A fairly close parallel to early 21st century earth... except everyone is a lizard descended from bipedal dinosaurs. It doesn't make much sense to the people on Homeline, either.

Roma Aeterna: A timeline where a more stable Roman empire gave way to more Roman successor states and, in turn, a cycle that more resembles China's tendency toward reunion. It's 1893 and the Roman Empire covers much of the globe - Oddly susceptible to Centrum's infiltration since they still study classical languages.

Gernsback: A world that seems more modeled on pulp adventure novels than actual history, Nikola Tesla's broadcast power flows through the air without frying anybody (in defiance of Homeline science) and scientists guide the League of Nations to prosperity. Still pretty racist since there was no WWII.

Nergal: A world in which necromancy has propped up and worsened the nature of the Assyrian empire. So awful that Homeline is basically openly intervening as "wizards" as the world seems to slip into a mystical ice age.

Reich-5: A secret world that is one of five Nazis win scenarios and definitely the worst - Its technology is on par with Homeline (with a more advanced space program) and its governments have only ever doubled down on the wicked behavior that won them infamy in Homeline's history. Thanks to a failed do-gooder mission from Homeline, a small unit known as the Raven Division has now begun to spread its tendrils into the Infinite World.

Free Space: Go wherever you want in the Infinite Worlds! Congratulations if you rolled this!

Perks:

If you have an origin, their perks are all discounted by 50% and their 100 CP points are free.

Undiscounted Perks:

Take Care of Yourself (0): You have military training or its equivalent. You can survive and forage, use weapons both modern and outdated, and coordinate tactical combat. You're in fighting shape and good health.

Immunizations (0): You possess an immunization battery from Homeline or Centrum. New diseases are extremely unlikely to infect you and you are almost never infectious. Don't worry - You won't give the natives a disease by accident.

Not Just A Link in the Chain (0/200/400): You can declare your previous jumps that would be valid (not after Homeline's present time) to exist in the Infinite Worlds setting and have been visited by Homeline or Centrum for free. If there are some you'd rather leave behind, that'll cost you 200 CP. Time will not have progressed in your previous jumps if you don't want it to have progressed. For 400 CP, bring whichever jump (past or future) into the Infinite Worlds you feel like or setting without jump into the Infinite Worlds that you want. If in a later Jump, you don't stay on a jump world for eighty percent of the time, this constitutes a jump fail.

The Secret, Kept (200): Centrum and Homeline are both desperate to keep the secret of interworld travel from breaking out. With this perk, you don't have to worry – The Secret will never get out. If you drop a nuclear bomb on the Reichstag in 1933, people will blame it on the Soviets. After this Jump, this perk will hide the fact that you are from another world from the public, even if a few individuals do figure it out.

You, Franchised (400): On every world in the Infinite Worlds and on every future jump, there is a version of you, scaled down to fit the local setting. This version of you will always be friendly and helpful towards you and agree with you on important issues. This provides you with a ready made alias in every universe, if you want it, and also someone to bounce ideas. If you don't want your doppelganger in a particular world, they won't be there.

Indomitable (400): You cannot be mind controlled by magical or psionic means. Your choices will always be your own, regardless of what force is trying to control you, but influence remains possible for the extremely powerful. But you'll never be compelled to behave in ways that you despise or consider totally beneath you.

Outtimer Perks:

Backwards Compatibility (100): Going to a less advanced setting? Worry Not! With Backwards Compatibility, all of your skills and training now work perfectly fine with outdated equipment, no matter how outdated. An expert podracers? You're now great at riding horses. A micro-tech engineer from the 25th century? Weirdly applicable to metallurgy in the fourth century.

Brought Up To Speed (100): You catch up quickly. Whenever you reach a new world, you can instantly guess your way around and will be fully proficient in a week or two in all local equipment and appliances. This will bring up any skills you have in war, traveling methods, or similar to the present tech level – Without atrophying your old skills at all.

Background Character (200): Homeline and Centrum insist and believe that they're doing Outtimers a favor, but they sometimes act as if they aren't full people. You are able to project strong "background character" energy, making you hard to identify. This makes getting away with crimes much easier as well as making daring and dramatic rescues of world leaders somehow slip from the history books. You are able to use this selectively, with the minor caveat that it needs to be used to work. If someone sees you rescuing Lincoln at the theater without using this, they might also finger you for the attempted murder of renowned actor John Wilkes Booth. Additionally, this wouldn't stop Lincoln or Booth from recognizing you even if it was active.

Junior Jumper (200): You can move between alternate dimensions without a conveyor at will, and you can cross one length of quantum at a time. This doesn't allow you to exit the jump or to take anyone with you across the Quantum. It will let you hop between all known parallel Earths in future jumps unless they have a similar system, in which case you can still hopscotch across as you could in the Infinite Worlds.

The Legend Themselves (400): You are an alternate version of some historical or mythical figure. People who are not in the know will compare you constantly to yourself, people who are in the know are shocked by how powerful a presence you have. Your abilities surpass those of the person whose name you possess, such that you match the person built up in mass memory more than the actual person themselves. You can also be a mythical figure, like King Arthur, if you want.

A Different Kind of Thing (400): Maybe you're a psionic, an elf from Yrth (GURPS Banestorm), a chimera from Merlin (GURPS Technomancer), or an adventuring archaeologist turned Grail knight, regardless, you are now a very different sort of thing than the vanilla humans that dominate the infinite worlds. This brings with it some major edges over humans – Generally putting you in the street tier superheroes or similar.

Hell World Survivor (600): Sometimes, the world ends. A disease, a comet, an environmental collapse, a war with Atlantean fish men, humanity loses sometimes. This experience hollows most people out. You, though, you thrive. You are in peak physical health and will always be such, no longer subject to any long term damage from disease or radiation. Nothing fazes you any more. Horror and memetic weaponry alike simply slide off you and you'd greet angels or Aphrodite with cordiality. You also possess luck just short of a direct fiat to survive any mass disasters – You always turn out to be going to the basement of a prepper friend when the nukes dropped or similar. This doesn't protect you against even normal bombs – It has to be an event that affects thousands.

The Right Side of History (600): For one reason or another, the worlds of Infinite Worlds are less realistic divergences than worlds that are going somewhere, that have an end already in mind as history happens. Those ends come to pass eventually, one way or another. Now, your Jump's stories have ends of their own. Ends could include

the rise of socialism, the triumph of good over evil, the end of tyranny and oppression, and so on. These ends are on a historical scale and do not include your personal victory but you can be assured your side will ultimately triumph. This ability may be turned off for a jump, but it must be turned off for the *whole* jump.

Centran Perks:

Meritocrat (100): Centrum is a meritocracy, formed on the idea of competence as a primary virtue. For you, this idea carries in every world. You are always judged based on your skill and service and you always judge others on the same measure. You can turn this power off, if you wish.

A Clear Conscience (100): Centrum is full of righteous certainty. It is saving all the Infinite Worlds from terror and disunity. Now, you carry that same certainty in your heart. Nothing which you have done which you believe is right will any more disturb your sleep or conscience.

Learning From History (200): Centrum is defined by its Last War, the near-total destruction of its world in a nuclear civil war. You are a similar student of history. If you read any true history you may gain experience as if you were actually there for as much time as you spend reading about it. This is a safe way to practice extremely dangerous skills like warfare and nuclear diplomacy. As a side benefit, you always recognize false history.

In the Name of Peace and Sanity (200): Disaster is often right around the corner and people often don't believe it. They deny it, because the idea that things could go that badly upsets them. They aren't willing to do what it takes to survive. But not when you're trying to prevent disaster. When you're around, the threat of nuclear war (or whatever) feels as real as a memory. The acts you take to protect the general welfare never cause a serious, negative revision of others' opinion of *you* and people listen to you when you tell them that things could get much worse.

Clidynamics Expert (400): The great mass of history slides like an avalanche towards the future and our individual contributions are smaller than they first appear. But not yours – You know exactly how to adjust a society so it flows as you'd prefer it and it is surprisingly on an individual scale. This can take a lot of work, but it is work one person can do.

Mana Dampener (400): Science, reason, rationality – These are what Centrum values. The magic and monsters that lurk in the Infinite Worlds scare them. You put a damper on that nonsense. Any magical opponent you encounter now suffers from about a fifty percent loss in power when they're within thirty yards of you.

Peace Through Unity (600): Centrum's world was once destroyed by strife and division. Now, it aims for peace and unity. You possess the diplomatic chops to make that happen. You are now a diplomat without equal but more than that, you have a talent for helping people and nations overcome irrational prejudices. Political leaders will face little backlash for their internationalist or anti-racist actions as long as they follow your advice and they will sense this is the case.

Born To Climb (600): Reaching the pinnacle of power is hard in any world. It takes decades to become a trusted confidante of a President or Emperor. But Centrum has perfected the art and you are the artist. You make your way to the top of the heap quite naturally wherever you are within a matter of weeks. Nobody questions your credentials or where you came from.

Homeliner Perks:

Time Scout (100): Whenever you find yourself in a new culture, meeting a new language, you automatically find a way of fitting right in. You learn the language and the culture almost instantly and you find it easy to dig up anything you might want to know that is a matter of public record.

I'm Here To Help (100): You possess a reassuring demeanor that people automatically trust. Complete strangers will follow you out of disaster and defer to you as if you were a legitimate authority in a crisis, even if your cover is as a janitor.

Miracle Worker (200): You possess more than basic first aid skills. You have the skills of an emergency doctor who has visited hundreds of worlds with different levels of development. You can work as well in a cave with some rocks and fire as on an operating table. As a final benefit, you can also learn healing magic of any kind now, provided you can find information and a teacher on it.

White Star Trading Skills (200): Infinity is a business with a monopoly on the biggest scientific invention since fire. Its agents are extremely adept at making business deals that benefit both parties, and now you are too. You can always find a win-win and your businesses make life better in every world where they function unless you're openly abusive.

Stand Up For Yourself (400): Years of experience fighting Centrum's schemes have made you an expert in convincing people to stand up for themselves. No matter how bleak a society might be, you can get people to stand up and fight back. If you want this to actually stop the oppressive society, you still need a plan but you have an excellent grasp on what you need for that as well.

Denarius Holdings Training (400): There have only been a few economic crashes and recessions in Homeline's history. Not a real, full dataset – But Infinity has studied hundreds, if not thousands, of worlds' worth of economic cycles, often with near laboratory perfect divergences. You possess the understanding of economics that comes with that breadth of knowledge. If there even could be a financial product, you know how it is designed, worked, and how it can go wrong. On any world, this will make you a rockstar trader (financial and otherwise), as long as you stay diligent to short before the crash. A sufficiently intelligent person could use this knowledge to plan an economy, though the idea would scandalize Infinity.

Infinity Patent Monopoly Protection (600): Why *does* a private company have a monopoly on interworld travel? Van Zandt and the world leaders aren't saying. Now you too have a protected monopoly on anything you invent (or are believed to have invented, if you imported it), recognized by all legitimate authorities and never expiring or being seized by those governments.

Big Damn Heroes (600): You are never too late to avert a disaster or a problem in the public square. You can make it to Ford's Theater in time to stop Lincoln's assassination, even if you've never heard of Lincoln and don't know where Ford's theater is. If you could help, and you'd like to, you make it there on time and you have good odds of succeeding. If it would be impossible for you to help, you won't make it in time, no matter what you do.

Cabalist Perks:

Three CAN Keep A Secret (100): Benjamin Franklin said three could keep a secret if two of them were dead, but no one has ever handed you over. No member of any conspiracy of which you are a part can betray the members of the conspiracy to anyone who does not already know of and believe in its existence.

Diviner (100): To navigate the Infinite Worlds and to profit on it, it helps to know where to go. Now, you are a practitioner of divination – This will let you ask a few simple questions a day, with short answers, but it always works and points you in the right direction.

Somebody Else Will Pay It (200): The mages of the Cabal are not primarily a philanthropic organization. They have a talent for passing the buck in their dealings to other, more unfortunate souls who are not blessed with Hermetic skill. If there is a cost or price to magic, you may choose to make someone else pay it, provided you have either their permission or them bound by cords.

Secret Handshake (200): Members of mass conspiracies or masquerades automatically clock you as “in the know” and you automatically clock them as members of conspiracies and masquerades. They will treat you as in good standing with them unless you give them reason not to. This perk does not grant you knowledge of the conspiracies – Only the appearance of it.

Dealer with the Unnatural (400): People say that demon summoning is “foolish” and “suicidal” but when you summon up a demon, angel, or undead shade, it never blows up in your face in the short term. Beings you summon never attack you without provocation and you usually find them surprisingly personable – But be cautious, just because they aren’t out to screw you doesn’t mean they want the same things you do.

Spirit-Jumper (400) You are now able to traverse the various spiritual realms of Cabalistic mystery and any other spiritual realms you come to. Visits to the Astral realm (Yetzirah) and visits to the Realm of Ideas (Briah) are easy for you and you know them well enough to go to them relatively safely. It is, in theory, possible for you to get to Atziluth, where God lives, but it will be a dangerous journey.

Grand Master (600): You have now seen, or believe you have seen, the Unmoved Mover, Being Itself, the Godhead. Weirdly, this hasn’t improved your character *at all*. Instead, you received the crucial piece of insight into the intention behind the world. This allows you to deploy plans as if luck and chance simply were not factors. You understand *why* the world fluctuates in its chances and this protects you from cruel fate. You can still make bad plans but things won’t go badly because you got unlucky. In worlds where it matters if you are accruing bad karma or angering the world’s creators, you’ll know immediately.

Magic Of All The Worlds (600): You are an expert in thaumaturgy, the study of magic itself. You can use magic even on non-magical worlds and you possess access to the GURPS magic systems. You don’t yet know *every* spell on the list, but you’d never be mistaken for an amateur. You know where to get any spells you don’t know. With time, you could master time travel and technomancy, as well as basically all the standard fantasy array. The GURPS magic systems are *shockingly* versatile.

Conquistador Perks

Collaborators (100): There’s always someone who’s willing to work for a conquering adventurer like yourself. Usually, though, they prove of lower quality than a free and equitable government would supply. No longer! You are able to recruit highly competent bureaucrats and civil leaders to your administration, even in conquered territory, and they’ll be loyal enough as long as you’re in charge.

War Leader (100): You have a talent for warfare that goes above and beyond that of ordinary people. You are an able general and strategist, able to lead armies adeptly across a broad range of technological and magical levels. While you have breadth, this perk does not grant the *true* genius for warfare that would make you equal to a Napoleon, Caesar, or Alexander but you will be able to develop it through bloody practice.

A Boot Stomping On A Human Face (200): People get a nasty, almost pornographic thrill from cruelty but it also revolts them and inspires a desire for justice in them. You, though, turn cruelty and raw power into a cause all its own. As long as it's done in your name and with your permission, cruelty or violence will not revolt those who see it or hear of it but instead serve as a symbol of your powerful and mighty cause.

The Enemy of My Enemy Is A Scorpion (200): If you hate the same people, that must make you friends, right? You have a talent for convincing people you hate to work with you until your knife is fully sharpened, as long as you share mutual enemies. As long as you do not tell them you are planning to betray them, they will always imagine themselves too indispensable to dispose of just yet. Even if you already wrote a book saying your plan was to conquer and murder them all, although they will probably prepare for an indistinct future date conflict.

Decapitation Strike (400): If you kill the leaders of a nation or other organization, the organization will surrender to you. Instead of being infuriated and baying for blood, they simply roll over for you. Even if you do it by dropping a prototype nuke on the capital city of the strongest rival left, this quells dissent rather than inspiring a terrible, mirthless fury.

Plunderer Extraordinaire (400): Across the infinite World, there are a truly absurd number of magical artifacts of world historical power. You now have the expertise to get them - You have an instinct that directs you to the true trail of any artifact and are now the equivalent of an expert safecracker with regard to any magical or technological barriers that get in your way. Every item recognizes you as its rightful master by right of conquest if you wrest it from its owner by force or guile.

Corpse Looting & Grafting (600): You possess a singular, if unsavory, talent. If you can gain access to a fresh human-compatible body, you can harvest any biological powers from it and give it to a few others with no major side effects. The body must be fresh or chilled. The body doesn't have to be dead at all, despite the name, but it will kill patients. This will allow you to distribute magery, jumping powers, psionics, and similar so long as you find or make a fresh corpse.

Nightmare Army (600): Lots of armies in history had much more fearsome reputations than they deserved. Now, your forces' reputation swells its martial skill, ensuring that you are always as fearsome as you are in the minds of your enemies. This boon extends to any who are fighting for or under you, even if "army" might be a generous description.

Items:

Each origin's 100 CP item is free and the rest are discounted. If any items are destroyed or irreparably damaged, you will receive a new one in your next jump - Except for the Best of All Possible Worlds.

Parachronic Conveyor (Free/100): A within quantum parachronic conveyor, which will move you among the infinite worlds. These can come integrated with vehicles that are at or below Homeline's tech level or you can install them into vehicles yourself. You can get a maximum of a dozen conveyors this way for free. Further batches cost 100.

Fake Papers (200): Whenever you enter a new world, you arrive with a finely crafted set of false identifying papers. This can be in addition to any papers from an origin.

Special Projector (200): A projector that can move you anywhere within a five quantum band, just like homeline or Centrum's. You may choose which five Quantum. Unlike canonical Homeline Projectors, this projector can move conveyors of any size - But keep in mind that a projector large enough for 300 tons is already the size of a city block.

Outtimer Items:

A Pair Of Ruby Slippers (100): Dorothy wasn't a Jumper, right? Well, whatever – This pair of ruby slippers (or tennis shoes or dress shoes – But they only come in ruby-red or silver-gray.) can always return you to your home. That can mean either your actual home dimension from before you started jumping or your present place of residence, whichever you decide before clicking your heels together three times. If you use the slippers to go to your original world, that will mark the end of your chain. You cannot use the slippers to end your chain by anything other than a free, uncoerced, deliberate choice.

The Ultimate Pirate's Collection (200): The Infinite Worlds has a *lot* of art in it. Now, you have access to all of it through a tablet – Music, tv shows, movies, books. Nearly all of these are functionally infinite in their scope and scale. You can sell them on other timelines, if you want, or you can study them to gain insight into worlds you're headed to. This will include all art in future jumps.

Outtime Tech Shipment (400): One way or another, you can get the supplies for the future, today. If you're on any world with technology behind 2027 Homeline*, you can get 21st century technology delivered to you. It usually takes two weeks to get roughly a truckload, so this won't uplift civilizations by itself but it *will* help you bring tech up to speed very quickly.

Best of All Possible Worlds (600): This timeline is *exactly* suited to your cultural, political, and economic preferences. It all works, even if it *shouldn't*. The people you liked in history always won, the people you didn't like always lost, though not necessarily peacefully. You are not automatically a beloved public figure here, but you can be from here if you like. The only real restriction is that local time and tech must be equal to or behind Centrum and Homeline's. The Utopia can only have parachronics if you take it with **A New Challenger**.

This timeline's earth will happily sit, accessible by conveyor, ruby slippers, or trod, in every subsequent jump. You cannot exit its solar system. It can import any population, nation, city, planet, or lands which you already possess or purchase in the future, provided they can fit within the solar system. This won't reduce their tech level or remove you from office.

Centrum Items:

Centrum Projector (100): Most parachronic conveyors can carry you only around a single quantum – A Centrum Projector can move a conveyor anywhere between Quantum Six to Quantum Ten. In later jumps, this allows you to access things like the negative multiverse or similar. Unlike canonical Homeline Projectors, this projector can move conveyors of any size - But keep in mind that a projector large enough for 300 tons is already the size of a city block.

Paperwork File (200): Interworld *loves* paperwork. Luckily for you, you have this which will handle all that fussy Interworld paperwork – And any paperwork, really. You put any paperwork into this fold and it comes out filled out with a brief sticky note that explains exactly what was done. This works on every form of bureaucratic paperwork possible.

Intelligence Files (400): Interworld is expert at setting up and subverting locals for outtime control. Whenever you arrive in a new world, you find yourself with a file on prominent figures including blackmail material.

Uplift Service (600): The Uplift Service is the mop-up phase of Centrum's take overs, who come in once some of the major governments of a given world have been subverted. If you've got a lock on a great power or higher influence in a setting, you can import the Uplift Service to help you expand technology and education for the locals.

They're very good at this and it increases the strength and technology of your puppets quite efficiently.

Homeline Items:

Homeline Projector (100): Most parachronic conveyors can carry you only around a single quantum – A Homeline Projector can move a conveyor anywhere between Quantum Three to Quantum Seven. In later jumps, this allows you to access things like the negative multiverse or similar. Unlike canonical Homeline Projectors, this projector can move conveyors of any size - But keep in mind that a projector large enough for 300 tons is already the size of a city block.

White Star Franchise (200): Any world you visit in the Infinite World has a White Star Franchise, except a small handful of high risk worlds, and any world you visit from now on will too. Besides the comfort of friendly faces that speak your native tongue, they also have an excellent supply of masked modern products that nobody will notice as odd unless you point them out.

Paralab Laboratory (400): Infinity doesn't have a ton of expertise in magic yet, but they are learning and this Paralab laboratory is the fruit of that labor. It allows exacting examination of magical items of various sorts and the flow of mana and identification of mana particles. It comes with a small handful of researchers who are always fully supplied and happy to investigate any magic for you with an effectiveness equal to a talented team of research scientists or you, if you're smarter than that. Will probably catch any memetic hazards before they all go crazy.

ISWAT Squad (600): ISWAT, the Infinite Worlds' answer to the Avengers, answers to you – Once per month, when you call, they come for the duration of an emergency. Appearing any when and anywhere, they arrive with a variety of super-powered individuals to address the most dangerous circumstances across the Infinite Worlds. They have a variety of skills ranging from “world-class teleporter thief” to “Sentient Mobile Armor Platform” to “Cthullu Expert.” You might have the canonical squad or you might have your own, but that's about the range. If one dies, the next time they show up there will be new recruits.

Cabal Items:

Trod Map (100): Whether as a book, map, or a GPS-like machine, you have a map of paths between worlds, usually called Trods. These paths can cross quantum and even take you to worlds inaccessible by conveyor, but they require a lot more on-the-ground movement than a conveyor does and it takes more time. In future jumps, this will help you find dimensional crossings.

Esoteric Manual (200): A diary that appears normal to the ordinary eye. To you, and anyone you teach how to read it, it contains extensive hidden knowledge of the infinite worlds. If you go to a world where a mass conspiracy exists, you can bet that mass conspiracy is somewhere in this thing. Reading it from cover to cover does take three days though.

Memetic Hazard Goggles (400): This pair of magical goggles is of infinite value to Cabal members, so long as they're sensible enough to keep them on. If there is information in written form that is seriously dangerous to your life or sanity, the goggles blocks them out. This allows you to read eldritch texts without risking permanent insanity every time, though sometimes it will be mightily tempting to read whatever the goggles are blocking out. It can also block out actual Eldritch horrors, if you so choose, but if they're dangerous enough to kill you this might be unappealing.

A Lodge On Every Earth (600): The Cabal is in your corner and everywhere you go. Wherever you go in time or space, you can find a friendly lodge of conspiracist magicians ready to help you. They have interesting information for you about the local arcane, are themselves powerful magicians, and a seemingly unbelievable network of contacts and favors for you to draw on. They don't work for free but the favors traded are usually fair-minded.

Conquistador Items

Conqueror's Road (100): A straight road down the middle of the Infinite Worlds, with numerous juicy targets for you to pick from for conquest and warfare. It runs through a continent of your choice from one sea to another, with dozens of worlds on its course. In future jumps with other worlds or dimensions, the road will take you to them.

Ariane Manor Base (200): Do you want to live in the Taj Mahal? The Parthenon? Or perhaps Versailles? Ariane on Q5 has been declared safe for human habitation after a disease killed everyone on it. You now have a personal territory large enough to hold a (small) army and some famous building to mark it.

Soldiers of Fortune (400): Armed, fit, and ready to invade, these 300 veteran soldiers are ready to help you conquer any world you feel like. They are technologically on par with Homeline in this jump, and the equivalent position in future jumps (e.g. Humans in Babylon 5). They are not moral people and have no qualms with violence, but they follow your orders if you tell them not to commit war crimes. They get paid either way, after all.

Letter of Marque (600): A short declaration, perhaps the length of your hand in detail, declaring that you have a right to "rule whatsoever you shall conquer, in this and every

future world.” Comes with no land by itself, but you may take territory or whole worlds into your Warehouse if you hold them as a personal fief at the end of a jump

Companions:

Import (50 CP, 200 for 8): You can import anyone for 50 CP, along with their own powers and experience, or for 200 CP you can import up to 8 people into the Jump. Anyone imported gains 600 CP they can spend on perks, items, and origins. If they take global drawbacks, you gotta deal with them so you might as well take them.

Export?: It's free to take anyone with you on future Jumps, if you want. They're probably already read in on the secret, you just have to convince them to come along.

Drawbacks:

Supplement Mode: You can use this jump to supplement another jump, provided that it is before 2027 in time, if it is Earth-like. If you pay the 400 CP for **Not Just A Link in the Chain**, you can add it to any jump. If you use this Jump as a supplement, whatever Jump you're going to will become crucial to both Centrum and Infinity.

Moving the Timeline A Little Bit (+0): You can move the timeline around to match your preferred interpretation of the Infinite Worlds. You could adjust the timeline as far as twenty five years into the future from your own present. If you adjust the timeline, feel free to read all instances of 2027 appropriately. You can also adjust the discovery of Parachronics forward or backward so the two factions are more or less established in the Infinite Worlds.

Centrum Light, Dark Infinity (+0): If you want to adjust Centrum to a friendly, more free meritocracy you can. If you want to adjust Homeline into a corrupt profit-seeking empire, you can also do that. You can darken or lighten either timeline as much as you want. You can do this to just one, making the conflict more ambiguous, or both, flipping the moral polarity of the setting.

In Many Mirrors, Darkly (+0/+100, incompatible with You, Franchised and The Legend Themselves): You have alternate selves scattered across the Infinite Worlds,

even when the timeline makes no sense, and they're not great. For +0, many versions of you are bad or hostile but most are too pathetic to do anything to a full-blown Jumper and you do find a fair number of doppelgangers who are decent and helpful. For +100, it seems like your jump saved you from yourself and wants you to know it. Every alternate you seems to be your worst self, either hideously embarrassing you, filling you with righteous fury, or plastering your face onto wanted posters. The main issue will be psychological or intrapersonal politics. Like if you have to understand or explain how a version of you ended up joining the SS on Reich-5 or running slaver rings on Dixie. Or why your Homeline doppelganger sold out Infinity to Centrum or vice versa. You are totally convinced, at least for the length of the jump, that this is really who you would've become on these alternate earths.

Anti-Secret Sympathizer (+100/+300, incompatible with the Secret, Kept): You don't like the Secret. You don't think it is just or fair and that makes you bad at protecting it. For 100 CP, this just means that you won't use violence or force to suppress the secret. For 300 CP, it means you are *actively trying* to blow the secret wide open. This is a very serious crime to all the extant parachronic civilizations and you'll be risking your life, but nobody will be after you to start with.

Swagmen Blacklist (+100): You have a bad name with the criminal element from Homeline. They think you're a cop or a Centran spy. Maybe you are a cop or a Centran spy! But either way, they won't work with you. This means there is no real black market available to you and you have to go through regulations and appropriate channels to acquire new parachronic tech.

Welcome to Coventry (+200): You start out marooned on Coventry, Homeline's own personal penal colony. It's impossible to get out without a projector and, until you do, none of yours work. You'll have to commandeer a projector or bribe your way out. Good luck with that. You can't get the points for starting location randomization and this, but you can take it if you'd prefer it to your roll for whatever reason.

No Ab la Espanol (+200, incompatible with Time Scout): You have a Centran Education, which means you can only speak English, French, Latin, or Greek. And you usually only speak English. If you have any foreign language perks, they're null for this run. If you want to learn a new language, you have to do it the old fashioned way - And you'll *never* lose the accent. In the Infinite Worlds, this can be a pretty crippling disadvantage.

The Bad Guys Hate You (+200/+400): Maybe you're a righteous do-gooder. Maybe you're a noisy rival. Either way, you've pissed off some bad people. For 200, you can pick either Reich-5's Raven Division or a particularly powerful lodge of the Cabal. For

400, you've pissed off both. Both groups are resourceful and out for your head, so if you run too far expect them to hunt you down.

Mana Dependence (+200/+400): There's not really any truly *out of context* powers in the Infinite Worlds, but plenty of power relies on a mana level and now so do your perks and items from other jumps. Both Homeline and Centrum are no mana zones, so you'll be substantially weaker on their home turf. For +400, *you* are mana dependent and that means you'll quickly shrivel up and die if you go to the wrong world.

Chronic Hero Syndrome (+300): Whenever somebody needs your help, you feel compelled to offer it. You don't need to turn down compensation but asking for it is beneath you. You're here to help. Expect to be busy - The infinite worlds have infinite problems.

Driven by the Profit Motive (+300): Your principles are weak compared to the almighty dollar. You love money. If you have a chance to get richer and it's not stupid or dangerous, you'll take it. If it is stupid or dangerous, you'll have to weigh the risks but you often will anyway. This still won't motivate you to do truly abhorrent things, but it will make you do things you're not proud of.

These Ignorant Savages (+300): You look down on all Outtimers, as your origin would define it. You are condescending and arrogant, liable to set people off with your attitude even if you mean well by them. You can change your opinion of an individual Outtimer but usually not before you've made a rotten impression with them.

Azathoth Cultists (+300): Disease is largely a thing of the past on Homeline and Centrum. But there are still mortals with ordinary minds, open to ordinary temptations. Somewhere out there in the big Infinite Worlds (*cough* the Taft parallels *cough*), a particularly dangerous strain of memetic infection has begun. Now, a few of Centrum and Homeline's own have been taken in by this force. It renders them cold and sociopathic, but the "magic" works on every world and is based on hypergeometry. And yes, they worship Azathoth and write their names in Nylarhotep's book. If they are not stopped, the consequences for the Infinite Worlds could be unimaginably catastrophic. If you take this with **The Worst of All Possible Worlds**, then Reich-5's Nazi Party is now infected with Azathothic cultists.

A New Challenger (+300): A new player has entered the great political game between Homeline and Centrum. Shikaku Mon or Reich-5 are the standard, but it can be any setting that won't get along with Homeline and Centrum. They always have parachronic capability to project into Homeline or Centrum. If you have Best of All Possible Worlds, you can choose instead to make it the New Challenger if it wouldn't get along with either

Homeline or Centrum – It will always be in Q6 or Q7, Jumper's choice, where it will be sandwiched between two potential enemies but as a consolation you receive a free special projector.

Picked a Fight (+300/+600, Incompatible with Worst of All Possible Worlds): Either Centrum or Homeline has beef with you specifically. It can be both for 600. This will mean you are dealing with agents trying to kill or arrest you on any world within their Quantum bands. If you dip out of their Quantum band for too long, expect Jumpers and Trods to deliver some to you to deal with.

Obsessed With Rare Esoterica (+400): Pick a form of esoterica. Maybe it's astrological charts, tarot cards, gems, or even something far afield like comic books. You're now obsessed with it. You ascribe great magical and providential importance to rare forms of your obsession and you'd kill to possess them. You can pay for them too, if you have a conscience, but you can't let anything stand in your way if their owners aren't willing to part with them.

Jumper Overwhelming (+400): You and any CP backed equipment or companions of yours jumps to a random world in the Infinite World every week for your entire jump and you won't know where you are or be able to leave until you get your bearings. This usually won't put you into immediate peril but it will put you near some coincidentally... interesting events.

Infamous On Sight (+600): You've become a memetic symbol of evil. People recognize you, without knowing why, as profoundly wicked. Your fashion sense now favors blacks and reds that make you look like a stage villain. Only true acts of selflessness and heroism will penetrate this assumption.

Out of Our League (+600): A world-shaking reality quake has broken out across the quantum bands and every world except Homeline or Centrum or their echoes is now littered with magic, advanced technology, or superhuman abilities. You might be able to reverse this crisis, but for the moment, Centrum and Homeline are both badly outgunned. If you took **A New Challenger**, they too are still a normal parachronic civilization.

Mirror Jumper (+600): You have a mirror universe Jumper, who has completed the same number of jumps as you and built an equally good build. They picked this Jump and they picked this trait. They really are you, but they are from a very different starting world and they represent all your strengths and virtues turned to the service of a cause you *despise*. If you aren't a confrontational person, there's nothing forcing you to fight this other you, likely equally non confrontational... But they'll have a very different idea

of who should win on every world you visit and they're going to try as hard to affect things as you do. If you are an easy going person here for a good time, then they've gotten conviction and will tend (coincidentally?) to make things hard for you.

It is possible to persuade them to abandon their wicked ways, just as it would be possible to convince you to give up on your convictions. They will treasure their beliefs and likely have thought about offense and defense on this front as you have. They are reading these same words with the same mind, after all.

The Worst of All Possible Worlds (+1000, Incompatible with the Right Side of History, Picked a Fight, and New Challenger): Leibniz said we lived in the best of all possible worlds, but this is the worst of them. Reich-5, a horrific world of perpetual Nazi dominance (in total defiance of reason), is now the only parachronic civilization in existence. What's worse, their luck from their original timeline seems to be carrying on. Their lesser industry or population never seem to stop them from treading down their opposition – And they have found an abundance of Nazi-friendly parallels to recruit from. Homeline and Centrum are out of the picture, whether due to a reality quake or never having appeared in the first place. It's up to you, Jumper. Go kill some Nazis.

The End of the Line

If you survive for ten years in the Infinite Worlds, you have three options:

Stay Here: With an infinite vista and a lot of time, there's good reason to choose the Infinite worlds for a retirement as a Jumper. Why not stick it out?

Move Along: Nonetheless, the Infinite Worlds may not be infinite enough for you. Maybe you want to see stranger vistas yet or visit the future! We wish you well and thank you for your time.

There's No Place Like Home: You can always go home, with all the trophies of your quests and travels. That's what Infinity does, after all, why shouldn't you?

Notes:

*You can find information on Homeline's tech level on page 199f and 23 of the GURPS Infinite Worlds book.

If you take **The Right Side of History** and **Mirror Jumper**, assume the Mirror Jumper picked it and the effect of Right Side of History nulls out for this jump.

Update Notes:

0.95 - Added a few more drawbacks - Chronic Hero Syndrome, Driven by the Profit Motive, These Ignorant Savages, Obsessed with Esoterica, Jumper Overpowered, and Infamous On Sight - in order to make some non “enemy faction” drawbacks.

0.9 - I added some drawbacks (Azathoth Cultists, Swagmen Blacklist, Welcome to Coventry, The Bad Guys Hate You). Added Immunization and Indomitable to General perks, because I figured they would be in demand. Put more limits on how much you could adjust the jump. Turned the Aide to Camp into a magical paperwork file. Weakened ISWAT a little. Switched Demagogue with Corpse Graft.

0.82 - Added a *lot* of new perks, bringing up two choices on each level. Added the Conquistador perkline and items. Changed the 400 Homeline item from a finance manual to a Paralabs location. Made Take Care of Yourself free. Expanded drawbacks

0.8 I removed the following Perks, swapped the 200 and 400 perks for Centrum, and made the 600 Centrum perk The Uplift Service.

Historical Database (200): Homeline maintains an *extensive* history of their world, which resembles the Earth most Jumpers are from up until 1997. If you’re stuck in the past for whatever reason, the Database always covers whatever was going on in immense and near perfect detail. If you’re on an Echo, it’ll help immensely, if a near parallel, it’ll still be useful.

The Interworld Service (600): You are a Rank Seven agent of the Interworld Service, which means you are *in charge*. They answer to you, with only very light oversight from the Forum. You can call on functionally unlimited resources to get done what needs doing. In future Jumps, you don’t need to worry about the Forum.

Demagogue (600): You have ready access to the worst aspects of other people’s natures. You find this especially easy to use in the public square. If there is something low and base in people, you have a talent for giving it an outlet. Envy. Hatred. Fear. These are paints for your brush to lay upon history.

Conviction (600): Centrum believes in its great objective of universal unity and cannot be dissuaded from it. You too are now immune to any mental compulsion against your principles.