

“Don’t be deceived by its simple appearance. What looks like a strangely placed door or free-standing oddity is a gateway that leads to a hyper-dimensional machine whose single entry can be moved to any point of history in the universe. Step across its threshold and enter the impossible. Enter the door to infinity.”

The Earth you know has been a peaceful place, a sanctuary for humanity where they have blissfully been consumed by their own petty concerns, unaware of the great dangers all across time and space. Heroes, such as you, have used the Door to Infinity to safeguard it and a thousand other worlds just like it.

Here, in my final moments I can offer you only this brass key and a few simple words, you are the sum of your memories and the equation cannot be changed. Once you step through the door you will remember all the possibilities you see even as time washes away the never weres and could have beens. Don’t contact yourself in the past or the future, even being near yourself risks the darkest of fates, it is forbidden. Find companions for your journey and treasure them dearly, infinity is a lonely place.”

– A dying old man in a Victorian coat.

Adventure any where, any time. It sounds like a recipe for endless vacation right? It would be if not for all the crazies that want to undo the universe from either end. Nope, having your own time machine comes with a lot of responsibility. The heroes were chosen by chance, fate or some higher order to step outside the ordinary flow of time, to see a wider vista than others were ever meant to see. They may do it reluctantly or without understanding their purpose in the beginning, but when they’re charged with shepherding the entire universe, eventually they will heed the call or everything might just cease to be. It’s their choice.

With the whole of creation before them, it could be difficult to decide what to do. Sometimes they will find clues that they will want to check out later, but often adventure finds them no matter where they are. That is just the nature of being a hero.

The Door to Infinity

From the outside it looks like a medieval era arched double door that seamlessly merges into any conveniently located wall. When you step through the door there is an extra-dimensional space inside. The entry chamber is the control room for the Door. Much like the remainder of the interior, it is styled after a Victorian manor house. One of the walls is covered in dials, levers, switches, wheels, cranks, and all manner of odd controls. In the center of this wall is a display noting the date, universal coordinates, and what the locals call the planet. Interestingly, any literate character can read these regardless of the language they speak. As a matter of fact, characters who enter into the doorway can seem to speak or read any language while inside and for a few weeks after they leaving the Door.

While most of the Door’s interior is decorated in the Victorian style, not all rooms are; some seem extremely out of place. One bedroom seems to be modeled after a 1980’s New York loft apartment complete with television, betamax, and a telephone that always connects to the New York operator in the year 1981.

Remodeling the Interior

Over time it is possible for the characters to puzzle out how to change the layout and styles of the Door’s many rooms to better fit their needs and tastes. The Door can make rooms in any style imaginable, but the characters will have to acquire the belongings used to fill the rooms themselves. To change a room requires a Very Difficult Temporal Mechanics roll with a +1 bonus to the roll for each week the heroes have owned the door.

Character Creation Guidelines

Skills

Might: Brawling, Melee, Lift, Stamina

Agility: Athletics, Dodge, Drive, Guns, Pickpocket, Pilot, Stealth, Throwing

Wit: Computer, History, Medicine, Security, Repair, Science, Temporal Mechanics, Tracking

Charm: Diplomacy, Persuasion, Ride, Seduce, Streetwise

Perks

Peacemaker (2): When confronted by the threat of violence you can attempt a Persuasion roll resisted by the aggressor’s Wit to convince a single enemy on each side to stand down. Any hostile actions by the character or his allies will negate this peace.

Center of Attention (1): The character draws attention to himself. Whenever desired, the character can speak up causing those around him to focus solely on him. This incurs a -5 penalty to observers’ skill rolls to notice anything else going on.

Unique Gadget (1): The character owns a mundane appearing artifact of power which isn’t replicable. The item is either unique or at least extremely rare and is as sophisticated as the Time Door itself. Its origin is a mystery. The character may choose one of the following. If it is lost or destroyed, the GM may provide clues on how to repair or recover it after a few adventures.

Sample Items

Universal ID: This card is psychic, and creates the illusion in the mind of the examiner of being a legitimate identification card or pass for the bearer.

Dimensional Satchel: This bag is larger on the inside than it is on the outside. It can hold the equivalent of a steamer trunk, but weighs no more than an empty sack.

Multi-Multi Tool: This handheld electronic device can replace any tool that would ordinarily be used one handed. It is ineffective as a weapon.

Homing Ball: This ball can be thrown as a weapon, though it only deals Might damage. It always returns to the throwers hand.

Chronometric Communicator: This handheld device can tune into any non-encrypted frequency and in any time period, even from across time. It requires a difficult Temporal Mechanics roll to use.

Complications

Archaic: You come from a more preindustrial society. Complicated technology is difficult for you. The first time per session a 1 is rolled on the Wild Die for any of the following skills it is considered an automatic failure.

These include Computer, Drive, Pilot, Repair, Security, Science, and Temporal Mechanics. However, each time a CP is earned in this way you mark out one letter of the word archaic. When all seven are crossed out you have acclimated to technology and this goes away.

Skill Rules: Temporal Mechanics

When a character wants to travel using the Time Door they must specify where they want to go and when they want to be there. Activating the Time Door normally takes one of the character's subjective time. They then make a Temporal Mechanics skill check and consult the following table:

Very Easy: Arriving within 1d6 x 100 miles and 1d6 months before your desired destination. Using the door after it is fully recharged. The door takes 1d6 weeks to recharge.

Easy: Arriving within 1d6 miles and 1d6 days before your desired destination. The door takes 1d6 days to recharge.

Moderate: Arriving within 1d6 miles and 1d6 hours before your desired destination. The door takes 1d6 hours to recharge.

Difficult: Arriving within 1d6 x 1000 feet and 1d6 x 10 minutes before your desired destination. The door takes 1d6 x 10 minutes to recharge.

Very Difficult: Exactly where you want when you want. Door requires only 1d6 minutes to recharge.

Heroic: Taking only one round to program the Door to get you exactly where you want when you want. Door requires no recharge time before next use.

The door always appears in a place the characters can survive and at a place they can safely walk out of it. The door will automatically fail if it creates personal paradox. For example, the hero needs to make the door appear across town in one minute. He rolls 16, a Moderate Success. Consulting the chart the door should arrive 1d6 hours before causing two copies of the heroes to be near each other. So the roll fails and the door doesn't move. How close is too close? That is up to the GM to decide.

Advice for the GM

A good Door to Infinity game is neither a simulation of theoretical physics or strict historical recreations. It is pulpy, time traveling fun. It has more in common with Mr. Peabody and his pet boy than it does with one of Stephen Hawking's dissertations. If legends say you needed a historical nice guy to be a jerk, I guess the legends got it wrong. Fun wins out over science and history books and minor paradoxes and changes in the galactic timeline can be swept under the rug as history tends to heal itself of the small stuff.

Personal paradoxes for heroes should be avoided unless the actions are taking place in an unusual and carefully designed scenario. However, it is possible that players might find a way for their heroes to encounter themselves. When this happens resist the temptation to negate them out of existence, it only complicates the campaign for the other players and makes that player angry. Generally bad things will come of this. It is suggested these paradoxes create rifts that let the Timeless enter our dimension. It should also cause difficulty when operating the Time Door impinging -10 penalty on the next Temporal Mechanics roll.

Adventure Seeds

Campaign Kickstarter: One or more of the heroes (the greatest number with a common origin) find a dying old man in a dead end ally. With his last breath he offers them the key and imparts upon them a few words of wisdom. As he passes away six Cybran soldiers enter the ally pointing their guns. The only possible means of escape; is the anachronistically out of place arched double door behind them. When the characters enter the door moves on its own either to the site of the next character or to the site of the first adventure. They have just become time travelers.

Bye Noon: Tombstone Arizona, 1881, three things happen on this day, a gun fight at the OK Corral, a solar eclipse which never seemed to make it into any of the history books, and an invasion by Cybrans.

Be Kind, Rewind: Something is wrong. Arriving in London the summer of 1946 the heroes find the city is a radioactive wasteland. The Germans just dropped the bomb. The players see a propaganda leaflet with a German general on it that bares a strong resemblance to one of the Timeless. It seems upon finding some locals to question that time seems relatively unchanged until the Russians entered Berlin. After which, the Germans unveiled their super weapon and retook Europe. So the heroes might want to take a side trip to Berlin before April 20, 1945, and put things back in order.

MIB: It seems someone has kidnapped a country music star from the stage at Folsom County Prison. A ransom note was left with an strange list of demands, it seems to be left for the heroes. It includes items like Da'Vinci's first paint brush, George Washington's teeth, the first apple grown on Mars and the last Darling Heavyson motorcycle ever made. Rumors say the MIB MIB is being held somewhere in the Orion Nebula in a long term transport mooring facility. A sort of galactic trailer park if you will.

Tomorrow's Twilight: It is the year 2457 on the planet New Olympia. A plague of vampires is consuming the world. Each night their numbers increase and the only known way stop them is to stake their collective heart located in their hidden nest but one of the vampires claims to be a descendant of one of our heroes. Will this distant relative be spared the fate of its brethren?

Timeline of the Universe

For convenience, everything is measured in Earth time. Some even speculate that Earth has a special destiny.

- 13.7 billion BCE = The Big Bang
- 6 billion BCE = First intelligent life
- 5.9 billion BCE = First visit of the Timeless
- 4.7 billion BCE = First Cybran Army
- 4.5 billion BCE = Earth forms
- 200,000 BCE = "Modern" humans
- 80,000 BCE = Destruction of Atlantean Empire on Earth
- 8,600 BCE = The Never-Queen's original timeline is destroyed
- 219 CE = Exiled Roman senator finds a time machine.
- 1977 CE = The King vanishes from Graceland
- 2215 CE = Earth colonizes Mars
- 2457 CE = July 26, the only day of Universal Peace in history
- 5400 CE = Terran Confederation
- 210,450 CE = First king of Terra-Britannia is crowned
- 4.5 billion CE = Earth's Sun becomes a supernova

Adversaries

The Collector: An immortal alien thief who has no access to time travel himself, he will attempt to manipulate the heroes to further his own ends. At times he may barter information or goods when it suits his own needs. He isn't a cold blooded killer but he is more than willing to abduct someone and keep them forever just to add them to his collection of famous things. He also has a penchant for rockabilly music.

A neutron bomb? Sorry, I'm only interested in the rare things.

Might: 2D+2 **Agility: 3D**
Dodge 5D
Pick Pocket 6D
Stealth 6D

Wit: 3D+1 **Charm: 3D+2**
Computer 5D Diplomacy 5D+2
History 6D+2 Persuasion 5D
Security 5D+2 Streetwise 6D

Static: Dodge 15, Block 8,
Parry 8, Soak 8 (18)

Perks & Comps: Total Recall
Gear: Personal force field brooch (+10), universal lock picks

Cybrans: Genocidal cybernetic life forms. They evolved from goo made in a laboratory millions of years before the Earth formed. After destroying their own creator they have waged war on the universe. They will not rest until all which is not Cybran is obliterated.

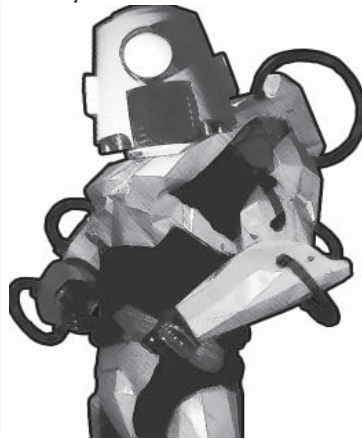
Obliterate! Mutilate! Obliterate!

Might: 5D **Agility: 2D**
Lift 7D Dodge 3D
Stamina 6D Guns 4D
Pilot 3D

Wit: 2D **Charm: 1D**
Computer 3D Persuasion 2D+2
Repair 5D

Static: Dodge 9, Block 15,
Parry 15, Soak 15 (21)

Perks & Comps: Built in radio,
built in armor (+6).
Gear: Plasma rifle



The Maestro: An exiled Roman senator turned time traveler who's spent more than a hundred years laying the groundwork for his schemes to carve an empire out for himself. He has a deep understanding of technology in all its forms, even to the point of restoring his once-lost youth. People across thousands of years and dozens of worlds owe him for their success and he has begun calling in favors.

A small change here, a twist there; before you know it, things start going my way.

Might: 3D+1 **Agility: 3D+1**
Melee 4D+2 Dodge 6D
Pilot 5D+1
Stealth 6D+1

Wit: 4D+2 **Charm: 3D+2**
Computer 6D Diplomacy 5D+2
History 6D+2 Persuasion 5D+2
Medicine 5D+1 Seduce 4D+2
Science 6D Streetwise 6D+1
Security 5D+1
T-Mechanics 8D

Static: Dodge 15, Block 8,
Parry 8, Soak 8 (18)

Perks & Comps: ESP, Lucky
Gear: Armored clothing (+6),
plasma pistol, sword cane, and
time machine



The Never-Queen and her Court of Wasn't Borns: A group of chrono-bandits that survived the eradication of their own timeline. They now make their way by stealing the potential of others: fate vampires. They possess their own Time Door, or at least something similar to it, and use it to cause great people to become nobodies forgotten by history.

The Never-Queen		Typical Never-Knight	
<i>No, you've got it wrong. I just haven't chosen my place yet.</i>		<i>Our Lady deserves only loyalty, for she will find our new home.</i>	
Might: 2D+2	Agility: 4D+1	Might: 2D+2	Agility: 2D+2
	Athletics 5D	Brawling 4D	Athletics 3D
	Dodge 6D+1	Melee 5D	Dodge 4D+1
Wit: 3D+2	Charm: 5D+1	Wit: 2D+1	Charm: 3D+1
History 5D+2	Diplomacy 6D	History 3D+1	Persuasion 4D
T-Mechanics 7D	Persuasion 7D+2		Seduce 4D+2
	Seduce 6D+2		
Static: Dodge 19, Block 8, Parry 8, Soak 8		Static: Dodge 13, Block 12, Parry 15, Soak 8 (14)	
Perks & Comps: Attractive, Center of Attention, Resurrection Matrix (when killed, she reforms inside her Door within 1D6+1 days).		Perks & Comps: None	
Gear: Door to Infinity		Gear: Armor jack (+6), plasma pistol, pike (same stats as spear)	

The Timeless: An other-dimensional race that appears to live outside of the time stream. When entering our dimension they can step into any point in time and space. This allows them to effectively travel in time without using a time door. The Timeless lack all compassion and empathy for beings of our universe. While the purpose of their grand desires is unknown, they continually plot schemes seeking to undo the reality that is our universe. The greatest hope any single person has against them is that the Timeless do not consider the individual a target, rather they plan to destroy entire worlds and colonies.

You must understand, after you are eradicated the pain and loss you are suffering through will simply go away.

Might: 3D+2 **Agility: 3D+2**
Brawl 4D+2 Dodge 5D+1
Stamina 4D+2 Stealth 5D+2

Wit: 4D+1 **Charm: 2D+1**
Medicine 6D+1
Science 6D
T-Mechanics 6D

Static: Dodge 15, Block 8,
Parry 8, Soak 8 (18)

Perks & Comps: Natural Time
Traveller, "See" in the Dark, Walk
Unnoticed (characters who have
never used a time machine do not
seem to notice their presence unless
they choose to interact), Doesn't Eat
or Breathe, Mimic (can pass for other
races), Can Survive in a Vacuum,
Regeneration (heals 1 wound level
per round).

Gear: Black clothes



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