

# C°NTINUUM

## scenario ideas

So you want to play **C°ntinuum**, the great time-travel roleplaying game from **Aetherco**, but don't know where to start? Here you'll find several scenario ideas coming from the [fan mailing list](#). If you have more, join the list and share them!

### A BLADE ACROSS TIME (by Michael Rees, 02.05.01)

A Narcissist who has reason to hate your players notices that a killer called Thomas Crowe has just been arrested for a savage killing which seems to link to several murders in the past. Thomas admits to the last killing but pleads innocence to the previous ones, which is strange as he is quite boastful about the murder he did commit.

The Narcissist decides it'd be a good laugh to turn Crowe into a Spanner. He waits till Thomas is alone in his cell before spanning in and making an offer that Thomas can't refuse. The Narcissist then lets Thomas span away, ready to kill more people.

The first the players hear about it is either on the news or from their mentors. People close to the characters might even comment that Thomas looks like the person who attacked them a few months back.

So the characters now have to stop a serial killer who can move through time and teleport. The advantage they have is that Thomas isn't used to spanning yet so the characters can try and out fox him.

Once caught the characters realize that the earlier murders haven't happened in Crowe's Yet. The Narcissist turns up to gloat as he fully expects them to get frag and have to carry out the murders. Instead the Narcissist suddenly gets fragged and cursing the characters spans away to commit the murders. The characters can then wait for him and catch him since they know exactly where he'll be.

### JUST IN TIME (by Michael Rees, 02.05.01)

One character learns from a scholar that a certain sportsman will come first in a local race and wants the character to find out his finishing time. However another character is told by a Midwife that the sportsman must marry his girlfriend but she is threatening to leave the sportsman if he doesn't give up the big race to go with her to a funeral. Can the characters make sure both events occur without fragging each other?

### THE BARBARIAN (by Lorenzo Trenti, 04.04.01)

In a road near the PCs' Corner suddenly appears a warrior (I mean, an old style warrior, something like Conan), smashing, running, screaming and so on. This is a very huge violation to the Maxims, so the spanners have to deal carefully with the situation and set up a story (it's a candid camera, a movie promotion, and so on). The barbarian speaks in an unrecognizable language, he is quite confused and brutal but if approached carefully he turns up quite friendly; he will be very attracted by the world outside the Corner and will try to see anything. Try and stop him. :-)

In the meantime the PCs can investigate on the strange appearing and (maybe filming the scene) see for a second or two a man with gray hair spanning in and out, leaving the barbarian in the middle of the road. The man can be recognized as an employee of a local industry. When the spanners look at this industry, there are two surprises: the man works there but is quite younger (even if he's already a Narcissist), and the boss is identical (even to fingerprints and DNA) to the barbarian! It turns out that the Narc is mobbed by the boss, and his Elder will



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take revenge having an identical twin making disasters in the city. Final surprise: the barbarian is a clone coming from the Antedesertum wars, used as a weapon by the Continuum itself (since he has a particular DNA gene that makes him immune to some Narcissist biobomb). The PCs may meet these guys taking the boss DNA and believe they are Narcs, only to find out they are Physicians (it is a good way to introduce this Fraternity).

#### **BEING THE BOSS** (by Michael Rees, 03.04.01)

Have one of the characters read the newspaper which features a photo of one of his chronies bosses at some convention. Cut to the chronie in question who is in work one day down who gets a phone call from his boss who says that he can't make it to the convention as he is snowed in at his weekend resort and won't be able to make the convention. He asks the character to find the number of the convention and apologize.

Since the spanner who is one day up has seen a photo of the boss at the convention this causes him frag. Spanning down they realize they have to impersonate the boss. As if on cue one of their elders turns up with an advanced medical kit which will physically transform one of the spanners into a copy of the boss (preferably given to the player who has shown the most interest in the Thespians). The elder says "Have fun, I did" and vanishes.

The other spanners have to help their chronie pull off the illusion by feeding him information that only the boss would have (by going through his personal files).

As always there are complications. A business rival ensured the spanners boss would be snowed in (by paying off snow clearers to stay away) and is very annoyed when "the boss" turns up at the bustling convention. This leads to fun as he tries to get "the boss" away from the convention causing frag to the spanner who read the paper.

As soon as the photo is taken the spanners are free to act and exact revenge on the business rival.

#### **IN DREAMS** (by Michael Rees, 03.04.01)

The characters have strange dreams full of symbolism. During the day they see the symbols from their dreams. It leads them to a branch of the Mafia (or your favorite criminal syndicate) who are doing very well at the races. Turns out one of the Dons is very superstitious and hearing of an excellent fortune teller (actually a Spanner belonging to the Dreamers faction) had him kidnapped to take advantage of his abilities. The spanner is tied up and under constant guard. He can't span away without violating the rules of the Continuum.

Knowing the players characters are in the area he has been sending them messages when he sleeps. This could be a good way to introduce the Dreamers and have an enemy with a lot of leveller power. The trick would be to have the symbols in the dream both lead them to the Mafia and help them out during the game without trying to railroad them.

#### **SOMEONE TO WATCH OVER ME** (by Michael Rees, 03.04.01)

A co-worker worries that someone is following him home and ringing him up but not speaking. The characters have their own problems: a journalist suspects the truth about the spanners.

It transpires the co-worker stalker is that persons long lost sibling who is nervous about re-entering the co-workers life. The spanners need to find out who he is, and then give him the confidence to do more than just lurk about.

The journalist needs to have his evidence stolen, be ridiculed or just made to doubt his suspicions.