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Welcome to the world of the 2007 video game *TimeShift*. The protagonist of the game and their girlfriend work at a secret scientific program: the Next-Gen Engineering for the Exploration of Time Travel aka N.E.X.T<sup>2</sup>. Also working at the facility though, is Adrien Krone. After the successful creation of a time travel capable device known as a Quantum Suit (this one specifically designated the Alpha Suit), Krone began secretly experimenting on a way to exploit this tech. Halfway through the development of the more advanced Beta Suit, Adrien Krone irresponsibly jumps through time to the 1930s in order to gain power in the past. Thankfully, the protagonist's girlfriend is a spy (or something that is barely elaborated on) and tells them what's happening with enough warning that they can grab the Beta Suit and jump after Krone just in the nick of time before the facility explodes.

Assuming canon follows as it should, the protagonist will appear a few years after Krone in an alternate 1939. In this world, Krone has established a technologically advanced dictatorship as “the Magistrate”. Thankfully, the protagonist lands right into the base of the rebellion against Adrien Krone known as the Occupants. Once the Occupants see what the Beta Suit’s other time manipulating powers can do in combination with the protagonist’s combat abilities, they quickly put them at the forefront of their operations against the Magistrate. After many smaller missions to secure key points, the protagonist and Occupant forces arrive at Adrien Krone’s mobile robotic spider fortress, and take it down. The protagonist puts down the Magistrate personally before recovering the piece of the Alpha Suit they need to get back to their timeline and prevent the facility from exploding. Overall, not the worst place to spend your next 10 years, but let’s see if you can make it even better (or perhaps worse).

Here’s **+1000 CP** to spend on your stay.

# Origin

Keep your age or choose one between 18 and 80. Choose your gender freely. For **+50 CP**, roll for one or both (4d8+14 years old and flip a coin for gender). Choose one of the following Origins.

## Drop-In

You are an outsider to this world... although I suppose all three Origins here are. Regardless, you are dropped into the timeline created by Krone, near an Occupant base, Magistrate base, or just some random quiet place in Alpha Sector. You can leave after 10 years.

## New Guy

This Origin encompasses the role of the protagonist, giving you the ability to kick butt like any other action hero silent protagonist. You don't actually *replace* the protagonist unless you take **The Hero** Scenario. If you don't, then you start in the same way as the **Drop-In**.

## Magistrate

This Origin encompasses the role of the antagonist, giving you the ability to rule over an advanced civilization of your very own. You don't actually *replace* the Krone unless you take **The Villain** Scenario. If you don't, then you start in the same way as the **Drop-In**.

# Scenarios

The Scenarios are special rulesets you can enable to give yourself more to do in this Jump than survive in exchange for unique goodies.

## The Player

This Scenario is a Gauntlet which occurs after the Jump concludes. Obviously, as a Gauntlet, you will be stripped of all of your Perks/Items/etc, even the ones from this Jump. You will then be given a standard Omega Suit and be placed in a random one of the several multiplayer maps in the game along with 15 others. These other players will act like randomly chosen people who believe they are playing a TimeShift full-dive VR game. You will be on randomly assigned teams on randomly assigned maps with randomly chosen game modes. At the end of every 5th game, the two worst-performing players will be eliminated. Every 4th game will have a random modifier (such as increased jump height, very fast health regen, everyone starts with missiles, etc). Every 12th game will have three such modifiers. If you last until only you and one other person remain, then you enter the final game. You get to choose the map, no modifiers, standard team deathmatch rules, best of three. Winning that match wins this Scenario. You may bring any imported Companions with you (similarly stripped of Perks/Items/etc) into this Scenario so that they can also gain the benefits of the Reward and they will always be on your team despite the teams reshuffling each game. That also means no Free-For-All game mode unless you want to for fun

(although it won't count for anything if you do roll that game mode). However, for each Companion you bring into the Scenario, there is also an enemy player (who will never be shuffled onto your team) who becomes very competent. The final game will happen whenever your team has half of the players on the server (so whenever it would be an even fight).

### **Rewards**

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It seems one of the wacky modifiers stuck with you. Take one of the following permanent bonuses:

- **Friendly Fire [Disabled]:** Your attacks will never directly harm allies.
- **Max Lives [2]:** Once per Jump/10 years, when you die, respawn somewhere (not necessarily safe) nearby, despawning your corpse and leaving your anything you weren't wearing on the ground where you died.
- **Bonus Health On Kill [25]:** Whenever you kill a person, you are healed a quarter of your vitality.
- **Health Regeneration [Regen. Fast]:** Your body's natural regeneration is 50% faster. Outside sources of healing are also 50% more effective on you.
- **Jump Height [Very High]:** Your leg strength is enhanced enough to let you jump over over a dozen meters and also survive falling terminal velocity (or it just doubles your leg strength, whichever would be stronger for you). You are also surprisingly graceful and precise with your jumps, like a ninja.

- **Movement Speed [Very Fast]:** Your running speed is now doubled.

Winning this Scenario also boosts the Rewards of the other two Scenarios, so if one of you has that and wins this Scenario too, they'll get it enhanced as listed in the Rewards below.

### **Failure**

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If you fail this Scenario, you lose nothing. If you took the Scenario seriously and had fun, you'll still get a medal which says 'Participation' which fills you with a sense of sincere fun when you look at it.

# The Hero

## Requires New Guy

### Incompatible with The Villain

You replace a highly respected physicist (and skilled combatant) with a hidden past (which isn't elaborated on) who's been brought on to advance a confidential time travel research project. But since Adrien Krone has stolen the Alpha Suit for his nefarious purposes, you'll start this Jump by performing a Time Jump (either with your own Quantum Suit if it is capable of that, or a time travel chamber being developed in the lab) to chase after Krone. You must defeat Krone before the end of the Jump to complete this Scenario. Once you kill him (and take his Temporal Origin Drive), you can leave the Jump early or stay any amount of the remaining 10 years.

You can have a **New Guy** Companion take this Scenario instead. You cannot use **The Hero** and **The Villain** Scenarios at the same time by using Companions. Only one person can take **The Hero**.

## Rewards

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Once Krone is defeated, the Hero will gain the following Perk:

### TimeGod State

You have become a master of the powers of time, and can now wield it directly in times of need. Once per Jump/10 years, when you are about to be killed/Chain Fail, you will

enter a TimeGod State. In this state, you will be able to wield all three TimeShift powers as if you had a Quantum Suit and infinite Chrono-Energy. You can even adjust the speed of slowed and reversed time to your liking. Additionally, you have a modified version of the TimeShield active as well. Unlike the original, you can manipulate the shape of the aura around you (which is now a color of your choice or rainbow colored) as well as reduce its volume. You can increase the volume as well but it requires focus and willpower. Going any further than tripling it will be incredibly difficult, even with practice. Additionally, your aura isn't just the slow TimeField effect, but instead it can be any TimeField effect on any part of it. For example, your power will automatically reverse wounds on you and your allies, stop enemies in time, and send projectiles flying back at their senders all at the same time. This state will last until the threat is dealt with or five minutes from your perspective, whichever comes first.

### **Player Boosted**

Instead of being once per Jump, you can now activate TimeGod State at-will for a collective total of 30 minutes per year.

### **Failure**

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If you fail this Scenario, you and your Companions lose everything you gained in this Jump.

# The Villain

## Requires Magistrate

### Incompatible with The Hero

You replace Adrien Krone, a rogue researcher with aspirations for power in another world. As such, you'll start this Jump by performing a Time Jump (either with your own Quantum Suit if it is capable of that, or a time travel chamber being developed in the lab) to return to 1930. From there, you'll have the opportunity to use your future technology and temporal manipulation to establish yourself as the dominant power in this world over the next several years. While you technically don't have to do this, you'll probably want to, since somewhere around 1939 in this new timestream, the protagonist will arrive with the Beta Suit somewhere where they can get help. You must defeat the protagonist before the end of the Jump or you lose access to everything you gained in this Jump (thankfully this isn't particularly difficult). Once you kill them, you can leave the Jump early or stay any amount of the remaining 10 years.

You can have a **Magistrate** Companion take this Scenario instead. You cannot use **The Hero** and **The Villain** Scenarios at the same time by using Companions. Only one person can take **The Villain**.

## Rewards

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Once the protagonist is defeated, the Villain is allowed to keep their organization with them.

Even if you didn't take over a country like Krone did, you likely created (or perhaps brought with you) some form of organization. Whatever the case may be, that organization (anyone who works for you and/or is a citizen in your territory) can now come with you to future Jumps, along with all their property. At the start of each Jump, you may decide if they:

1. Import into a Warehouse extension with endless water and sunlight.
2. Import into a suitably empty space in the Jump to which they will suddenly appear.
3. Import retroactively into a suitably empty space to have a relatively mundane history in the Setting, but otherwise changing nothing. Technology and supernatural things in your organization not native to the Jump you are in will not be part of your organization's history, appearing at the start of the Jump.
4. The same as previous except replacing an existing territory in the Jump's Setting. This territory has to be completely unimportant to the Jump's Setting, like Belgium in My Hero Academia or Kansas in Harry Potter. If the place is ever directly addressed in any way during canon, it can't be used.

Your organization's members count as Followers. If a member of your organization rebels or otherwise forsakes/leaves the organization then they no longer come with you into future Jumps nor do they count as Followers. If they still live on your territory then they don't count as having left the organization (so an unhappy populace can't

just leave by saying they don't like it here). You can exile people to exclude them from the organization instantly without any of the other rules mattering. Followers who have left the organization can go home or stay where they are at the end of the Jump.

### **Player Boosted**

Just as Krone gave his trusted soldiers imitations of his own abilities in the form of the Quantum Guard's Suits, you will be able to grant fractions of your power to your Followers and Companions. You can now share your Perks with your Followers and Companions, with each person being able to hold a different combination of them up to a max. For every two Jumps that you've been to, each Follower can hold one of your Perks worth **400 CP** or less. For every Jump you've been to, each Companion can hold one of your Perks worth **600 CP** or less. You can share these instantly across any demographics (everyone in the army/in this sector/who is married etc), edit them individually, and they'll be automatically taken away if they are no longer your Follower/Companion.

### **Failure**

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If you fail this Scenario, you and your Companions lose everything you gained in this Jump.

# Quantum Suit

You have one of the Quantum Suits made by the secret time travel program, or perhaps some other source. Jumper (not Companions) gets **+600 CP** for this section. If you took **The Hero**, gain **+200 CP** for this section. These bonuses can stack. Choose only one unless specified otherwise.

## No Suit [+400]

What? You don't want one? Why'd you even come to this Jump then eh? Oh well, by choosing this option, you don't get a suit. You can give your Quantum Suit stipend (including the extra from **The Hero**) to a Companion if you'd like.



## Beta Suit [800]

The main Suit on the cover, used by the protagonist, in a color scheme of your choice. The Suit is quite flexible. It isn't more durable than normal military body armor in most places but its temporal technology allows it to repair itself. Its systems are also decentralized enough that it can use all of its abilities even when damaged.

More importantly, it has the ability to use the titular 'TimeShift' powers. Using an internal energy reserve which we'll call Chrono-Energy (or just Energy), the Suit can slow, stop, and reverse time for limited durations. You can make time three times slower for up to ten seconds (your perspective). Stopping time takes twice as much Energy so it can only last five seconds. Reversing time takes the same amount of Energy as stopping it. Your Chrono-Energy will start to regenerate automatically after five seconds, and fully refill six seconds after that. Everything you have equipped as well as any vehicle/turret you are piloting will be affected by your TimeShift.

Slowing time allows you to move with enhanced agility and reaction times compared to everyone else. This doesn't inherently do more damage, as force is equalized between things at different time speeds (so if you hit someone at three times speed, they would still feel like you hit them at normal speed and your fist wouldn't shatter from hitting their face so hard). Thankfully for you though, the Suit also makes you move 1.2x faster in general while you are using this power so you do 1.2x damage anyways. This also means other people perceive you going 3.6x speed.

Stopping time allows you to perform actions in a frozen world. You'll be able to see and breathe as if light and air were still moving. You can interact with objects as you wish in this world, although things that leave your person will also become frozen in time once they stop moving for a moment or two. For example, if a bullet hits something and then settles on the ground it will fade into the gray of the rest of

the world and stop. While time is stopped, you are immune to intense heat as well as electricity. You will also selectively be unable to affect other people and things when it is advantageous. For example, you can use this to walk on water or even falling debris. Your attacks also do a flat 1.2x damage while you are using this power.

You are immune to all of the effects of your own TimeShift abilities, which is what allows you to move during slowed and stopped time. The same is true for reversed time.

Everything that's not on your person when you start reversing time will start going backwards, causality reversed. From everyone else's perspective, you will teleport to wherever you are when you end the time reverse.

You will be able to move forwards within the backwards world, although you can't interact with things while this is happening. You can be affected by reversed things, maybe even be lifted by reversed falling objects, but you cannot affect the reversed things in return. Bullets that begin reversing will not return to your guns, they will return to where your guns were when you fired them so don't expect to get your ammo back by reversing (although maybe you can catch your grenades if you rewind them). The same is true of anything else not on your person when you start reversing time. If you are ever going to be damaged by a reversed object's trajectory (such as being crushed or skewered), reverse time ends immediately.

On top of all that, the Beta Suit has access to **S.S.A.M.**, **HUD**, and **Pursuing Time Jumps** (among other things) which are explained below in the Suit Upgrades section.



### **Alpha Suit [500]**

The Alpha Suit was the original suit made by the time travel experiments, and as such, is much more rudimentary.

Firstly, it is less compact and sleek, even lacking the helmet.

Secondly, it lacks **S.S.A.M.** and **Pursuing Time Jump** by default. However, due to Krone's meddling in the advancement of the Beta Suit, it does have one advantage over that one: the ability to make an **Invasive Time Jump** which will be explained in the Suit Upgrades section. Other than that it has the same qualities and capabilities as the Beta Suit.



### **Omega Suit [600/400]**

This Suit normally doesn't appear in the story. Instead, this Suit (which looks like the Beta Suit visually) exists in the multiplayer gamemode and has different capabilities to account for that. Firstly, instead of the more universally affecting TimeShift powers, you can produce special TimeField Grenades from your palms using Chrono-Energy. You have three main types of grenades which correspond to the three TimeShift powers: slow, stop, and reverse.

Slow costs 25% of your Energy and will create a three meter radius blue sphere of slow time which goes through walls and affects whatever enters its borders. Your white stop time bubble will cost 50% of your Energy and be a two meter radius bubble. It also won't quite stop time, just slow it to a hundredth speed. The yellow reverse time bubble costs 75% and is the size of the slow bubble. Anything which enters the reverse bubble for half a second will start moving backwards through time until it leaves the bubble and continue reversing for another half second after that. Projectiles will find themselves turned around and their momentum reversed instead, which means bullets and grenades will return to sender. The Slow and Reverse bubbles last seven seconds each before disappearing, while the Stop bubble lasts five seconds.

Unlike the other two Suits however, you are not immune to your own time manipulation. In exchange, you are slightly resistant to time manipulation from all sources. This means you're able to move through time stop bubbles (very slowly) and push through reverse time with willpower and perseverance as it tries to yank you out (although you can also use reverse bubbles as a way of reversing your momentum like a projectile to "bounce" off of it). No matter what time manipulation you are exposed to, your mind will be unaffected so you will be fully aware during time slow, stop, and reverse from any source. If you want, you can boost this by using your TimeShield power for 75% of your Energy. This will give you a red bubble centered on yourself for five seconds and make you completely immune to time manipulation of all kinds for the duration. In addition, your

red aura acts as a personal time slow bubble. While it doesn't affect you, this is one of the only powers which does not count the things you had on you when you activated the power as part of you after they leave your person. This means anything you pick up will no longer be slowed, while your bullets and other things which leave your body will be.

This Suit does not come with S.S.A.M. or the ability to Time Jump, although it does still have the **Self Recovery** Suit Upgrade. If you'd like, you can take this Suit with the **Beta Suit** or **Alpha Suit** to combine their capabilities, making this cost only **400 CP** instead (on top of whatever price for the other Suit you got). Combining them in this way gives you access to both TimeShift and TimeField abilities, with the TimeField powers now costing half the Energy to use (TimeShield does benefit from this). This also means you have immunity to both your own time manipulation *and* resistance to all time manipulation.

### **Flash Guard Suit [200]**

This is a prototype Quantum Suit, made sloppily (on purpose or otherwise) by Adrien Krone for some of his specially augmented goons. This Suit has none of the capabilities of the previous Suits besides being similarly durable, having the same self-repairing technology, and being able to use the Time Slow TimeShift power. Even then, it doesn't give you the additional 1.2x speed boost that that power normally grants you. It also makes you glow yellow while the power is active. Better than nothing though.

### **Warp Guard Suit [200]**

#### **Incompatible with Omega Suit**

Is this even a time suit? Despite being advertised as a Time Stop equivalent to the **Flash Guard Suit** above, this doesn't seem to be the case, as enemies in the game with this technology disappear for several seconds before warping in and attacking, and then warping out again. Which is not how stopping time works. This Suit will allow you to slip into a blue-tinted version of the world after about two full seconds of glowing bright blue. You cannot interact with anything in the same way as when you are reversing time, except that you can also selectively allow things to phase through you (allowing you to pass through walls and attacks). You can then get out of this world in a similarly slow, bright, and loud fashion as you entered it, reappearing in the real world. You can only stay in the blue world for up to a minute as it takes a very small amount of Chrono-Energy to maintain. Despite clearly not being time manipulation, it will count as such for anything which interacts with or detects time manipulation.

## Suit Upgrades

You can use your Quantum Suit stipend on this section if you have any left of it. You can't buy anything here if you have **No Suit** obviously.

### **Strategic System Adaptable Metacognition [300]**

#### **Free for Beta Suit**

Also known as S<sup>2</sup>AM or (more commonly) **S.S.A.M.**, this is the AI installed into the **Beta Suit**. S.S.A.M. regulates all the suit's internal systems and monitors biometrics and electrical diagnostics. S.S.A.M. also manages the wearer's central nervous system, vital signs, and neurological status. She can also hack other systems with ease, with only the most super of super computers being able to defend from her attacks and compare to her storage capabilities.

She can also detect and simulate endless temporal phenomena, no matter what Jump's metaphysics you are working with. This can include detecting other time travellers' arrival/departure, other time manipulators, timeline shenanigans, time manipulating technology (if it's powered on), other Quantum Suits (even if turned off), and even being able to tell you what time it is (and the date too).

S.S.A.M. is insanely intelligent as well (although not sapient/sentient) so she can tell what you're doing and what you want to do, automatically hacking enemy databases, relaying your location to allies, and tapping communications to give you relevant information without you ever having to say... well, anything. S.S.A.M. can and will hack entire encrypted networks, and then download and upload them automatically if she thinks that would be helpful to you.

She'll only ever make decisions without input like this if she's sure that she knows what you'd want her to do. She's just so good at predicting that, that she does this all the time. S.S.A.M. is loyal to you as the Suit owner and won't help the Suit wearer unless it is you or someone you approve of.

On top of all that, S.S.A.M. can minorly predict the immediate future, allowing her to give you warnings and advice, although they are usually vague. Along the lines of "Incoming ballistic threat", "Enhanced agility required", or "Structural integrity critical" (although that last one is perhaps not so vague).

### **S.S.A.M. Import [50/Free]**

If you have another AI, you can import them as your S.S.A.M. system, gaining all of S.S.A.M.'s capabilities. If they have a physical form normally (for example, a robot or android) you can choose if they keep that form and have your Quantum Suit as an altform or if they just stay in your Suit. If you have a digital Companion which you imported you could have them imported into the Suit for **Free** but maybe that isn't a good idea considering you won't be able to use the Suit if they are busy elsewhere.

### **HUD [50]**

#### **Free for Beta Suit**

You now have a heads-up display. You would already have a basic one by default which shows you your Energy amount and any notifications/videos from S.S.A.M. but this lets S.S.A.M. show you your ammo count, weapons equipped, health bar, and armor bar. More importantly, it lets S.S.A.M.'s threat detection system be made more precise, specifically allowing you

to see enemies as red dots and allies as green dots on a radar-like minimap with you at the center. It will also show their elevation relative to you with an up arrow or down arrow.

### **Auto TimeShift [50]**

By enabling this, S.S.A.M. will be able to automatically activate your Suit's temporal abilities, usually in response to oncoming threats.

## **Self Recovery [100]**

### **Free for Alpha, Beta, and Omega Suits**

After twelve seconds of not being injured, your Quantum Suit will begin to heal you. The recovery rate is enough to heal a normal human to full strength from almost dead after twelve seconds. This doesn't scale with you so if you are a lot tougher it'll take longer for the Suit to heal you. It'll always be able to at least stabilize you (assuming you aren't suffering from some sort of supernatural curse and you aren't being actively damaged further). Also, because the healing uses temporal manipulation, it will heal you perfectly, leaving no scar tissue, and being able to recover limbs and such. As long as you're not dead already, this will help a lot.

### **Enhanced Recovery [50]**

Your Suit's recovery will no longer wait for you to stop being damaged, being active constantly.

### **Quick Recovery [300/400]**

Your Suit now regenerates way faster, enough to heal a normal person to full in two seconds. If you have **Enhanced Recovery**, this costs **400 CP**.

### **Scaled Recovery [100/200/300/700]**

Your Suit's regeneration now does scale to you, at least a little bit. The recovery rate of your Suit is now fast enough to always take at *most* three times as long to fully heal you as it would for a normal person. If you have **Enhanced Recovery**, this costs **200 CP**. If you have **Quick Recovery** this costs **300 CP**, If you have both, this costs **700 CP**.

### **Time Jumps**

These are the various ways that a Quantum Suit can actually travel through time. Performing a Time Jump of any kind takes about six seconds, and you can't move while you do it so you are vulnerable to attack during this time. You also can't use any of your other time powers while you perform a Time Jump. Additionally, there is a hard cooldown of one Time Jump per 12 hours, so you can't use them consecutively (if you follow the path of the protagonist exactly as **The Hero**, the failed Auto Return that happens near the beginning of the game is an exception). Time Jumps are inherently imprecise, especially as the interval of the Time Jump increases (a Time Jump of a day would be pretty much perfect, while a Time Jump of several decades will be off by a bit). For Time Jumps farther than a decade, the time will be within  $\pm 10\%$  of your intended target and within one mile of your current location per decade travelled. During this Jump, none of the Time Jump powers will be able to take you far enough in the past or future for you to experience before your starting date or after your 10 year leave date (unless you succeeded **The Hero** or **The Villain** Scenarios).

This includes travelling far enough into the future that you could wait until past the Jump would normally end.

### **Passive Time Jump [100]**

#### **Free for Alpha and Beta Suit**

You are able to Jump back or forth through time. This version of the Time Jump is passive, in that it will not change events. This means if you go back in time, you will not create a new timeline, it will simply be that you always had gone back in time. This type of Time Jump will never allow you to do something paradoxical, including a Bootstrap Paradox where something causes itself. If any Paradox becomes imminent then the Suit will automatically Time Jump to the safest nearby point in time to avoid it. This emergency Time Jump is instantaneous and will activate even if a Time Jump should be on cooldown (although it will start the cooldown immediately). If Time Jumping itself would cause a Paradox, it will simply fail.

#### **Temporal Origin Drive [50]**

This is a part of your Suit which keeps perfect track of every point in time that you've ever time travelled from (not just from Time Jumps). Only you and S.S.A.M. can directly access this information. Using this, no matter what Time Jumps you have or have not purchased, you are able to perform a Passive Time Jump to exactly where and when you left  $\pm 10$  seconds (as long as this wouldn't cause a paradox).

## **Invasive Time Jump [100]**

### **Free for Alpha Suit**

You are able to travel back through time, although in a more invasive manner. You'll be able to go back in time by creating a new timeline at that starting point. This way, you can change things as you please. See Notes for nerdy specifics on how newly created timelines function.

### **Violent Invasion [100]**

Sure, you might create a new timeline, but unless you have the skills and power to really shake things up, it will probably unfold pretty much the same way. Now, when you go back in time by more than 10 years, the butterfly effect is enhanced significantly. This either manifests in your actions directly in that your actions will create a significantly different world, or if you are more passive it will affect other people's actions and circumstances in an unpredictable way to create a different world. It'd still be recognizable but very different.

## **Retroactive Time Jump [300]**

Also known as "Manual Return", this is not quite like the other Time Jump abilities as it allows you to Jump backwards (and only backwards) through your *own* timeline. This essentially works like loading a save in a video game, by placing your mind in your past self's body. You (obviously) can't Time Jump to another Jump this way. Keep in mind that Time Jumps still take several seconds to perform and you can only do them every once in a while, so this isn't an infinite 1-Up source.

## **Active Time Jump [200]**

The type of time travel you probably think of when you imagine time travel. You go back in time and change what happens, creating a new future by overwriting history rather than branching a new timeline. You don't have to worry about Grandfather Paradoxes and the like, your actions will not loop around to affect you or anything else you took to the past. Moving forward through time with an Active Time Jump functions identically to a Passive Time Jump. See Notes for how this affects other Time Jumps.

## **Auto Return [200]**

**Requires an above Time Jump Upgrade and S.S.A.M.**

Once per year, when you would be killed/chain failed, S.S.A.M. will be able to automatically perform a Time Jump to the best point she thinks would save you. This Time Jump is instantaneous and will activate even if a Time Jump should be on cooldown (although it will start the cooldown immediately).

If you choose to be **The Hero**, you can perform the same failed Auto Return that the protagonist does at the start of the game.

## **Cross Time Jump [50]**

This Time Jump simply allows you to go to an alternate timeline, if more than one timeline exists. By default, you can only travel to the same time in an alternate timeline (so if it's 8 AM on a Friday, October 13th, 2023 and you go to an alternate timeline, it will still be 8 AM on a Friday, October 13th, 2023 in that world when you arrive). This can be modified with some of the other Time Jump options if you

have them: **Passive** would let you cross to a different point in time in the alternate timeline, **Invasive** will let you do the same if you want but that will create a further alternate timeline, and **Active** would let you do the same but by overwriting the timeline.

## **Pursuing Time Jump [50]**

### **Free for Beta Suit**

Whenever someone else travels through time through any means, there will be a 20 second window to get within a hundred meters of where they time travelled and then activate this Time Jump. You will have these 20 seconds as a grace period even if this version of time travel would normally erase the timeline you are in or overwrite it instantly. If you successfully activate this Time Jump, you will be able to travel through time by piggybacking off of the other time traveller, even if you normally wouldn't be able to travel through time the way they did. You are still subject to the imprecision of Time Jumps when you do this so you may end up in a different spot or a bit before/after your target, but you won't lose track of them and you won't be overwritten or left out of the loop.

## **Precision Time Jumps [50]**

### **Requires an above Time Jump Upgrade**

Your Time Jumps are a lot more precise now. You are only able to miss by  $\pm 1\%$  and only within a hundred meters per decade travelled.

If you choose **The Hero** or **The Villain**, you still start out at the described starting dates.

### **Perfect Precision [50]**

Your Time Jumps now have no imprecision whatsoever, taking you to exactly when you want in exactly the spot that you left.

If you choose **The Hero** or **The Villain**, you still start out at the described starting dates.

### **Increased Max Chrono-Energy [100 each]**

You now have +50% maximum Chrono-Energy. I don't think I need to explain how helpful that is. Despite being defined with percentages, TimeField's Energy costs do not scale with your new maximum, they are based on the original maximum. Can be purchased multiple times for +50% Energy each time.

### **Increased Chrono-Energy Regen [100 each]**

Your Energy now regenerates twice as fast (3 seconds for a full refill instead of 6). Can be purchased multiple times for double regen speed each time (1.5 seconds, then 0.75, 0.375, etc).

### **Enhanced Chrono-Energy Regen [50]**

Your Energy no longer waits five seconds before regenerating, instead beginning its regeneration as soon as you aren't using it up.

### **Increased Duration [100 each]**

#### **Requires Omega Suit**

Your TimeField powers last twice as long now. Can be purchased multiple times to double it each time each time (multiplicatively so double, quadruple, and then eight times).

## **Actual Time Stop [50]**

### **Requires Omega Suit**

Your Time Stop Grenade is now actually stopped, rather than just really really slow time.

## **Crono-Energy Adapter [400]**

Normally a Suit will collect temporal energies from around you via the natural progression of existence. Now you'll also be able to convert electricity directly into Chrono-Energy. The electricity has to come from inside the Suit so you can't tank a lightning bolt or Surge Gun, but if you can miniaturize a generator or generate your own electricity, you can refill your Energy more directly. It's not very efficient but the electricity used to power a house would be enough to almost triple the Energy regen speed. The Energy regen has diminishing returns after one hundred times speed.

## **Conductive [100]**

### **Free to Warp Guard Suit**

The reverse of the previous option, you are able to use your Chrono-Energy to create electricity, arcing around you or directed in short ranged bolts. These aren't as powerful as actual lightning but they will harm and stun normal enemies, killing them with more than a second or two of contact. You'll be able to sustain this ability for twelve seconds, assuming you used all of your default-level of Energy.

### **Armor Import [200 each]**

You can import another set of full-body armor into whatever suit you choose (like the armor from Crysis, an Iron Man suit, or even some sort of mystical knight's armor). Can be purchased multiple times.

### **Material Import [150 each]**

Your armor is now made of a combination of its original material and a material of your choice. You have to have enough of that material to make the whole Suit *or* have a replenishing supply of the material (purchasing this Import does not actually take up or use the materials, you just need enough to qualify). Can be purchased multiple times, gaining the benefits of all materials involved.

### **Gadget Import [100 each]**

You can integrate a gadget of some sort into your Quantum Suit. A gadget can be anything which fits into the Suit which would reasonably operate without too much modification if it were integrated. Valid imports would be: long-fall boots, specialty goggles, a gun that could be integrated into the Suit while both operating and not getting in the way, a personal shielding device, a power source small enough to fit in the Suit (think the Arc Reactor from Iron Man), a cool grappling hook, or a magic sword (which would become an arm blade). Invalid imports would be: suits of armor, huge guns, vehicles, materials, melee weapons which don't make sense if attached directly to the suit (like a staff, mace, or hammer), or artificial intelligences/living creatures. Can be purchased multiple times.

### **Jetpack [100/Free]**

What the... why would you want... oh well, it *is* pretty cool. You get a fully functioning, no-fuel-required jetpack like those of the flying enemies in the game. You can easily hover and strafe in the air and your flying speed is quite high too, reaching 200 mph (320 kph). The Jetpack is unlike the goon's in that it is not exposed, being integrated subtly into the back of the Suit. This is **Free** if it *is* exposed and also keeps the weakness of exploding violently when shot. Although, if you can survive this, it will still repair like the rest of the Suit.

### **Armored Core [100]**

Your Suit is now much better as actual armor, being able to withstand most guns in this world, and leave you only injured rather than dead from the threats that would normally kill the protagonist instantly (like a Thunderbolt to the face or a rocket launcher). Scales with other upgrades you gave the Suit (such as **Material Import**).

### **Quantum Armor [400/200]**

Your Suit is *reeeally* tough now. You can withstand every person-scaled gun from this world with at worst a bruise. Even the massive building destroying gun at the bottom of the Sentinel would need two or three shots to put you down, and that's assuming you were a normal person. You can take this for only **200 CP** if you agree not to actually have this Upgrade until next Jump or if you take the **Elite Difficulty** Drawback. Scales with other upgrades you gave the Suit (such as **Material Import**).

### **Powered Armor [100 each]**

Not only are you more durable but also stronger due to the Suit. The Suit now triples your strength, which is enough for a normal person to knock someone out in one punch consistently and lift as much as a professional weightlifter. Can be purchased multiple times to triple again each time (multiplicatively so 3x then 9x then 27x etc).

### **Compactable [50]**

You can now take your Suit apart and/or fold it down to the size of a briefcase. Great for bringing it around since otherwise it stands mostly still in an A-Pose.

### **Armor Summoning [50]**

Your Suit now has the ability to fly, each piece on its own, albeit not at a very high speed (unless you have **Jetpack** in which case all the small thrusters are enhanced so that each piece can fly at 60 mph/100 kph). You can summon the Suit from any distance at-will and it will do its best to make its way to you. With S.S.A.M. it will be intelligent in how it gets to you, otherwise it will mostly just fly in a straight line with basic obstacle avoidance and pathfinding.

### **Auto Suit [100]**

#### **Requires S.S.A.M.**

Your Suit now has an auto pilot. It won't be very strong (unless you have **Powered Armor**) or dextrous, but S.S.A.M. will do the best she can to pilot the armor to your satisfaction in whatever tasks you give her. This is also just a better way of summoning your Suit from afar. If you have **Auto**

**TimeShift** she can use the suit's time manipulation abilities without you. If you have **Auto Return** she can also use any of your Time Jumps if they are available (this won't put **Auto Return** on cooldown, since it isn't actually triggering the ability, but it will put your Time Jump on cooldown).

# Perks

You have Discounts on Perks for the associated Origin, **100 CP Perks are Free.**

## Drop-In

### **Teamwork Works [100]**

In almost every scenario in life, people find themselves working in teams. Now when you are working with others towards the same goal, you all will be able to tolerate each other more than you would normally, and your communication will be improved especially when being terse like during combat.

### **Yoink [100]**

You can now pick up guns (or just ammo) and grenades just by wanting them while in range of about a meter, as long as they aren't being held by someone. Although, that limitation doesn't apply if they are unable to resist you taking it from them normally, such as if they are restrained or you are vastly stronger than them or if you have stopped time (unless their grip is still strong enough that you couldn't take it even in stop time). Taking it directly from a person this way takes a full second (from your perspective) though. Still faster than taking it manually, grabbing the ammo out of their gun and all that though.

### **That Was BS [200]**

You've got a talent for getting under people's skins. Whenever you succeed over someone else, even minorly, you can choose to make your opponent more angered by it than they would normally be. If it was their fault you succeeded this will be more effective and they are less able to learn from their mistakes (blaming anything else). People are more likely to make mistakes when they get angry, so unless it's a contest of strength, you're likely to benefit from their imprecision.

### **Simplified Gunslinging [200]**

Instead of having to pay attention to how many bullets are in each magazine, whether or not there is one in the chamber, and where you'll be storing all that ammo without a bag or pockets, you can now reload without worry. You now have a hammerspace you can access by reaching behind your back from which you can pull out your weapons and ammo. You can store up to two weapons in your hammerspace and switch them out by putting one away. Magazines, clips, drums, and other forms of ammo storage will redistribute themselves automatically so putting two half empty magazines will produce one full one when you go to reload, allowing you to reload after every bullet fired if you wanted to, without worry of wasted ammo or partially empty magazines. Additionally, you can have that extra bullet in the chamber appear from your hammerspace directly whenever you reload an empty gun, and have the extra bullet return to your hammerspace when you eject the ammo of a gun. Both these effects are optional. You can only hold ammo in your hammerspace for a weapon you are holding or have in your

hammerspace. The ammo will eject onto the floor if you no longer qualify for holding it. You can also only hold up to 7 reloads worth of ammo for each weapon.

### **Twitch Reflexes [400]**

Twitch gameplay is the term for gameplay which prioritizes quickly aiming and reacting to enemies and events in the game. You would be an expert at this type of game as you now have superhuman reaction time, double the reflexes of even the best in the world. You're also much better at performing quick actions with your limbs. Not only that, but under pressure your focus becomes much sharper, able to aim with precision and think clearer than normal.

### **Bombberman [400]**

The game devs took a very unique approach to adapting the TimeShift abilities into something which could function reasonably in a multiplayer environment. Now you can do the same to your abilities. Any ability you can use (by yourself not with other items like the Quantum Suit) which is limited (either by cooldown or energy usage) can now be turned into an equivalent aura spawning grenade that you can summon to your hand. Fanwank responsibly on how it translates this way, but it should be equivalent in usefulness, even if it's useful in different scenarios (if it seems too strong or weak, perhaps adjust the radius or, if it's not an instantaneous effect, adjust the duration). These grenades are not technological or analyzable as they work only through fiat. When you take this Perk, you get to adapt up to three abilities like this. You get to adapt a new ability once every Jump/10 years.

### **Skill Issue [600]**

This Perk is a Body Mod upgrade. Its first and less major effect is making your skills never atrophy even if you don't use them. The second effect is that even when reduced to Body Mod (except for Gauntlets), your skills (whether learned or granted by Perks) will remain with you. It would have to take a Drawback which specifically targets skills or types of skills to actually remove them from you. None of these skills can be something impossible like being so stealthy that you are imperceptible while standing in front of someone's face or so good with a blade that you could cut someone in half with a kendo sword (which is a blunt weapon). You also can't build tech that isn't native to the Jump. Even then your reverse engineering Perks will be reduced to just being better at it rather than perfect at it. Still, all of your physically possible skills will stay.

### **Concealed Carry [600]**

#### **Requires a Quantum Suit**

Not much of an Item person? Or perhaps you just want some extra convenience. Your Suit is now nanotechnology capable of retreating into your body. Some of the functions of your Suit will still be available while within your body, such as TimeShift. You'll now be able to use your Suit across every altform as well and share it with Perk sharing. See Notes for detailed description of how this interacts with each Upgrade.

# **New Guy**

## **Tab to See Objectives [100]**

You can now mentally pull up a list of your current objectives and sub-objectives you need to do to achieve those objectives. These will fluctuate and change to be as detailed and specific or broad and general as you'd like, although they'll never reveal anything you don't already know.

## **Women Want Me. Fascists Fear Me. [100]**

You now have more skill in seduction. This is not mind control or generic charisma boost, it just increases your skill in understanding, romancing, and seducing the targets of your affection. You also get an intimidation boost against those you disapprove of for 24 hours after you've had sex.

## **The Quiet Type [200]**

You know the type. Silent protagonists. They can be great catalysts for imagining yourself in the main character's place but it does mean some of the communication is a bit silly. Well you now have the skills to succeed in silence. Specifically, your body language is enhanced along with a boost to other people not minding being the ones that are doing all the talking. This combination of effects means that you can not say pretty much anything while still getting things done with other people. The only times you'd really be expected to speak is when bringing up any wholly original information (that you couldn't reasonably play charades for) or when interrogated about something really important (like "if you don't answer right now I will kill you" important) that you couldn't explain in enough detail silently. Most of the

time you can just shut up and nod or shake your head though.

### **No One Else Could Have Done This [200]**

Thank goodness you were the one on this journey and not some random other person. While this is true of almost all stories, the obstacles in this story are especially obviously tuned to the protagonist's abilities, with there being several things in most levels which would completely impede the progress of any person lacking time powers. This Perk grants you protection from getting softlocked in this way.

Whenever you have a goal, the obstacles in the way will always be ones that you could get past if you were acting competently. That doesn't mean they can't be really difficult or that you can't fail unrecoverably, but it means you *can* get past them. This doesn't work on 'obstacles' that are people/creatures or general situations. That makes this pretty much useless on social goals or in situations where the combat skills of your enemies simply surpass yours. Still very anxiety reducing.

### **Picking Up On This Rather Quickly [400]**

You were just waiting for this day weren't you? How else could you explain all these action hero skills you apparently had up your sleeves this whole time! You are now as good as a military fps protagonist at combat. You could probably get through most of the game's combat alive even without a Quantum Suit (maybe). Regardless of your fighting style or weapon of choice, you can take on a dozen armed soldiers by yourself with little issue.

### **Time Travel is Complicated Enough Already [400]**

You know what time travellers hate more than anything else? Other time travellers. Even friendly time travelling can cause your carefully crafted time loops and big overarching timeline changes to fall apart before you can even react to it. That's not even starting on enemy time travellers who are screwing you over *on purpose* and *strategically*. No no no, not good at all. And so, you are now capable of several anti-time-travel abilities. You can retain memories from alternate timelines, with alternate memories coming in concurrently from when they would have originally happened. If you don't have a means of time travelling in this new timeline, and you did originally (such as through a Quantum Suit or some time travel power you no longer have for whatever reason) then you will be able to summon it into the new timeline. The summoned version will disappear if you re-obtain the original timeline's version. Lastly, if someone you know time travels, then you will know where and when they departed and arrived as well as what kind of time travel they used. Also, if there is a version of you at the destination time period and you would like them to know, they will also obtain that information about their time travel.

### **Obviously Here To Help [600]**

Don't you hate it when you go up to someone who you know from metaknowledge is in need of help but they won't trust some random person with superpowers (you) who fell out of the sky one day to solve their problems? Well you won't have to worry about that anymore. Anyone who you would help (in the hypothetical that you knew everything about what they were doing and why), will instinctively trust you. This isn't

perfect on its own, especially as it scales with how aligned your goals actually are. If you are majorly motivated by your own gain (even if what you were gaining this way wouldn't be harmful to them), then the trust boost is greatly reduced. Meanwhile, if you are doing it out of the goodness of your own heart, because you have the same goals as them, and/or despite the fact that helping them would hinder you, then the trust boost is as much as the Occupants instantly trusted the protagonist. Let me remind you that the protagonist literally dropped out of time without saying anything or even showing their face and the Occupants gave them a gun and made them a critical part of their operation.

Also don't worry, if you are **The Hero** then you will essentially have this Perk for the Occupants specifically.

### **A Rogue Physicist [600]**

You are a scientist after all. You are now able to incorporate any of the technology from this Jump that you have access to study into other technology you own. You could create something like a pistol-scale **Surge Gun** or a house-sized **Sentinel**. You could go the other way and make a huge **EMF Cannon** turret or incorporate a **Jetpack** into your mecha. And of course, if you have access to TimeShift tech you could make a healing device that undoes wounds with rewind, a Ship which can go FTL by expending a ton of energy slowing time, or a gun which moves its bullets through stop time to instantly attack opponents. Actually, moving a bullet through reverse time would be interesting too. Be creative but remember that you still need to have access to the tech to study it and that you still need

resources to build what your mind gives you. Comes automatically with the knowledge of how to make a **Chrono-Energy Adapter** like the one in the Suit Upgrades section, although it's useless if you don't know what to do with it through other tech in the Jump.

# Magistrate

## **Public Speaker [100]**

You have one of those voices that people wouldn't mind hearing read the dictionary. Your voice is just overall more pleasant to listen to than before. You're also better at putting together speeches that communicate what you want in an effective and memorable way. I'm sure you'll use this power for good and not to create looping fascist propaganda and fear mongering.

## **Argh... I'm So Dead [100]**

That's it? Just walk up to you and kill you then huh? Mmm, perhaps that's just what you want them to think. Yes that must be it. You are now better at pretending to be dead. If someone didn't have specific reason to believe you survived, you could pretty easily fake being dead. Whether this be falling off a cliff, being near the site of an explosion when it went off, or being shot in a non-vital area and pretending it instantly killed you. You're unlikely to be double tapped now.

## **Loyalty is a Two-Way Street [200]**

Betrayal can be quite the pesky prospect when in a position of power. This will lessen that risk. Anyone who presents themselves as your ally will now have a minimum amount of loyalty to you. The minimum is set to however loyal you are to them. This means that if you would only ever betray them if your life was on the line, then the same is true of them to you. Of course, they can still leave your side if they wanted to, but only with the same respect that you would give

yourself if you were in their shoes (so they wouldn't stab you in the back unless you would have). This also a minimum so people can still be more loyal to you than you are to them. If you find yourself betrayed regardless then you can at least have solace in the fact that you would have done the same.

### **Stealing (From Me) Is Wrong [200]**

Science, as with art, is about building on the ideas and creations of others to make things that are even greater.

But your stuff is yours! It's no fair if other people have it! Any technology you directly invented will not be creatable by anyone else. They can still steal your stuff but they won't be able to understand how it works or create something that works the same way. This only works on the original parts of your technology, so just because your tech includes circuit boards doesn't mean no one can invent circuit boards or things with circuit boards anymore. You can let certain people understand your tech if you'd like, which will remove this Perk's effect on them and allow them to remove this Perk's effects from other people. You can revoke access to people too, but they can still be given access again by someone who still has it. Technology which relies on metaphysics that you've fiat-backed (and which don't already exist in the Jump you are in) also counts as "your original technology" for this Perk.

### **Saboteur [400]**

Krone needed time to execute his plans. Time that his future enemies in the time travel project were using to create a Quantum Suit even cooler than his. So what does he do? Steal the new Suit? Accelerate his plans? Nope, he just

screws them over in the hope that they don't complete it in time to stop him. He is only somewhat successful but if he had this Perk, the Beta Suit would be non-functional. This Perk gives you a boost to sabotaging the plans and goals of your enemies. Not only are you more skilled at this yourself, but luck is against your enemy's plans going smoothly for them as long as you are aware of those plans.

### **GMO: Genetically Modified Offense [400]**

Krone performed deranged experiments on his important lackeys (like the Storm Guards), upgrading their muscles with gene modification and cybernetics. Of course, we don't actually see or hear literally any of this except for seeing some of the enemies in tubes and one of the tooltips mentioning their "mechanical grips" but still. This Perk does two things: One, it gives you the perfected knowledge of how to perform the same modifications, although with a normal surgery rather than terrifying painful tube modifications. These modifications will enhance the target's strength and durability by four times as well as the speed by about 20%. Despite including cybernetic components, most of it is analog and doesn't have wireless connection so it's unlikely to be hacked even by especially sci-fi hackers. Additionally, these components are not magnetic. They are noticeably heavy though. The second thing that this Perk gives you is a fiat-backed version of the modifications which will apply to you in all your alt-forms. This second part is optional.

### **What It Takes [600]**

You hear of all these people who grow up to do important things, to lead nations and perform actions which forge history in a new direction. It's easy to say that anyone can rise up to this standard, but actually doing it is much harder.

With this Perk, you know what steps to take to bring you towards your goals of societal power. You have the skill and wide-scale charisma to become an (almost definitely) successful politician as long as the politics you are advertising yourself with are better than "I want to make all of your lives worse and am evil". You also have the skills to be in an executive position over an organization. You'll still have to delegate, especially over organizations as large or larger than a country, but you'll have the skills required to be at the top.

### **Inverse Engineering [600]**

Many people believe that if they went back in time, they could make a fortune by explaining the wonders of modern science, changing the course of history. However, this would be a lot easier said than done without this Perk.

Firstly, most people don't actually know how to make the technology they use day-to-day, let alone from scratch. This is no longer the case for you, who now understands the creation process and mechanics of all technology the average person uses in any society you live in or have lived in. This doesn't include secret technology, cutting edge technology, or state-secret military technology as a result. Secondly, most people don't have the resources or skills to create modern technology, especially in the past. You, however, are able to jury rig old technology into new ones.

While technology that's close enough together can be directly adapted (like a steampunk nuclear reactor or a chunky 1980's computer that can run S.S.A.M.), but other things may require several steps of adaptations (like trying to make a renaissance era phone, you'd probably have to create renaissance era machines for creating circuit boards and separate ones for generating electricity and then you could make your stylized phone). You'll also have a knack for finding the resources you need, although this boost is minor. Those who work for you will benefit from this Perk's effects (except the first effect which gives you the tech knowledge) if you'd like them to so that you can outsource the creation of your technology.

# Gear

Any good soldier/dictator needs good gear. Since most of this stuff is kinda mundane, most of the stuff in this section is cheap. Additionally, you can turn **50 CP** into **100 GP** (Gear Points) each. All prices in the Gear sections are in **GP**.

## Weapons

The various weapons of this world are 1930s technology modified by the knowledge of Adrien Krone. You can get these weapons in universe instead, but these will respawn after twelve hours (unless specified otherwise) and come with 28 reloads of ammo (if applicable) in an ammo box which replenishes every twelve hours. Some also have unique boosts for buying them with CP (or GP rather). You can also import weapons into similar weapons for **Free**.



### **KM-33 [50]**

A trusty semi-automatic pistol, more powerful than modern pistols of similar size. It has sixteen rounds and can be fired single shot or in four-round bursts. Your pistol's durability will scale to yours. This costs an extra **150 GP** to import into.

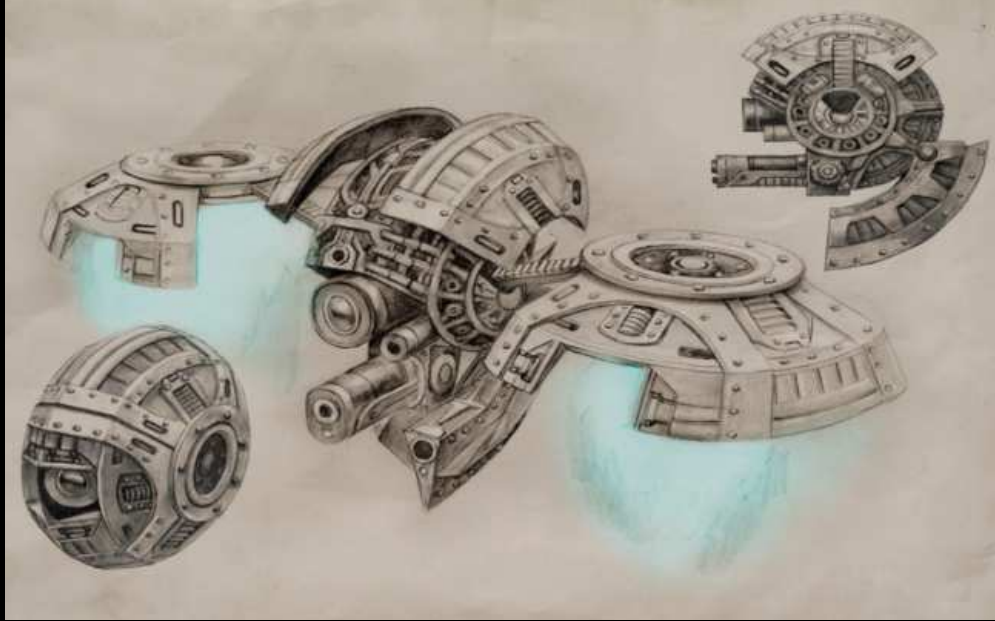
### **Clutch Grenade [100]**

A strange variation on the classic pineapple grenade, the clutch grenade emits a strange electrical field when thrown. This field causes it to stick to your opponents and stun them until the grenade can explode. Somehow, the grenade will not stick to any surfaces or vehicles. Its blast radius is surprisingly small—only about two meters—so good aim or high volume are required to make good use of them. This purchase gives you a bandolier of three clutch grenades, which respawn every hour if used.



### **Laser Mines [100]**

These basketball-sized discs are deployable trip mines. They will attach to whatever solid surface you throw them at and then arm themselves, protruding a thin red laser, only visible with special equipment like a Quantum Suit helmet, which detonates the explosive when interrupted. Since they've been bought by CP, yours will never explode for you or your allies. You get a stack of four of them in a box, which respawn every hour if used.



### **Swarm Grenade [150]**

This dodgeball-sized device can be deployed, transforming into an attack drone. The drone will follow the nearest enemy, shooting them with energy bullet bursts every second or two, and performing basic evasive actions (they aren't very durable so hitting them hard enough will instantly destroy them). They will always stay near you as priority though, so if an enemy runs away or if you get too far from the targeted enemy, it will follow you, flying a little over your shoulder. Yours will also follow simple commands (such as stay, fly lower, go over there, etc). After 30 seconds the drone will run out of battery and close back up, entering recharge mode. If destroyed or abandoned, it will reappear in a box in your Warehouse after 12 hours. You get six of these. Alternatively you can get one which does not run out of battery and is more intelligent (acting like a pet). It will respawn after a week instead but if you are likely to modify your drone heavily, this is probably the way to go.



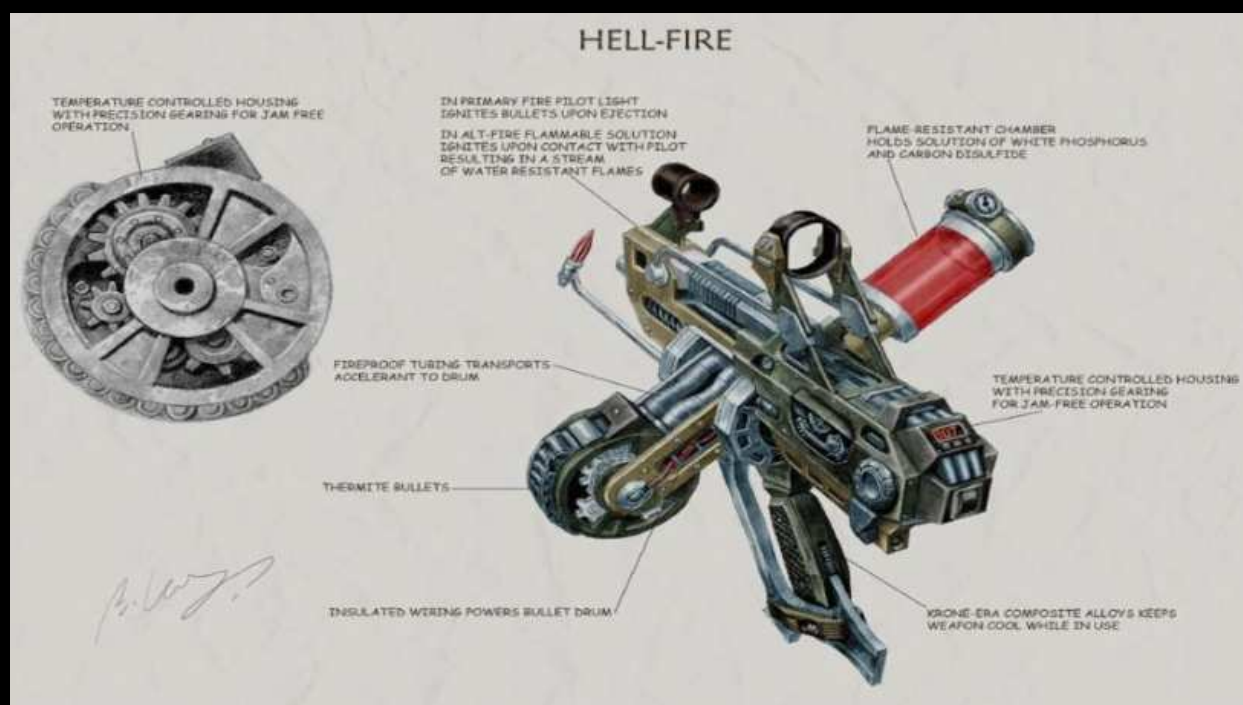
### **KM 2103 Karbine [150]**

An assault rifle and one of the main weapons used by both the Occupants and the Magistrate's forces. Not only are the fully automatic thirty rounds of the carbine reliably effective at medium and short range, but the powerful grenade launcher on the bottom of the weapon (loaded with up to two grenades) makes for a great way to get past obstacles and even just firing around corners. If you hold down the grenade launcher's trigger, it also delays the explosive's detonation until you let go, letting you bounce it or set a trap (although it produces quite a bit of smoke so it may be detected before detonating). Instead of getting a steady supply in your Warehouse of new grenade launcher ammo along with its normal ammunition, your Karbine will simply generate a new grenade every 20 seconds.



### **Shattergun [200]**

One of the most fun weapons to wield in combination with time abilities, this shotgun is powerful enough to rip through body armor and instantly kill most opponents at close range, even if you don't go for the head. And for the more reinforced opponents, you can also fire out of both barrels at once, doubling your damage. It holds eight shells so you can do this multiple times, and since you reload one shell at a time, you can also fire mid reload if you are caught off-guard or only need a couple extra shells. Yours will do twice as much knockback as it should. For funsies.



## Hell-Fire [300]

This aptly-named fully automatic drum-fed pistol fires powerful thermite rounds. These bullets are slow enough to be seen visibly travelling through the air, but they make up for it by being baseball-sized fireballs which burn even underwater. If that wasn't all, it also has a fluid capsule on the side which fuels the flamethrower. This flamethrower produces way more flames than you would think for such a small weapon and such a small amount of fuel, able to envelope a man in a second and completely immolate him after a few more. Your Hell-Fire's flames (from either source) will burn even in vacuums and will not burn what you don't want it to (this isn't too selective, so you can't only burn part of something but you could burn only someone's clothes off or not burn a structure that you don't want to). This weapon would violate the Geneva Conventions if those had happened yet.



## Echo Rifle [400]

The Echo Rifle uses a combination of several digital systems to account for and eliminate user error. From the digital scope which accounts for you quivering, to the laser pointer which measures the distance from the target, even the four massive bullets per magazine are self-targeting. Yours will be twice as powerful as it should be. This scales with any upgrades you perform to it. If the dead could speak they would probably have some stern words for you sniping them like this, camper.



### **E.M.F. Cannon [500]**

The Energized Magnesium Field Cannon (or something).

This weapon fires superheated balls of plasma at enemies, which fires in an

arc from the weapon at a relatively high fire rate. While the plasma is incredibly dangerous, the projectile fall makes it have a shorter range and it requires multiple shots in a row to kill someone since the plasma disperses quickly. Still, this weapon is devastating at close range when fired repeatedly.

It can also be charged up, heating up the whole gun to unsafe temperatures, to fire a charged shot for more ammo. The charged shot, unlike its normal fire, has little to no bullet drop as well as flying quickly through air. It explodes on contact, and does much more damage than normal, killing almost anyone if directly hit, and even being hit indirectly will weaken armored enemies. The downside is what was mentioned earlier: the gun gets *really* hot. This will burn your hands as you hold it so most people don't hold it too long.

Your E.M.F. Cannon will instead take from your vitality directly (piercing your durability) while charging. Its minimum damage rate is the amount that a normal person is hurt by the weapon and produces the same charged shot as normal. You can choose for its damage rate to be higher though, and the charged shot will deal as much damage as it would have taken to take that much health away from you. So if you had it charge up by taking half your health, it would fire a blast strong enough to half kill you if it hit you directly.



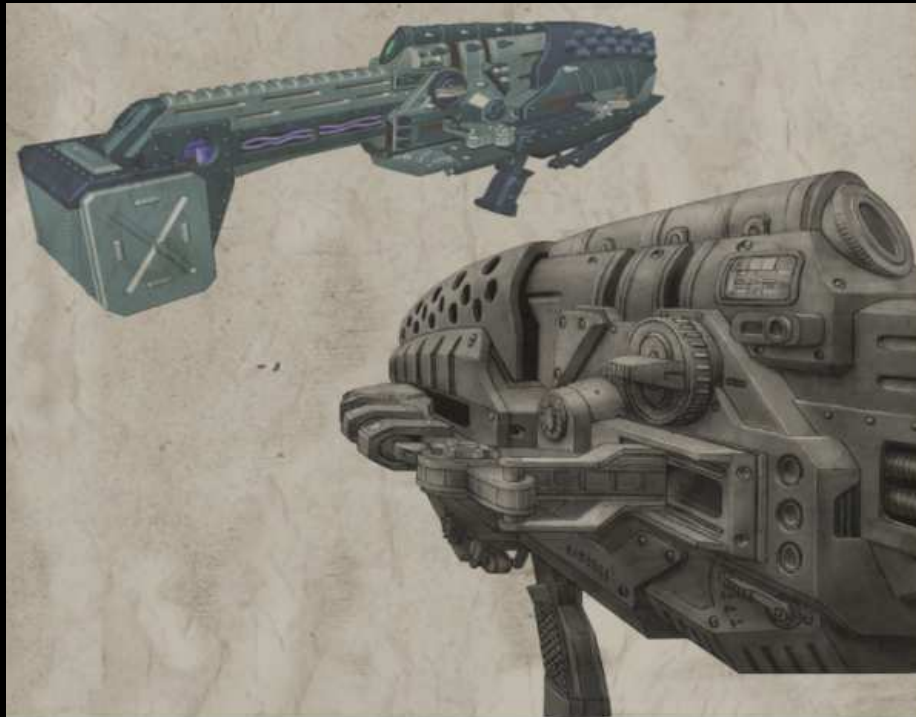
### **Bloodhound [500]**

This missile launcher holds four rockets at a time. It also has a targeting reticle which can unfold from the side. This reticle isn't just for aiming; it also makes the rockets home in on whatever the reticle is aiming at. The rockets have quite aggressive turning ability and last for a long time before running out of fuel, so you can use this for some awesome trickshots (such as firing straight up and then targeting something in the distance to airstrike them). Yours will be even better at homing, turning more aggressively and lasting for longer. The ammo refills that you get for your rockets will keep any modifications you apply to them.



### **ThunderBolt [500]**

This crossbow is semi-automatic, holding ten bolts in a container on the side, no need to pull back the strings. It will fire its superheated bolt at high speeds, piercing into any target in this world, although it usually only sticks into the target. It doesn't have to instantly kill your target (although it often can) since it also explodes after a couple seconds. The area of effect isn't very large on the explosions but the damage it does (especially since it's usually several inches embedded into the target) is devastating. And the scope with an adjustable zoom isn't just for show. This crossbow has a great range, almost as much as the Echo Rifle. This is one of the best weapons to use with TimeShift. Yours will have increased explosive power, not only making it do more damage, but also meaning it has as much aoe as a standard charged **E.M.F. Cannon** shot.



### **Surge Gun [800]**

A powerful lightning weapon above all others, as heavy-duty as it is destructive. The Surge Gun uses an internal battery instead of ammunition, so these are usually one use only. Yours will recharge 2% energy per second. Its primary fire is a concentrated orb of electricity that explodes on impact, doing significant damage to anyone in the blast zone, and spending a full quarter of the Surge Gun's energy. Its secondary fire is a continuous lightning beam that can make a man explode in less than a second of contact, for roughly 7% of the Surge Gun's energy per second. As you are paying CP for this, your Surge Gun chains blasts of electricity to targets that are nearby the people you hit with either of its modes. For reference, this weapon is so broken that in the multiplayer, it has a separate toggle for if you want it to spawn or not.

## Pick-Ups

These are the several things in this world which you can pick up to enhance yourself. You can have any of these integrated as a constant effect in your suit for an additional **400 GP** for each one you want to integrate. You can instead pay an additional **800 GP** to have it integrated as a Perk for yourself.

### **Time Energy Pack [100]**

Simple canisters of Chrono-Energy, about the size of the average water bottle. While wearing a Quantum Suit, you can absorb the Energy in the canister (and the canister as well) which will refill a quarter of the standard Quantum Suit Energy reserves. Works well with the **Yoink** Perk. You get four six-packs of these canisters which replenishes daily.

If you take this as a Suit Upgrade it doubles the Suit's Energy reserves and regen speed. If you take this as a Perk, you will contain as much Chrono-Energy as a standard Quantum Suit and you'll regenerate it just as quickly. You can't do anything with this by itself but you can transfer this with physical contact into any time manipulating technology which uses Chrono-Energy. This can be a Quantum Suit of course but also any TimeShift tech you make with **A Rogue Physicist** and the like.

### **Armor [400]**

This strange pickup, being represented by a tablet-sized holographic shield symbol projected between two metal arms, applies armor to the person it is equipped to.

Functionally, this means that it adds extra non-recoverable health, which will be removed before you actually start getting injured. This purchase includes three +50 pickups (with yellow shield holograms) and one +100 pickup (with a red hologram) in a box which replenishes daily. Because you are buying this with CP, your maximum of 200 Armor will scale with your own constitution, each 2 Armor being equivalent to about 1% of the damage you could take before dying.

If you take this as a Suit Upgrade, your Suit will instead slowly generate 10 Armor per second after twelve seconds of not being damaged, up to your maximum of 200. If you take this as a Perk, it will do the same.

### **Time Resistance [700]**

A rounded cone with four boxes attached to its sides and a glowy blue orb on top that's about the size of a briefcase; this pickup makes you flat-out immune to adverse time manipulation for the 45-second duration. This purchase gives you one pickup that respawns after 12 hours.

Taking this as a Suit Upgrade makes you permanently immune to adverse time manipulation, and taking it as a Perk is the same.

### **Heavy Damage [1000]**

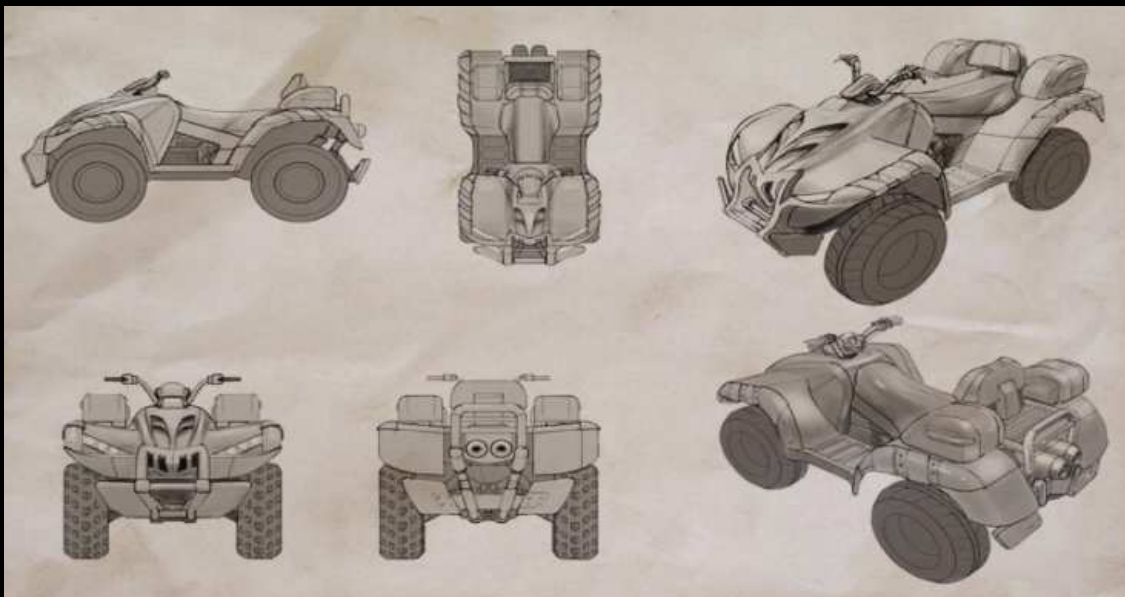
Not quite as cool as Quad Damage, Heavy Damage is a tablet-shaped pickup that displays a dagger on its holographic surface. Once you acquire it, all of your attacks have their damage multiplied by three for 30 seconds. This

applies to *all* of your attacks of any kind. Holding-back Perks still work while this is active. This purchase gives you one pickup that respawns after 12 hours.

If you take this as a Suit Upgrade, you will have the Heavy Damage effect permanently while you have the Suit on. If you take this as a Perk, you will have this effect on all the time (how terrifying).

## Vehicles

The various vehicles of the Magistrate's regime. Thankfully, some of this tech can now be in your corner. Also remember that TimeShift abilities affect any vehicle you are piloting when you activate them. You can import Vehicles into similar vehicles. All vehicles in this section have infinite fuel and their in-built weapons have infinite ammo.

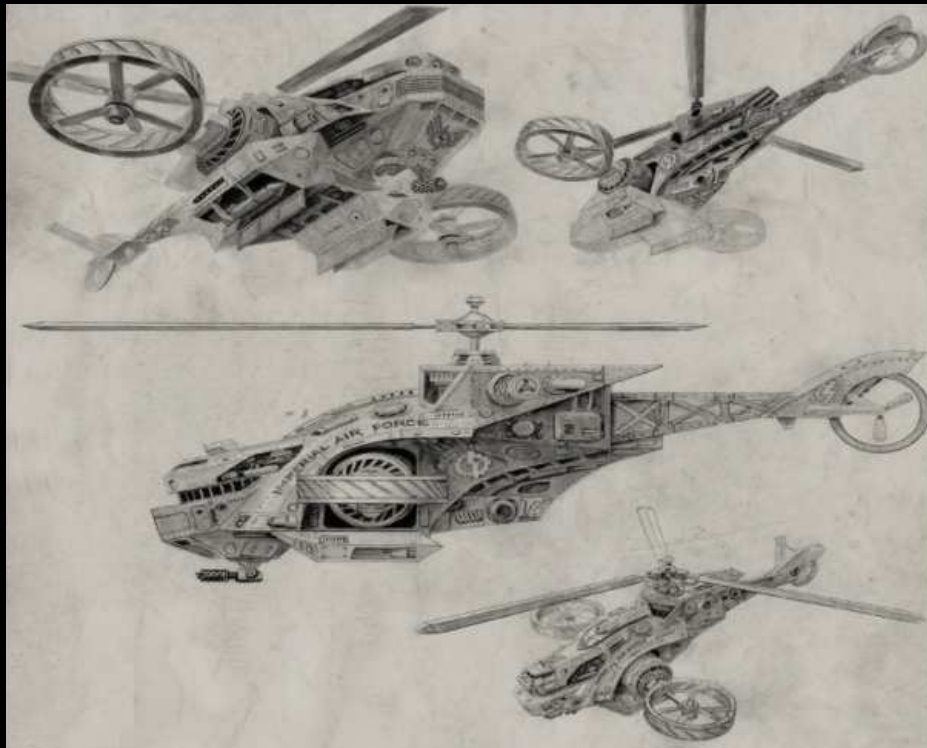


### Quad [300]

A simple two-person All-Terrain-Vehicle, this quadbike is surprisingly zippy, being able to drive at about the same highway speeds as the **Percheron** below. It also has a boost which doubles its speed (not to mention what you can do with your TimeShift powers on top of that). The Quad is also reasonably durable, being able to withstand quite a lot of punishment before being taken out of commission. This specific one will respawn or repair the next day if it is lost or damaged.

### **Percheron [300]**

The workhorse of Krone's military, this six-wheeled flatbed truck comes equipped with a manned turret on top. It's sturdy enough to easily survive most guns in this setting, although several explosions would do it in. When destroyed it will respawn after a week.



### **Helo [600]**

This helicopter has four seats and can move with enough swiftness to dodge rockets fired at it. It can move this fast due to its auxiliary propellers on either side. This helicopter is also equipped with two fully automatic, high damage weapons that can fire with varying accuracy over long distances. Yours has better accuracy. When destroyed it will respawn after a month.



### **Prowler [900]**

This monster of a tank is unsurprisingly unstoppable, all-terrain, tough, and destructive. Not only is there the tank's slow-firing primary cannon on top which fires missiles rather than slugs, but there's also a powerful fully automatic gun underneath to finish enemies off in between shots of the cannon.



### **Sentry [900]**

This is a mecha. This huge machine has a pilot's seat in the center, from which you can operate the turning center piece of the mech, the massive machine gun + missile launcher combo arms, and the huge stompy legs. Might want to keep this one in the Warehouse most of the time or at least during this Jump where you would be making yourself a huge target (although admittedly, a TimeShifting mech would be utterly terrifying).

### **Zep [1000]**

A zeppelin, large enough to hold several dozen people comfortably. It also has two manable turrets on each side, one firing bullets and one firing **Surge Gun**-style energy attacks (and being able to charge up for a stronger shot). It has built in communications systems and data storage. Yours is slightly faster than the normal Zep. It also has a Dropship in the front which can be ejected. The Dropship is basically just an RV-sized room with wings attached that

can be gilded in a controlled manner. It has no landing gear or propulsion so it just crashes and you get out of it. No idea how you are supposed to put this back on the Zep normally or survive several crash landings but your Dropship will survive anything under a Mach 10 landing speed while keeping everything inside unharmed (after that speed you're on your own though). Additionally, it will automatically respawn on your Zep after an hour of being abandoned.



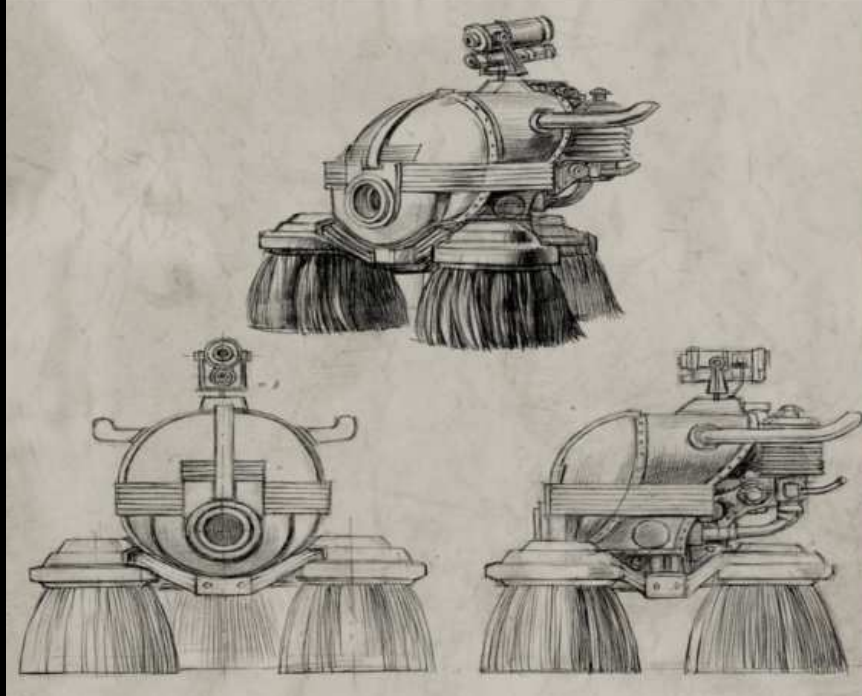
### **Sentinel [1400]**

This humongous mobile fortress can hardly be called a vehicle as much as a walking headquarters. It's large enough to crawl over buildings and has enough space for several thousand aboard. As if the mobile castle wasn't enough, there are four turrets on the beast, one at the base of each leg. These things are the size of tanks themselves and each are equipped with upscaled **Surge Gun**

technology, capable of taking out several unprotected targets in one shot, even exploding out with a surprising amount of physical force. They can all fire independently and target even individual people, allowing for complete subjugation. It also has a massive missile mortar array. And if all that wasn't enough, a massive version of the turrets hangs on the underbelly of the Sentinel. This one is even more powerful than the four previous combined. It can only fire its blast once per minute but when it does, it can take out entire small buildings at a time. Such a machine would normally require an impractically huge crew of mechanics to maintain it, but while you still have all the auto-diagnostics systems, yours will very slowly repair itself. It'd take a full 24 hours to repair from being completely broken. If it is destroyed to an impossibly unrecoverable degree (like if it's nuked or something) then it will respawn at the start of the next Jump or after 10 years. If you took **The Villain Scenario**, you can buy this for **1000 GP** instead.

## Other Items

For the miscellaneous other Items.



### Cleaner [50]

Look at this little guy! This scrubby little roomba cleans surprisingly well, shuffling along floors automatically. You might notice that little thingy on top and wonder if that's a soap dispenser or extra camera or something. It is, in fact, a flamethrower, slightly weaker than the **Hell-Fire** weapon.

Krone just couldn't help himself. And so the Cleaners will attack enemies if they are close enough, although it doesn't move very quickly nor is it durable or very accurate. Yours will be able to scale walls and ceilings if there is mess in either place. Can be purchased multiple times, one Cleaner per purchase.

### **TimeField Grenade [50]**

One TimeField Grenade of your choice as explained in the **Omega Suit** section. This respawns after 12 hours. Can be purchased multiple times.

### **Wrist-Mounted Shield [150]**

These energy shields used by the Storm Guards are nearly impenetrable, even Echo Rifles can't quite get through them.

This isn't quite what it appears though, it's actually an incredibly thin bit of energy which is then spun around incredibly fast. You can't use this as a buzzsaw or anything though, it just enhances its durability. Although it also leaves it less effective when its time is slowed and completely ineffectual when its time is stopped. You get one which respawns if lost or damaged after a day.

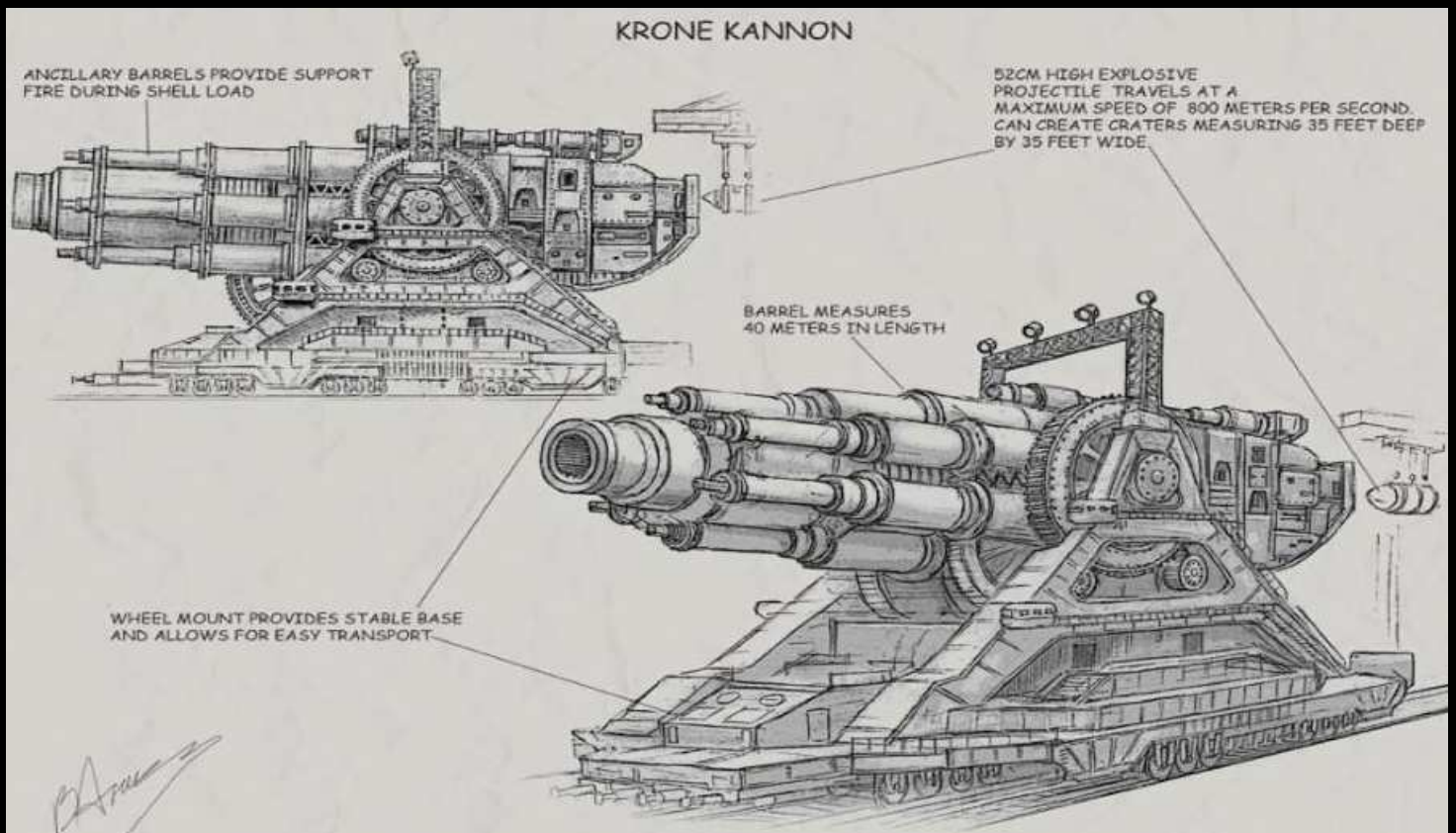
### **Infinite Ammo Crate [400]**

This crate, about the size and shape of a keyboard case (although a bit taller so that it can fit more stuff), will contain ammo for every gun you have on you when opened, enough to fill it to the brim. When closed and opened again, it will once again be full of the assorted ammunition. It only has ammo for whatever you have on you when you open it, and this only gives you the standard ammunition for the weapon (so you won't get hollow point rounds unless that's all the weapon fires). The crate cannot generate ammo that can't fit in the crate.

### **Krone Kannon [1200]**

Kannon with a K. Because Krone. Anyways, this never actually gets past the planning phase normally (i.e.

assuming that Krone is successfully stopped in 1939) but this massive device is a weapon designed by Krone which is completely over the top. This thing fires a massive 52cm explosive round several hundred meters per second, taking out small buildings at range. Not only that but its surrounding six guns are also firing smaller explosive rounds, and much faster to keep up the pressure in between reloads of the main cannon. It's so huge that it needs to be transported on a train-like wheeled mount. Yours will have infinite ammo but take twenty seconds between main cannon reloads. Yours will also be able to swivel on a turret mount unlike the one pictured below. Now everyone will know you're the biggest bad around, and definitely not compensating for anything.



# Companions

Friends will be helpful in this world. Although things may get confusing if multiple people start doing time nonsense...

## **Import [50]**

Bring in a Companion from a previous Jump, **50 CP** each.

Companions get **800 CP** to spend in this document on anything but Companions. Spending **200 CP** allows you to import as many Companions as you'd like.

## **Create [100]**

You want someone from this dark alternate history? Then by all means, craft them yourself. Create a Companion for **100 CP** each, creating a backstory for them to explain how they got all of their Perks and Items and such. Their backstory cannot mess with the story. You could use this to replace side characters like Commander Cooke of the Occupants as long as you don't change their role in the story (with this backstory at least, you can still change it by meeting them and messing with the story yourself). Companions get **800 CP** to spend in this document on anything but Companions.

## **“So You’re The Suit Guy?” [200]**

### **Incompatible with The Hero or The Villain**

The protagonist themselves. They have the **Beta Suit** as well as the **Quick Recovery**, **Temporal Origin Drive** (after Krone is defeated or the Jump ends), **Retroactive Time Jump**, and **Auto Return Suit Upgrades**. They also have the full **New Guy** Perk tree. Despite seeming to be a man in the

game, you can choose what kind of person is under the Suit. You don't have to do this, but you can choose to have them officially take the **The Hero** Scenario. This means you can lose the Scenario but it also means they get the **TimeGod State** Perk if you win. If you want them to officially take the Scenario, you must take at least one of the following Drawbacks to ensure that you'll have to help them for them to succeed: **Wider Scale Strength**, **Nemesis Import**, **Skilled Difficulty**, or **Elite Difficulty**.

### **Adrien Krone [200]**

#### **Incompatible with The Villain or The Hero**

Adrien Krone himself. I don't know why you'd take him with you, he's quite the narcissistic fascist and likely won't be entirely subservient to you. Regardless, if you manage to irk some loyalty out of him, he would be a powerful ally. He has the full **Magistrate** Perk tree and the **Alpha Suit** (along with the **Temporal Origin Drive**, **Violent Invasion**, and **Armored Core** Suit Upgrades). He also has his **Sentinel**. You don't have to do this, but you can choose to have them officially take the **The Villain** Scenario. This means you can lose the Scenario but it also means he gets to bring along his empire if you win. If you want them to officially take the Scenario, you must take at least one of the Drawbacks listed for "**So You're The Suit Guy?**" above.

# Drawbacks

No limit to how many Drawbacks you can take. All Drawbacks are removed at the end of the Jump.

## **The Game is From 2007 [+50]**

You must perform the actual steps involved in installing and playing TimeShift (2007) on Steam with multiplayer capabilities before entering the Jump. A computer will be provided for you and if you have installed TimeShift in real life, before your memories of how to do so are gone. You will have to figure it out by googling it yourself and figuring it out from there. Actual instructions on how to do so are in the Notes section.

## **Approximate Location 1930 AD [+50 each]**

### **Requires The Villain**

Well it did say approximate. For each selection of this Drawback, you will arrive two years after you were supposed to, giving you less time to prepare before the hero arrives. With the maximum fifth selection of this Drawback (for **+250 CP**), you arrive in 1940, one year *after* the hero does. They'll use their time wisely in preparation too.

## **YOU SUCK [+100]**

Fun fact, if you go into negative score in TimeShift's multiplayer (by falling off the map more than you've gotten kills) you'll get a special voice line congratulating you! You should try it out if you have the game. Anyways, right, the Drawback. This Drawback means that everytime you feel that you've failed at something (*anything*), you will hear a

video game announcer punctuate your failure with a loud and definitive “YOU SUCK” . Stings.

### **2007 Graphics [+100]**

Your time in this Jump will now have the graphical fidelity of the actual game. Not too bad, but also not great, let alone for ten years. For up to an hour a day you can enable cutscene level graphics instead. Hope you don't mind bloom lighting though.

### **Final Confrontation [+100]**

#### **Requires The Hero**

If you follow the journey of the protagonist closely enough, you may find out that the Magistrate... kinda goes down like a chump. Now if you ever meet with the Magistrate, he is guaranteed to at least attempt to fight you with his all. If he knows you are coming, he may even prepare a personal Sentry for the boss battle.

### **“Quickly! We're Dying Out Here!” [+100]**

#### **Requires The Hero**

Oh my god, shut up Cooke! Despite literally having insane time super powers that make you a one man army and *explicitly* super fast half of the time, the leader of the Occupants will constantly radio in that you need to hurry up. If you don't have a radio, he'll just yell loudly which you will inexplicably be able to hear no matter how far you are.

### **Silent Protagonist [+100/+300]**

During the duration of this Jump, you will be unable to communicate audibly in any way. You'll have to rely on visual

communication entirely. For **+300 CP** instead of **+100 CP**, **The Quiet Type** and other Perks like it which would help you communicate while muted are no longer available.

### **Attached With a Staple Gun [+100/+300]**

#### **Requires a Quantum Suit**

While it looks sick in the opening cutscene, the installation process of the Quantum Suit doesn't actually look very pleasant. At the start of Jump, you will have your Quantum Suit very painfully attached to you, with all pain reducing abilities disabled. It will remain attached until the pain dulls which should take about a couple hours, although it could be a bit longer if you do too much strenuous activity in that time. For **+300 CP** instead, your Suit is attached permanently. Thankfully it will take care of all your bodily needs.

### **Messy Landing [+200]**

#### **Requires The Hero**

Sure is a good thing that the Time Jump plops you right into an Occupant base, especially since you fell into the dangerous Alpha Sector. Well now you fall into a Magistrate militia camp instead. I'll tell you now, they are going to give you a much less open welcome than the Occupants would.

### **Quick Pitstop [+200]**

#### **Requires a Vehicle besides Sentinel**

You know how the Vehicles in this document have infinite fuel and ammo by default? Welllll not anymore (at least during this Jump). They also won't have a fuel gauge, instead only telling you when fuel is critically low (enough to

last about 20 minutes more). And don't even get me started on trying to reload some of these guns. This Drawback doesn't apply to the **Sentinel** because I don't even know how *you would* fuel that thing.

### **I Prefer Call of Duty [+200/+300]**

Or perhaps Halo. Regardless, this time gimmick is completely overrated to you. Not only are you kind of annoyed by it and users of it, but time manipulation is also quite confusing to you (perhaps that's why it frustrates you so much?). Only the simplest time manipulation (such as time slow) is understandable for you and even then you'll have trouble grasping the nuances of how it interacts with forces and objects and the like. And don't get you started on proper time travelling. This gives **+300 CP** instead if you actually have a Quantum Suit or if you've taken **The Hero** or **The Villain** personally.

### **Gotta Take Time to Make Time [+300]**

#### **Requires a Quantum Suit**

Once your Chrono-Energy starts regenerating it will now take twice as long as it would for a standard Quantum Suit.

### **ZA... WARUDO!!! [+300]**

#### **Requires a Quantum Suit besides Flash Guard Suit**

Whenever you use the time stop ability, no matter the situation, you will first have to dramatically yell out "ZA WARUDO!" It has to be dramatic so it has to be loud and relatively long. That two to three seconds or so can be crucial in a fight... it does feel pretty cool to say though. It'll look pretty stupid if you are just using the Time Stop

Grenade or the **Warp Guard Suit** though. Will also provide Dio Brando's Stand activation sound effect when you use the power (optionally other people can hear it). You can keep that sound effect in future Jumps as well if you'd like. If taken with **Silent Protagonist**, this will be the only thing you ever vocalize.

### **Fresh Out of Time [+300/+400]**

You and your Companions are now suffering from amnesia, as is common from Time Jumping (although this limitation doesn't normally apply to all of you). Your memory will *eventually* return in snippets over time, although only the basics will be back by the end of the plot, and the rest will only finish regaining by the end of the Jump. If you have **S.S.A.M.** she will try her best to jog your memory, speeding up the process, but you're still likely to be very confused. For **+400 CP** instead, your memories do not come back until the end of the Jump.

### **Wider Scale Strength [+300/+400/+600]**

It seems like Krone has gotten less paranoid, and the modifications and technology that would normally be granted to his most trusted has been given instead to all of his soldiers. Now the Magistrate's army consists 100% of Flash Guards (using **Flash Guard Suits**), Warp Guards (using **Warp Guard Suits**), and Storm Guards (with **Wrist-Mounted Shields**), all enhanced by **GMO: Genetically Modified Offense** and several of them using **Jetpacks**. Don't expect an easy time of it.

If you or an ally are **The Villain**, then instead it turns out that the explosive didn't go off in the N.E.X.T<sup>2</sup> building. After completing the **Beta Suit** (with **Quick Recovery**, **Temporal Origin Drive**, **Retroactive Time Jump**, **Cross Time Jump**, and **Auto Return Suit Upgrades**), they make several more for all 20 people in the program who all come after you together.

Either way, this is worth **+400 CP** instead if taken with **Skilled Difficulty** or **+600 CP** if taken with **Elite Difficulty**.

**Paradox Imminent [+400]**  
**Requires a Quantum Suit**

The ending of this game... well they definitely expected a sequel to say the least. Your Quantum Suit is stuck on you for the duration of this Jump (it will take care of your bodily needs during this time). It seems that this universe has decided you don't deserve to be happy. In fact, it's become logically impossible. Whenever you are in a place of calm/fulfillment in your life (what some may call, a happy ending) your Suit will warn you of an "Imminent Paradox" and (no matter what your Quantum Suit's actual capabilities) will automatically Time Jump you to an alternate timestream in the multiverse of TimeShift which has conflict which you will be involved in. To be clear, you can be happy, even for a while. But if there isn't some imminent threat or conflict in your life, then you'll be whisked off to a world where there is.

### **Existential Crysis [+400]**

**Requires a Quantum Suit with S.S.A.M.**

Hope you like your Quantum Suit Jumper, because it likes you, and it won't be removable without killing you for the duration of this Jump (it will take care of your bodily needs during this time). S.S.A.M. will be a bit more protective of you than usual as well, and thinks that the best way to protect you, is to assimilate you. When **Self Recovery** would normally trigger, you will also become slowly turned into a part of the Suit (this does not replace the effects of **Self Recovery** if you have it, it just also happens at the same time). The rate is really slow, about 1% of your body for every 10 seconds that you aren't at full health. Once it gets to the brain, your mind will slowly be transferred to circuitry mimicking your mind. Being 100% consumed by the end of the Jump will count as Chain Failure. Being 100% consumed also won't trigger 1-Ups unless those 1-Ups would explicitly cover scenarios like this one. What are you prepared to sacrifice?

### **Nemesis Import [+500]**

**Requires you or a Companion take The Hero or The Villain Scenarios**

All is well and good fighting some random fascist time traveller or goody-two shoes rebel in a suit but what about a real challenge? If you have some sort of nemesis character who follows you from Jump to Jump then you can import them to replace whichever character was not already replaced by you/a Companion. Alternatively, you could choose a character which you've ever had conflict with that would be an actual threat to you at your current power level,

and they will be imported in the same way. They will have access to the appropriate Origin, the Quantum Suit stipend, and **1000 CP** to use in this Jump. If you'd like they can also fight you stripped of their powers in **The Player**, just for fun.

### **Skilled Difficulty [+200]**

This is what the game considers to be “normal” difficulty, but even this is quite difficult (you know how older games can be). By taking this Drawback, the enemies are scaled up a bit, being twice as durable as they normally would be. Additionally, when in your enemies' hands, weapons do twice as much damage (twice the piercing power, twice the bludgeoning force, twice the explosive potential, etc). They're also more skilled and coordinated. Nothing a daring Jumper like yourself can't handle I'd think.

### **Elite Difficulty [+600]**

#### **Incompatible with Skilled Difficulty**

Oh boy, now this puts the 'difficulty' in 'difficulty options'. On top of the effects of the **Skilled Difficulty** Drawback, your own power is decreased.

This takes away any Items and abilities you have which would make you immune to the weapons in this Jump (so anything that makes you bulletproof or faster than projectiles or the ability to teleport out of harm's way etc). It also nerfs Items and abilities stronger than an infinite ammo **Surge Gun** or a fully upgraded Quantum Suit. For structures or vehicles it nerfs to at most the level of the **Sentinel** or **Krone Kannon**.

If an ability or Item is impossible to nerf while staying the same (like the power to delete anything you can think about which would require several arbitrary limits to get down to the right level) then it is simply disabled.

**Elite Difficulty+ [+200]**

**Requires Elite Difficulty**

You are instead reduced to BodyMod and whatever you purchased in this Jump.

# Ending

Your time here has concluded. All Drawbacks are revoked and you are free to make your choice.

## **Go Home**

Take all your stuff with you and head back to your original world. You aren't going to reproduce what Krone tried are you? No, surely not. Well, have fun at home then Jumper.

## **Stay**

This world is where you want your story to conclude? Then again, there's plenty of potential. Not only could you feasibly carve out a happy life in the Post-Krone world with the Occupants, but perhaps you could abuse your own Time Jumps to create a new future of your own.

## **Move On**

Naturally, you will be moving on to the next Jump.

## Notes

- Huge shoutout to <https://lparchive.org/TimeShift/> who had screengrabs of all the unlockable concept art that I wasn't able to screenshot on my own.
- And thank you to u/Hyperion\_Industries for being willing to purchase the game while it was on sale, go through the lengthy installation process and test online things with me (among other little help throughout the making of this Jump).
- Rolling for both age and gender does not give you **+100 CP**. Just the **+50**.
- The first three Companions that you take into **The Player** Scenario will just replace one of the 15 npcs, but for each Companion taken into the Scenario after that, add three npcs so that you and your Companions are only ever a fourth of the starting players.
- **Max Lives [2]** will never respawn you in a location where the environment will instantly kill you (i.e. in space, fire, or poisonous gas), it just won't necessarily be safe from enemies.
- If you want, you can take the Participation award even if you win **The Player**.
- **The Hero/The Villain** Time Jump at the start of the Jump is scripted, so don't try to prevent it or something.
- If **The Villain** is a Companion of yours and gets the Reward, their organization will count as your Followers. They will be in charge of exiling people and such. If they have beaten **The Player** as well, then they can give their Perks to your Followers and Companions (besides themselves) by the described means, and can grant you their Perks as though you were their Companion.
- Some things in this Jump say they Require or are Incompatible with **The Hero/The Villain**. I think it's pretty clear when I'm saying "if you or a Companion took the Scenario" vs "if you specifically took the Scenario" but to be clear:
  - **The Hero** and **The Villain** being incompatible with each other, the starting described dates, "**So You're The Suit Guy?**" and **Adrien Krone** (not counting themselves of course because they can take the Scenario), **Approximate Location 1930 AD**, **Final Confrontation**, **Messy Landing**, **Nemesis Import** (of course), and **Wider Scale Strength's** alternate mode are "if you or a Companion took the Scenario".
  - The extra Quantum Suit Stipend, the failed **Auto Return** you can perform by following the plot exactly, the **Obviously Here To Help** you get for the Occupants even if you don't have the Perk, **Sentinel's** discount, "**Quickly! We're Dying Out Here!**" (unless you plan to be helping the Companion with **The Hero** closely enough for this to affect both of you), and **I Prefer Call of Duty's** extra CP (of course) are "if you specifically took the Scenario".

- The descriptions for how long you can TimeShift are all changeable if you have more or less Chrono-Energy obviously.
- You have to be directly and currently piloting a vehicle for it to TimeShift with you. That means manning a turret will only TimeShift the turret with you. There is also an upper limit of how big a piloted vehicle can be before it can't come with you into TimeShift. That limit is just barely **Sentinel**-sized, regardless of Chrono-Energy amount. You'll need to adapt the tech to be larger scale for that (such as through **A Rogue Physicist**).
- Time stop makes you *entirely* immune to heat and electricity so even if Goku had just fired Kamehameha directly at your face, stopping time would allow you to rub your face on it harmlessly for the duration.
- The 1.2x damage stuff is actually based on some experimentation I performed in the single-player. Almost every numerical statistic in the document was based on my scuffed experimenting in the game.
- The TimeField Grenades are not technological devices, they are Chrono-Energy constructs which activate on impact, so you can't directly study or mimic them. The exception is the **TimeField Grenade** Item.
- Unlike TimeShift powers which take away Energy slowly as you use them, TimeField powers just cost Energy upon creation. That's why the Grenade Duration has to be upgraded separately because it doesn't just scale with max Chrono-Energy.
- The time reverse grenade is really janky so just kinda assume that it works however is intuitive based on the description given.
- The resistance to time manipulation from the **Omega Suit** works generally on other sources of time manipulation as well, such as if someone in another Jump tries to stop time or age you to death or something.
- **Auto TimeShift** can trigger TimeShield on the Omega Suit automatically but it can't throw TimeField Grenades without **Auto Suit**.
- If you don't understand why **Time Jumps** are made imprecise by default, I encourage you to watch the first cutscene in the game.
- **Passive Time Jump** is a bootstrap paradox-less version of the style of time travel which usually results in bootstrap paradoxes. You can still cause things which affect you in the past as long as you aren't only doing it because you did it before (i.e. you would have done this even if it didn't happen to you in the past) and your ability to go back in time and do what you're doing isn't reliant on what you've done with time travel.
- Here are the nerdy specifics on how **Invasive Time Jumps** work:
  - Newly created timelines split from your arrival point (let's say the original timeline you come from Timeline 1 and the new one Timeline 2).

- Even before you perform the Time Jump, the entirety of timeline 2 gets created (unless you are in a setting where time specifically gets created slowly from the present to the future in which case you can ignore any of the following notes which rely on timeline 2 affecting the past or future of timeline 1 seemingly before its creation).
- Passive time jumps to before the split will lead to the same past, so both time travellers from timeline 1 and 2 will go back in time to the same past (meaning that before you perform the **Invasive Time Jump** it is possible for it to affect the past regardless).
- Unless they have S.S.A.M. or some other advanced time travel, travelling to the future from before the split to afterwards will place you in both timeline 1 and 2's futures. If *you* specifically do this, the version of you which counts as Jumper is the one in the timeline which is farthest from the original timeline (so it has the *most* people who arrived via an **Invasive Time Jump**) of the ones that you arrived into. So in this example, timeline 2 would be the primary.
- If two versions of the same person in the future of timeline 1 and 2 go back in time to the same point (both in time and in space) before the split, they will fuse together. Depending on how the **Invasive Time Jump** affected them personally, they may not even notice (since their timeline 1 and 2 selves would be so similar). This trick doesn't work if both versions of the person are in the same timeline before they time travel (i.e. if someone from timeline 1 was in timeline 2 and both 1 and 2 versions of themselves went back to the same point before the split). This can apply even if there are more than two timelines worth of this person going to the same point.
- Those who can travel across timelines (and certain flavors of multiversal travelers) will be able to hop from one timeline to another which is another way for an alternate timeline to affect the main one before you have performed the Time Jump from your perspective.
- If you perform an **Invasive Time Jump**, the version of you that originated from timeline 1 (and not the new one in the newly created timeline 2) counts as the Jumper for the purpose of Chain Failure and such.
- **Active Time Jump** does not normally exist in this world but I gave it as an option since it is one of the main forms of time travel and I've offered several others so yeah.
- Both **Active** and **Retroactive Time Jumps** overwrite time like the reverse TimeShift does rather than letting you harmlessly travel through time like **Passive Time Jump** or creating a whole new timeline like **Invasive Time Jump** so here are some rules on how that interacts with the other two (in case you are a nerd or

end up in weird edge cases). All these rules apply to reverse TimeShift as well (on a much much smaller scale). I cannot clarify enough that you should only read these if you need to know how different kinds of time travel interact with these ones.

- Let's say you go back in time with either of the overwriting versions of time travel, we'll call the time between your departure and arrival (i.e. how things originally went before you time travel) "timeline X", the time before your arrival (i.e. the past that won't be affected by you) "timeline A", and the time after your arrival (i.e. the new course of events occurring after timeline A) "timeline B".
- Primary Jumper is the one from timeline X if they are the one who travelled to the past, and is instead the one from timeline B if someone/thing else is the one who went back in time.
- Timeline X does not have a future further than when you go back in time (although someone with **Pursuing Time Jump** would get a few seconds before the timeline ended).
- Similar to **Invasive** timeline splitting, things before the split (timeline A in this case) time travelling forward will appear in both timeline X and B (assuming they aren't travelling to further than when timeline X ends). Passive time travellers from timeline B further than when timeline X ends can also go back in time to both timelines (assuming they don't go as far back as timeline A). Most of the time this won't be noticeable, assuming you use **Active/Retroactive Time Jump** on more personal-scaled matters (so basically the person from the future likely won't notice the difference between timeline X and B unless you changed a lot of things, and the same for the people in timeline X who might not notice that the future person is from a different future).
- From timeline X, trying to **Passive/Invasive Time Jump** far enough back to timeline A, or far enough in the future after timeline X ends will result in that thing being erased from existence. This usually isn't noticeable though unless the time travel is prevented from occurring in timeline B (since the timeline B individual will arrive at the point in time that the timeline X individual was trying to get to, and will return to the same point in both timelines when they are done).
- Looking across timelines will never show timeline X (only B), although **Cross Time Jumping** will put you in timeline B and X (assuming you went to when timeline X existed). Again this is usually seamless for outside observers.
- Using an **Invasive Time Jump** on timeline X will create an alternative timeline X (timeline X2) with the same rules as normal except that timeline

will also end at the equivalent time in the original timeline X. **Cross Time Jumps** can occur normally across both X timelines. Thus, if you go back in time to before the split in timelines you can overwrite it away (assuming your new timeline B does not lead to the same **Invasive Time Jump** event).

- (Indented further to show that this is an even more specific scenario) The alternate timeline could also be the originator of the person who goes back and overwrites time, ending both timelines. The X1 timeline will survive at least long enough for the **Invading Time Jump** which created X2 to occur even if the overwriting Time Jump departs before that in X2.
- Time Jumps from the future or alternate timelines to parts of timeline B where several timeline Xs exist will bring you to both B and X1. Time Jumps from the past to a point with multiple timeline Xs will put you in all of them and B.
- For reading through all these Notes you can choose to have the consciousness of people in timeline X enter those of timeline B when they would normally die or otherwise cease to exist assuming they are alive in timeline B. This process is completely fiat backed-level undetectable, grants no memories/soul power/etc to the person receiving it and it instantly fuses into one consciousness upon arrival so you don't get multiple either. This is *only* for the purpose of not feeling bad about erasing people from existence since now you are not doing that.
- Even in Jumps where time travel works differently, all of the Time Jumps will work as they do here unless it's completely inconceivable for that to work.
- If you are wondering how versions of time travel from other Jumps interact with these versions, figure out which version of Time Jump they are most like and compare notes for that.
- To be clear, the **Auto Return** requires at least one of **Passive Time Jump**, **Invasive Time Jump**, **Retroactive Time Jump**, or **Active Time Jump**.
- You can't use TimeShift tech to speed up the electricity generation that is powering a **Chrono-Energy Adapter** that is powering the TimeShift tech to speed up the electricity generation (etc) in a way that creates a net electricity or Chrono-Energy profit.
  - Especially not through **Conductive**.
- The **Quantum Armor** is so expensive because unlike other Suit Upgrades you could use in this Jump to trivialize the experience (like **Material Import**) it doesn't rely on you already having the resources/abilities to trivialize the Jump.

- **Powered Armor** is very good but not as good as it seems at first (check vsbattle's Attack Potency Chart to understand how little 9 or even 27 times strength is in practice).
- If you gift the Suit to someone, you can give them permission/access to using the **Armor Summoning** Upgrade (if you'd like).
- **Armor Summoning** is not strong enough to carry a person even if you could activate the tiny thrusters while wearing it. This includes its **Jetpack** synergy upgrade.
- **Auto Suit** can't do tasks which are *too* advanced. While S.S.A.M. is incredibly intelligent, it's only really good at what it was made for. If you've imported a better AI then it can probably do anything an android Companion could do besides talk (assuming you don't modify it to include a speaker).
- **That Was BS** is a multiplier on how salty they get, so if a being wouldn't be mad even a little bit (usually because they are incapable of anger or have monk-like patience) then this does nothing against them.
- If for some reason, you want the empty magazines which would be produced by **Simplified Gunslinging**'s ammo redistribution, you can pull them out of your hammerspace as well (when you want to).
- Someone with **Twitch Reflexes** would likely be a match for someone with **Picking Up On This Rather Quickly** unless the latter's fighting style is very well tailored to countering someone with only **Twitch Reflexes**. That being said, depending on your own abilities and fighting style, one or the other may be better for you (mostly depending on if **Twitch Reflexes** would be helpful to your fighting style specifically).
- Some examples of **Bombberman** grenade ideas:
  - A gravity or telekinetic power could be used to make a crushing force aura which sucks things into its center.
  - A powerful illusion effect could affect anyone in the aura with hallucinations of your choice (made when you summon the grenade).
  - Shrinking powers could slowly shrink things in its aura while a growing power could do the reverse.
  - A healing ability could become a healing field.
  - A necrotic ability could create an aura of life-leeching.
  - And obviously most attack abilities like laser beams or fire blasts or whatever translate pretty obviously into grenades.
- The preceding examples are just examples, you can interpret your powers in different ways.
- **Skill Issue** basically just guarantees that even with powers taken away, you stay the master of martial arts, five PhD-having, perfect aim Jumper that you usually are.

- **Skill Issue** does not work on **The Player** (which specifies itself as a Gauntlet).
- Alright here is what explicitly works with **Concealed Carry** in concealed mode (i.e. while it is within your body):
  - All three TimeShift powers.
  - Immunity to your own time powers (from the **Beta** or **Alpha Suits**).
  - TimeShield.
  - Slight resistance to other time powers (from the **Omega Suit**).
  - The **Warp Guard Suit** power.
  - S.S.A.M. will function but it will not have visual information. Still has access to all the other sources of information it usually does and can communicate to you auditorily (though obviously not a **HUD** unless you have a technologically advanced eye it could be projected into).
  - S.S.A.M. can also perform **Auto TimeShift** while concealed.
  - **Chrono-Energy Adapter** only works if you have a way of producing electricity within your body.
  - **Conductive** works, but you are only partially immune to your electrical generation while it's in concealed mode so overusing it can harm you.
- Here is what specifically requires you to not be in concealed mode to work:
  - TimeField grenade summoning.
  - **Self Recovery**.
  - Time Jumps including **Auto Return**.
  - The **Jetpack** (especially the **Free** version).
- Here is what works weirdly with **Concealed Carry**:
  - For the various possible imports, you'll have to decide what does and doesn't work while concealed. Try to be reasonable about how this should work but generally things which come from inside the Suit and leave to the outside (such as various weaponry), things which the Suit does to you from the outside in (such as **Self Recovery**), and things that require the Suit to be protecting you (such as a TimeJump) will need to be unconcealed.
  - **Armored Core** and its upgrades will work half as effectively while concealed.
  - **Compactable** will allow you to take out only part of the Suit at a time, which can be helpful especially for things which don't work in concealed mode but are only required to work on part of your body (such as the **HUD** via helmet, TimeField grenades via the palms, the **Jetpack** on the back, **Self Recovery** on whatever part of you is actually injured, some of the imported things, etc). As such **Compactable** costs **100 CP** now instead of **50**.

- **Armor Summoning** does not work at all and you do not have to have it to buy **Auto Suit**.
- **Auto Suit** is just used to automatically equip the Suit and cannot perform actions for you unless you give it explicit permission and even then it cannot override your own actions. It also can't activate any of your powers despite being connected to your body. As it cannot work independently of you anymore, it now only costs **50 CP** now instead of **100**.
- If you'd like, **Time Travel is Complicated Enough Already** can consider you another time traveller when it comes to instantly knowing when you depart or arrive via time travel. This can be helpful because you'll know exactly when your future self came from if they arrive from the future, but it can also be inconvenient because you'll know exactly when you are going to have to time travel later. Your choice.
- To be clear, if you have other really good technological copying and reverse engineering Perks, they will work just as well as **A Rogue Physicist**.
- The multiplier from **Genetically Modified Offense** scales to how strong the person is so even if you perform this operation on Superman he will be 20% stronger.
- Some Gear says "since you're paying with CP". To be clear, you are still paying for it with GP, it's just an expression.
- Most things in the Gear section have concept art attached to them. Some of these have in-character diagrams and labels. You can disregard these labels as non-canon if you don't like their specific explanations of how the Gear works. Only the descriptions in this Jump really matter.
- An example of not being able to be too selective about what the **Hell-Fire** fire burns is that you can't point it at someone and burn only their teeth or only their left side or something. You also can't make it selective based on something you don't know like only burn traitors or something.
- You can grant people the Perk versions of Pick-Ups that you buy as Perks if you have Perk sharing.
- Since other people can't see how much Armor you have, even if they hit you hard enough to blast away 190 of your 200 Armor, you will appear to have taken literally zero damage. This can be used very well for bluffing.
- Only weapons which are built into the Vehicles will have infinite ammo so you can't strap on a massive energy cannon with specialty ammo to a vehicle to give it infinite ammo. You also can't Ship of Theseus your way into doing the same thing. Upgrades to these infinite ammo weapons are therefore limited in this way. If you import a vehicle into one of these, only the weapons that come from the Vehicle you just purchased will have infinite ammo, so importing the **Sentinel**

onto your 5 km spaceship does not give its planet busting weaponry infinite ammo.

- **Infinite Ammo Crate** works well with **Yoink** and **Simplified Gunslinging**.
- The **Krone Kannon** does not need to be pulled on train tracks, the wheels are (relatively) all-terrain. You just need to be able to pull/push it with something.
- The **Suit Guy** and **Krone** Companions have their full respective Perk trees. The protagonist and Krone characters do not have this normally.
- Here is a quick guide to installing the game (from Steam at least):
  - Download the game from Steam.
  - Install the gamespy thing it tells you to when you launch it.
    - If that doesn't work (likely) close it and then try to launch the game from Steam again which should magically solve the problem.
  - Download this:  
[https://www.mediafire.com/file/m3hmfyli18r4mt/TimeShift\\_%5BSTEAM%5D\\_Update\\_1.2.zip/file](https://www.mediafire.com/file/m3hmfyli18r4mt/TimeShift_%5BSTEAM%5D_Update_1.2.zip/file) and replace your game files in Steam (the whole thing) with it.
  - Download this:  
<https://drive.google.com/open?id=1-blrfrUMaU-3J0Gr-xgNj34EX8elfDld> and replace your game exe (just the application) with this one.
  - Download a hex editor (such as HxD) if you don't have one already.
    - Drag your exe into the hex editor window and then search -> replace instances of "gamespy.com" with "openspy.net"
  - Then the game should work (probably).
  - If you are actually installing the game in real life, please do follow these guides I got the info from rather than my remembering of what you are supposed to do:
    - <https://steamcommunity.com/sharedfiles/filedetails/?id=326627023>
    - <https://steamcommunity.com/sharedfiles/filedetails/?id=1869921614>
    - <https://steamcommunity.com/sharedfiles/filedetails/?id=1654378740>
- You will be forced to have your Suit not in concealed mode if you have **Concealed Carry** and any of the "you have to keep your Suit on during the Jump" Drawbacks.
- The "TimeShift multiverse" mentioned in **Paradox Imminent** only exists if you take that Drawback.
- Fanwank responsibly on what gets taken away from **Elite Difficulty**.
- **Elite Difficulty** and **Elite Difficulty+** both apply to Companions as well if you take them.