

SyFy Combined Continuity

Welcome to the combined world of Eureka, Warehouse 13 and Alphas AKA the SyFy Combined Continuity. It's a world of secret super science, secret mysteries, secret dangerous artefacts and secret genetic anomalies. A whole lotta secrets. And now you're one of them! Or you soon will be. Hope you enjoy your ten year stay. You arrive in 2006, just as a US Marshal named Jack Carter first arrives in a little town called Eureka. Take 1000cp to get you started.

+1000cp

Origins

Drop-In: You have no new memories of this world, no local history, and no local identity. You just appeared one day out of nowhere, literally.

Alpha: There are over six billion people on planet Earth. Ordinary folks like you and me. But if you look around carefully, you might find that some of these ordinary folks have extraordinary abilities. I call them Alphas. Some Alphas, like the ones I work with, can do things that would amaze you. Others, the angry, the lost, the afraid, have abilities that, frankly, can be terrifying.

Scientist: Science is your profession, and your passion. You love sci-fi, can quote the periodic table of the top of your head, and are always questing for the next breakthrough discovery or invention.

Warehouse Agent: Welcome to Warehouse 13. A little place I like to call America's Attic. Our job is to find dangerous Artefacts that are ruining the worlds day, then snag 'em, bag 'em, and tag 'em. Okay, introductions over. Get to work.

Age and Gender

Roll 2d8 + 20 for your age and keep your current gender, or pay 100cp and you can set either or both to whatever you like.

Location

Roll 1d8 to decide your location or pay 100cp to choose.

1 - **Warehouse 13**: Perhaps there is an accident with an artefact (or several), perhaps you just got taken out of the Bronze Sector, maybe an agent made a stupid wish with the wishing granting kettle, or perhaps you just got hired by Mrs. Fredericks to replace one of her agents. However it happened, you find yourself in Warehouse 13. Try not to touch anything.

2 - **Eureka**: Welcome to Eureka! Founded by Scientists, for Scientists. Home of Global Dynamics, the world's foremost research Laboratory. Your money is no good here, since everything is free! There is the occasional bit of Mad Science run amok, but that's nothing to worry about, right? The food and drink are free, the cars (some at least) drive themselves, the guy next door has a robot cat and the deputy sheriff is a gun nut with a locker full of experimental space-guns.

3 - **Office of Dr. Lee Rosen**: So, what would you like to talk about today?

4 - **Times Square**: New york, a bustling hub of commerce and culture.

5 - **Univille, South Dakota**: Why do they call it Univille? Because it's an unincorporated settlement, and the guys naming the place were particularly uninventive.

6 - **Vancouver**: Canada, beautiful country. You know, they film a lot of TV series here. You might find the area more familiar than you'd expect.

7 - **Default Location**: Alphas start in the Office of Dr. Lee Rosen, Warehouse Agents start in Warehouse 13, Scientists start in Eureka, Drop-in gets to reroll.

8 - **Free choice**: You may choose your starting location.

Perks

Perks are discounted for their origin, with the 100cp perk free to its origin.

Drop-In

-100 - **I like to read** - You possess a broad and eclectic set of knowledge. From art to philosophy, ancient myths to zoology, you have a non-expert understanding in a broad array of subjects that astound your friends and coworkers and can be surprisingly useful in a large number of circumstances. Like trivia night, for instance. You also read really fast.

-200 - **It comes with the badge** - You have an uncanny ability to see connections between fragments of information and disparate yet related events, and asking the right questions of the right people in order to find a path towards solving the puzzle - whether it be solving a crime, or saving the world, so long as you put in the time and effort you are certain to have some chance at ferreting out the information you need.

-400 - **Hyperkinetic** - Your mind's imaging systems and muscle control are perfectly in tune with the motor skills center of the brain. You possess flawless aim, perfect balance, greatly enhanced motor skills, and perfect synchronization between thought and action.

-600 - **I have a plan** - You are a schemer, and you aren't afraid of the taking a long view to reaching your goal. An expert at balancing short term wins and losses into long term gains, turning defeats into alternative victories and having allies and enemies alike toil to suit to your own ends, often without them realising. It might take years of careful maneuvering, acquiring resources, subtle manipulation and decisive action, but you are more than up to the task. Best of all, no one will see it coming, until it's too late.

Alpha

-100 - **Synesthete** - You are able to control sensory processing in the brain. A typical use of this ability is to refocus mental resources from other senses into one. The one focused sense is enhanced to a superhuman degree, but the other senses are temporarily reduced to practically nothing. This also allows you to combine and cross sensory information to discern details not normally apparent i.e. see scents as colored mist. Echolocation and smelling emotions are also possible.

-200 - **Transducer** - You can literally "see" electromagnetic wavelengths. This ability allows you to detect, decrypt and transmit electromagnetic signals travelling through the area, seeing and hearing the information contained therein. Even natural occurrences such as bee communications can be interacted with using this ability, given time and training.

-400 - **Influencer** - You are able to disrupt the specific neural pathways in the cerebral cortex that leave the brain vulnerable to suggestion. It's basically mind control. Some rare individuals may be immune or resistant to this ability for one reason or another.

-600 - **Hypercognitive** - You have a heightened mind-to-body connection. You possess the ability to control your brain and everything the brain controls. Due to this, you are able to heal from any injury, including death - though sufficient damage to the body will overcome this. You also have an extremely lengthened lifespan. This ability can restore biotic organisms to optimal health. Unfortunately, you still only have a finite amount of mental storage - the longer you live, the more you will lose.

Scientist

-100 - **Percussive Maintenance**: Sometimes things break down, malfunction or otherwise don't work. Usually, a little bit of technical jiggery pokery will solve the issue, but sometimes all you need is a to knock things loose (or into place) with a sharp blow or two. It won't always hold for long, and it won't work on major issues, but it can bridge the gap between working and broken in a pinch.

-200 - **Expert Knowledge**: Choose three fields of related study. You are now an expert in those fields. Additionally, you gain a generalist knowledge of most 'hard' scientific disciplines, enough that you can muddle through in a pinch and at least understand the jargon, as necessary.

-400 - **Genius Intellect**: You are one of the greatest minds to ever live. Well, that might be a touch hyperbolic, but you are most definitely deserving of the title "genius" by local standards, which are higher than most. Your raw mental processing, calculating, and problem solving ability is at least one, and usually several, orders of magnitude above the common man. Try not to let it go to your head.

-600 - **Mad Science!**: Most people would say that it's impossible, not to mention extremely reckless. Not you. Given enough time and resources, and a general disregard for the potential consequences, you can do almost anything technologically possible to achieve. Occasionally things get out of hand and run amok, but that's a risk you're willing to take. Plus, it occasionally results in accidental inventions and discoveries. For *SCIENCE!*

Warehouse Agent

-100 - **I can read your Aura**: Everyone has an Aura, and being able to sense them allows you insight into a person's mental and emotional state. Incidentally, Artefacts also have an Aura, and the ability to sense them allows you a unique insight into the correct placement of Artefacts within the Warehouse, to ensure the energies of the Artifacts do not react badly with each other. (This ability stretches to the placement of items within your own Warehouse.)

-200 - **You're lying**: You have the perfect ability to sense when someone is lying. Even if the person is a master of deception. This ability does have a limitation however - if a person doesn't lie, they can still act to deceive you using nothing but the truth.

-400 - **I got a bad vibe**: You get “vibes,” a feeling, intuition or instinct that can alert you to impending danger or the presence and use of an Artifact (or other supernatural phenomena). The larger the danger or more powerful the artefact, the more intense and distant from the source that you will feel it. It’s not all about the bad though - it’s much more rare, but occasionally you will get a vibe that could let you know something good is coming your way.

-600 - **Call me Parry**: You have a unique insight into how to combine Artefacts in order to enhance and alter the nature of their effects, often by an entire order of magnitude, and even create new Artefacts through careful research and experimentation.

Items

-50 - **Purple Gloves**: A box of 100 disposable purple gloves, perfect for the safe handling of Artefacts and other such objects. Usually. Although, now that you mention it, they somehow never seem to run out...

-50 - **Bag ‘em**: A set of ten specially treated foil bags in various sizes used for Artefact retrieval. Self replenishing.

-50 - **Badge**: This badge denotes you as an official member of a law enforcement agency of your choice. Of course, no one has any idea what branch or department you work for, you can’t use their resources, and payroll doesn’t even know you exist.

-50 - **Gun**: A standard police issue Glock 22 with a 15 round magazine, cleaning kit, manual, shoulder holster, 50 rounds, and concealed carry permit valid throughout the U.S.A. Try not to shoot anyone.

-100 - **Tesla** - This is a gun invented by Nikola Tesla for the use of Warehouse agents. It shoots electricity to knock people unconscious, erasing their short term memory - If a person is hit, they tend to lose about half an hour, perfect for covert operations where you need to get in and out without leaving a trace. Unlike the normal model, this one doesn’t need to be re-charged. However, It can only be fired once every five seconds at most.

-100 - **Farnsworth** (can be purchased multiple times)- An invention created by Filo Farnsworth used for two way audio and visual communication, this communications device uses a unique frequency and encryption, making it completely unhackable and untraceable. It can also only communicate with other Farnsworth devices. Take two with each purchase.

-200 - **Long Distance Football** - This device flies around the world recording Artefact disturbances and reporting them to the Warehouse. Unfortunately, it is not the most precise, only able to give a general area as the location - it’s up to you to do the research and put in the

legwork to track down the source. You're also going to have to throw it occasionally when it comes back to land.

-200 - **M.A.R.A.** - The Maintenance And Repair Automaton is a complete maintenance, repair and defence system for your warehouse (due to safety concerns, M.A.R.A. units cannot leave the warehouse). Each unit comes equipped with flamethrower, plasma cutter, assorted inbuilt tools, biometric scanning and recognition system, net thrower, stun prod, and dart launcher. I may even have forgotten a few things. One thing's for sure, you'll never need to clean up or do maintenance and repair again with these guys on hand. They even fix each other! Comes with one unit per 2000 square foot of floor space. Requires electricity.

-200 - **Phase Plate** - A breastplate that allows the wearer to travel through solid matter (without falling through the ground, thankfully). Denser materials are more difficult to move through and the wearer still needs to breathe, so take care when travelling through walls. While phased the wearer is completely unable to interact with the material world.

-200 - **Force Field** - This device is a combination of two independent protective technologies. Capable of producing a force-field anywhere from skin tight to five metres in diameter, the force field this palm sized device generates will absorb kinetic and thermal energy to reinforce itself and is completely impregnable. Even air won't get through! You could drop a nuke on top of this baby and walk away like nothing happened. Except for the massive crater, and the fallout. And a large electromagnetic field will drain the power, causing the shield to fail. So... don't try the nuke thing.

-300 - **S.A.R.A.H.** (Discount Drop-in)- The Self Actuated Residential Automated Habitat is the prototype home of the future! S.A.R.A.H. (voiced by Sarah Michelle Gellar) is a fully automated home environment and will make every effort to learn and adapt in accordance with your household needs. As a fully developed AI, S.A.R.A.H. is fully capable of (and indeed programmed to) form lasting bonds of loyalty and affection with her homeowner. Capable of preparing meals and drinks on demand (and ahead of time, anticipating your needs), doing laundry, and even self cleaning and maintenance, as well as possessing all amenities you would expect of the most cutting edge future technology, you'll never want to leave home again! Comes in the form of a warehouse attachment (requires electricity and plumbing) or a bunker that follows you between jumps.

-300 - **Goo-ery** (Discount Warehouse Agent) - This large, bulky, steam powered system is used to produce Neutraliser, a viscous purple goo that is used to render Artefacts inert - at least temporarily. Hooked into the Warehouse system, it supplies a steady stream of Neutraliser throughout the building as part of automated and manual controlled emergency application system, with spray hoses available in each section. Integrates with your warehouse, located in the basement, requires water and electricity supply. Warning: don't eat the goo, you'll... see things. Topical application may cause uncontrollable giddiness and laughter.

-300 - **Café Diem** (Discount Scientist) - Eureka's number one dining experience. No matter what you are looking to eat, Vincent has the ingredients and skills necessary to prepare it for you. In addition, this genius barrister/scientist/chef always enjoys a challenge and is constantly coming up with new culinary delights to scintillate your taste-buds. You now have your own personal Café Diem, complete with Vincent, and various patrons from Eureka, where the kitchen is always open and everyone knows your name. And the food is always free. Attaches to your warehouse.

-300 - **Wish Granting Kettle** (Discount Alpha) - A kettle that grants the wish of whoever is holding it. Wishes that can't be granted, that will never come true, result in the creation of a ferret. The Wish Granting Kettle uses coincidence and chance events to come true. If it can't be accomplished via those means, this device can't grant the wish.

Companions

At a cost of 200cp per person you may make any existing character a companion. They do not receive any additional points to spend here. For a cost of 300cp per person you may import a companion - they receive 600cp each to spend on perks only.

Drawbacks

You may take a maximum of 600cp in drawbacks.

+0 - **Let's do the Time Warp**: Maybe you don't like modern day conveniences, with all the technology and plumbing and what not. Or maybe you want to get to know history with a bit of first hand experience? If so you are in luck.

Warehouse Agent: Welcome to Warehouse 12. The year is 1888, the location London, England. You are just about to embark on an adventure in the victorian era. Cars are just starting to become a thing, cobblestone streets are popular and H.G. Wells is your partner in crime. Have fun. Starting location is Warehouse 12.

Scientist: Welcome to Eureka! It's Founder's day - well, it isn't called that yet. Today is the day that Eureka is founded, April 15th, 1950. The Second World War is over, the Korean War is just about to start, and everyone is hopeful about future scientific advancements, especially the new model computers. Have you seen the EDSAC? It can store programs! Starting location is Eureka town founding ceremony.

Alpha: Welcome to the American Civil War. A bloody, muddy, divisive and violent era for the not so United States. The year is 1862 and the war is in full swing - you just got dumped on the front lines. Expect to be drafted by one side or the other in short order. 750,000 people died in this war. Try not to be one of them.

Drop in: Choose from the above

+100 - **Secrets? I don't have any secrets**: You can't keep a secret if your life depended on it. You are utterly transparent when trying to do so and fold at the least amount of pressure, spilling everything you know. This also makes you a tremendously bad liar in general.

+100 - **Socially Awkward**: You tend to get nervous a lot and ramble on, just saying whatever comes into mind without concern for the consequences. This tends to cascade on itself in awkward situations.

+200 - **Don't push the big red button**: You pushed it. You can't help yourself. You are curious, to the point of recklessness. You just do things without considering the consequences. If there is a button, you will push it, even as you ask what it does. If there is an unknown creature, you'll poke it. If there is a question to be asked, you'll ask it. Even if the answer might come in the form of a bullet.

+200 - **I'm not a Clever Monkey**: You are universally the slowest, most ignorant individual in any room. Every euphemism and bit of wit flies over your head until hours after it is relevant. You are always jumping to incorrect conclusions, and you never really grasp the details of what's going on. Expect people to be surprised that you have a brain.

+300 - **I Lost my Leg in Another Dimension**: You've had an accident that, unfortunately, resulted in you losing your leg from mid thigh down. Prosthetic not included. Can be taken a second time for an additional +100cp.

+300 - **Targeted**: I don't know what you did, or who they are, but someone wants you out of the picture - permanently - and they've got a plan to do it.

+600 - **Bronzed**: For some reason, you were imprisoned within the Bronze Sector - whether for your own safety, or that of others, to preserve your life from the effects of an otherwise lethal disease, injury, or Artefact, perhaps you were tricked and trapped by a villain, or perhaps it was simply an accident - whatever the case, it is your choice. Regardless of the reason, you will spend 600 years prior to the jump starting imprisoned, with only your own thoughts for company. Your starting location is now Warehouse 13.

Notes

Expert knowledge: Hard science is science with solid quantifiable data and numbers based on physical, repeatable experimentation - things like sociology, psychology, and political sciences are not 'hard' science as they rely more on the interpretation of data and systems. You'll need to take them as your expert knowledge if you want to understand them.

Mad Science: The effectiveness of this perk is directly related to your fields of expertise and intelligence. The further from your field of expertise you are operating in, and the less intelligent you are, the less effective this perk will be. As an example, a Genius Intellect, with Expert Knowledge in Artificial Intelligence, Electrical Engineering, and Robotics could design and implement a robotic assistant with a quirky attitude, adjustable peripheral tool attachments, and

inbuilt weapons system, capable of running experiments, learning, self modification and repair, building it from scratch to final product, in under six months. Without the Genius Intellect, time and resources required are multiplied by 4, without the Expert Knowledge required, time and resources required would be multiplied by 8. Those numbers stack, so without either, multiply by 24. If you have other intelligence modifiers or expertise acquired elsewhere, they also can increase this perks effectiveness.

Long Distance Football: Integrates with your own Warehouse system, post jump will track supernatural disturbances and may be repurposed to track other things instead, if you have the necessary skill to make the adjustments.

Timeline: Events of Eureka start in 2006, Warehouse 13 in 2009 and Alphas in 2011.

Neutraliser: Has a temporary neutralising effect on a number of unnatural phenomenon, provided that they are complete (all parts exposed to goo), do not exceed the power threshold, and are not destroyed from neutralisation. That is, the goo can't cause things to be destroyed.

Hypercognitive: Does not create mass. Requires a mostly intact brain. You may define "Sufficient damage" as anything that removes enough essential biological structures/materials that healing would be insufficient to replace. An example would be decapitation, removal of the heart or certain other essential organs. Basically, you're body is still human in structure and requires all the things a human does to live. If those components are missing, you're dead. Physical obstructions may also inhibit recovery. Death can be recovered from after fatal injury for up to 24 hours in non ideal conditions (dropped in a field somewhere). In ideal conditions (low temperatures, well preserved, body almost entirely intact) up to a week. After that, cell death prevents recovery.