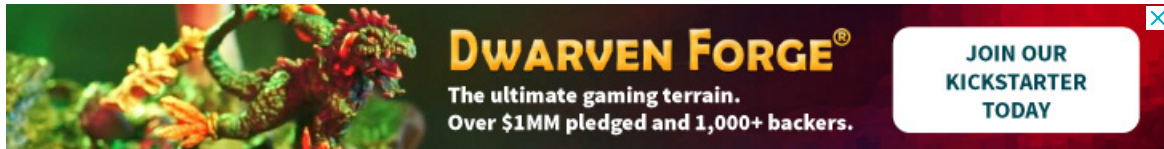


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05-03-2016, 09:06 AM

#1

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Continuum adapted for Cypher System

This is my writeup of how to convert Continuum to work with the cypher system. Those familiar with Continuum will note that some aspects of the rules differ from the presentation in the original. This is intentional due to how I want a campaign I am preparing for to work: such alterations are marked *, and can be ignored by purists. Much of this is copied or paraphrased from the excellent description found [here](#), particularly the description of Time Combat. This can also be adapted to any time travel setting, in addition to Continuum. However if Time Travel is not a part of a person's body then certain descriptions and limitations will have to be altered.

Definitions

Up: Towards the world's future.

Down: Towards the world's past.

Age: Your personal past.

Yet: Your required personal future.

Elder: The older instance of the spanner in a gemini incident.

Junior: The younger instance of the spanner in a gemini incident.

Leveller: Regular person unable to travel through time.

Spanner: A person able to teleport through time and space.

Narcissist: A rogue time traveler, seeking to alter the course of history at the expense of everyone else.

Span Card

When travelling through time, you must record the following: every time you span, when and where you arrive, and your remaining span. Additionally, anything that you discover is in your Yet should also be recorded.

Span Limits

Every time you travel through time, you use up span. Travelling through space does not use up span. Span is regained anytime you Recover, except during time combat.

Span, Years traversable without one full day of rest, Miles traversable in one span, weight able to transport (in pounds), Title

0, 0, n/a, n/a, Leveller

1, 1, 1, 10, Novice

2, 10, 10, 100, Apprentice

3, 100, 100, 1,000, Mentor

4, 1,000, 1,000, 10,000 (5 tons), Master

5, 10,000, 10,000, 100,000 (50 tons), Exalted

6, 100,000, 100,000, 1,000,000 (500 tons), Inheritor

Limitations of Time Travel:

Generally, Spanning can be assumed to be completely safe. Even arriving in an occupied space merely shunts you to the nearest open location. However there are exceptions.

Radioactivity, intense magnetic or electric fields, and similar rare effects all cause natural frag equal to their level if you attempt to span out of the affected area, unless you succeed at a Span task to reduce this frag to 1. For reference: Standing under a high tension power line is level 2, the background radiation at Chernobyl is (currently) level 3, a thunderstorm is level 4 and being near an active particle accelerator is level 5. During extremely rare events, such as the Aurora incidents of the 1800s, spanning is completely impossible.

Spanning takes only a heartbeat, literally. If your heart is not functioning properly, such as through cardiac arrest or certain poisons, you are unable to span.

*It is not safe to span onto a quickly moving object, as changing reference frames results in confusion of momentum and failure results in, for example, being hit by the train you tried to span onto. Attempting to span onto a moving object is a level 7 task, plus 1 per 100 miles per hour of target speed.

FAQ: Why can't I span onto a moving object? Because I decided the game would be more interesting if Spanning had more limitations that a clever player, or opponent, could exploit.

Frag:

Frag is a measure of how much damage you have taken from paradox, natural or caused by enemies. It is important to note that you do not initially know the source of the frag you feel, only that something is very wrong. The symptoms involve disorientation, déjà vu, false memories, missing reflections, and in severe cases flickering in and out of existence or other ghostly phenomena. It is not uncommon for heavily fragged individuals to identify with their fragged memories more than their true ones, and may actively resist attempts to restore their proper timeline.

Due to disorientation and other effects, every level of frag you have beyond 2 increases the difficulty of all tasks by 1. Natural frag should be tracked separately from other frag for purposes of healing it, but is still counted as part of the total. Characters with frag higher than 8 are considered unplayable, having been reduced to disjointed and nearly mindless temporal ghosts.

Frag caused by natural sources such as radiation is fixed through high tech medical procedures, and takes 1 month of age per level of frag. During the treatment period, attempting to span requires a level 6 task to avoid ruining your progress and taking an additional point of natural frag.

Frag may be cured in two ways. The first and best option is to locate the change which was made, and then correct that change. However, there are times where this is impossible or impractical. In such cases, memory alteration is applied: as long as everyone's memories of events add up, the frag is removed.


GM Interjection: The human mind is an amazing thing, but that doesn't always work in your favor. A memory block suppressing frag breaks down at the worst possible moment.

FAQ: When and why do you feel frag?

The Continuum states that you feel frag because a paradox has occurred, and it is in your Yet that you fix it now. The universe picked to you to fix it because you are the most causally connected to the paradox. If you cannot or will not fix it, the frag spreads and others resolve it instead. And they may not be kind to the person who didn't take care of the problem themselves.

*This is not actually true, though it can be treated as true for all practical purposes. In fact, you take frag for exactly the reason you expect: that your Age or Yet has been attacked, and you and your memories no longer quite fit in the universe. You take the frag now for the simple reason that someone has decided to make a change to the universe now, and are able to respond because the universe resists. The original events are not simply overwritten, and those who are most involved feel the change first. Left unchecked, the change spreads and becomes more powerful while the clashes between reality and the new timeline become more damaging. Fortunately, the Inheritors intervene before it reaches this point.

Last edited by DarkStarling; 05-03-2016 at 11:36 AM.

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05-03-2016, 09:07 AM

#2

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Re: Continuum adapted for Cypher System

Temporal Tricks:

The cypher system already allows you to buy advantages and rerolls through spending XP. Some of these, then, are simply codifying how such things are accomplished in universe, rather than as a game mechanic. Others are new options available only to time travelers. Some of these options are only available when you can span freely in and out, and invoke any penalty for spanning in addition to the xp cost. Enemy spanners are considered to have xp to spend on these tricks equal to their level. This means that they will likely have more ability to play with these tricks than the PCs. This is intentional, because Narcissists cheat.

Foreknowledge (reroll)- 1 xp You remember a cryptic hint that you left yourself ages ago, and were better prepared for today's challenges. Alternately, you had a prophetic dream or someone was a bit too loose in their gossip about your Yet. Reroll one die roll, as normal. Record this intervention in your Yet. It must be completed as soon as possible to avoid frag. DOES NOT REQUIRE SPANNING

Instant Knowledge (buy benefit)- 2 or 3 xp, and Age (see text) You momentarily span out, spend an appropriate amount of time studying, and return the same instant you left better trained for the situation. Gaining skills in this way has no prerequisites. However, if your character does not have an appropriate background, you must spend an appropriate duration of Age studying. Record this in your span book. This may be considered to happen 'off screen', but be aware enemies may target you at this location in future adventures. Why didn't you mention it before? Information is all, and the others didn't need to know yet.

Slipshank- 0 or 2 xp and frag (see text) You instantly retrieve any item you wish from a place it could logically have been hidden beforehand. For the cost of 2 xp this may even be an item you do not yet own, subject to GM discretion. This item must later be acquired as normal. If you cannot immediately acquire this item that is not the GM's problem, and the frag will persist until you do. Add this event to your Yet and take 1 point of frag, which is immediately healed on performing this action. DOES NOT REQUIRE SPANNING

GM Intervention: An enemy saw where you retrieved the item from, and sabotaged it. Any previous functioning was simply to lull you into a false sense of security.

Gemini- 1 xp and frag (see text) You make a note that your Elder will come help you at this point, and indeed they do. Remember the Maxims and respect your elders! This is roleplayed twice, first with the elder as the npc and later with the junior as the npc. Any significant changes result in frag that can only be cured by altering one or both of your memories. Add this event to your Yet and take 1 point of frag, which is immediately healed on performing this action. Should your Elder die, the consequences of seeing your own death are obvious: record this in your Yet as well. Should you die, apply the Cheat Death rules as normal and your elder takes 2 points of Frag. DOES NOT REQUIRE SPANNING

GM Intervention: Your elder is uncooperative, leaves quickly, or is otherwise constrained from acting fully.

The Universe Is-3 xp Your elder arrives to give yourself a single piece of information, such as a computer password. On verifying that this information is correct, you immediately span Down to give yourself that information. While this information apparently has no source, it works. Even if it gives you the weirdest feeling of deja vu...

Gm Intervention: Using this trick has always felt a little weird. But today you walked in to give yourself the information...to see you giving yourself the information. Take one point of frag.

FAQ: What's going on here? Answer: that's a very good question, why don't you find out.


Extend Span- 2 xp and 1 natural frag You attempt to span outside your normal range, pushing your mind and body to the limit. If you succeed at a level 7 spanning task, you may make this Span as if your span score was 1 higher. You take 1 point of natural frag, regardless of success or failure.

GM Intervention: Pushing any machine to its limits has consequences, including the human body. Take 1 point of damage to all ability pools.

Cheat Death- Die You have died, obviously and dramatically. Add this event to your Yet. However, through some miracle of Spanning you are still alive. You suppose you must have spanned out at the last moment. You awaken with vague memories of your death at a random location within 1 span of your deaths location. *All your ability pools are reduced to 1.

It is expected that you will, before too long, travel back to the moment of your death and close the loop. If you die again before that point, anyone who witnessed both events takes 1 point of frag. Additionally, any Elders present via Gemini are immediately fragged out. While it may be tempting and not technically against the Maxims, be aware that faking your death to survive violates the laws of the Atlantean Council.

Last edited by DarkStarling; 05-03-2016 at 01:23 PM.

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Re: Continuum adapted for Cypher System

Time Combat:

Time combat, once finished, cannot be revisited.
Span is not regained during time combat

Time Combat and Recovery It is generally assumed that characters fully recover between sweeps through rest. However, unless using the optional rules, Span does not recover.

Time Combat Stratagems

These are the most popular time combat stratagems. Others may be attempted, with GM approval. Time combat is divided into Sweeps (turns), and every player gets to use a single stratagem. Initiative goes from farthest Down to highest Up. Many of these stratagems have a Duration, or cost in Age that you spend performing them.

Hit and run: frag the opponent and then span away. The fragging player must then declare (to the GM) his actions for the next sweep. A Hit and Run needs to be roleplayed, and requires an appropriate skill check. An example would be stealing a locket that becomes a large part of the opponent's childhood, or shutting down the projector to a movie the opponent watched in his Age. Both examples will give your opponent frag.

When in time combat, the best way to cure frag is to prevent your opponent from taking his fragging action. This cures your frag and frags him at the same time, since his history has now been changed from what he remembers happened.

Alternately, if the source of Frag is inaccessible you may leave your opponent alone and fix the frag as it occurs (e.g. replacing the soon-to-be-stolen locket with a replica). Doing so also requires an appropriate skill check. This doesn't move the Time Combat towards completion, but buys time while you come up with something else.

Gather information: Duration 1 week Make a research related skill check against the target's level (social, research, clairvoyance, etc.) If successful, you can get any one question answered. Alternately, if you have been victim of the Infoglut stratagem you may make a skill check to determine which information was true and which was false. While you still cannot get involved, you learn enough to provide your allies with a +1 bonus after rendezvous. Conditional Modifiers:

If you are Up from the events you are researching, you gain an asset. If you are the farthest Up in the time combat, you gain a level 2 asset. Conversely, if you are Down of the events you are researching the difficulty is increased by 2.

For every week an opponent spends in one location, the difficulty to gather information on them is reduced by 1.

Social research (read: gossip) among time travelers is a special case. It has no bonus or penalty based on when the events occurred, but the difficulty is increased by 1 because spanners are extremely reluctant to give away too much information.

GM Intervention: Someone accidentally lets something ominous slip, or you meet a suspicious wall of silence. You are affected as by Harbinger. This is why people are so reluctant to talk.

Measure: Duration the time period observed- Stalk and observe an opponent to grant a +2 bonus to other players through a successful Rendezvous, but which you cannot use yourself. In fact, you cannot become involved at all. The Measuring spanner knows too much about what happens: to interfere directly is to risk fragging themselves. You must make an appropriate skill check to remain unnoticed in your stalking. This bonus takes effect any time an informed spanner makes or tries to stop a Hit and Run at that time period. You may also get information on the targets activities from the GM, but be wary: anything you learn being changed will cause you frag.

GM Interjection: The target sees you, and takes a shot at you with a rifle. Resolve one ranged attack as normal, and the Measure ends prematurely.

FAQ: So do I know what the target did while I Measured them or not? Answer: Your character does but you don't, because the other players haven't acted yet. Any attempt to reveal what the others did before it is roleplayed is against the rules, since it would essentially be forcing an Iron Man on everyone involved.

Rendezvous: Duration 1 day- Meet up at a specified time/place to share information and create plans. If you have access to psychic communication that works across time, you may make rendezvous using these techniques instead. This still consumes your action this turn, but does not cost Span.

Confrontation: Once you have located your target, you may Span in to confront them physically. If you have performed a Rendezvous to coordinate this action, more than one ally may be present at the confrontation. This consumes their actions as well. Physical confrontations are noisy and produce police reports, even if they never learn the truth. The difficulty to detect a Confrontation is reduced by 1.

***Set the Stage: Duration 1 day-** You travel to a level Down of a Confrontation, planting items to be retrieved by your comrades. If you coordinate at a Rendezvous immediately before the attack, allies take no frag for any Slipshanks

in the confrontation. If you have not coordinated, you must declare the location and nature of the items placed ahead of time.

Harbinger: After a successful attack (frag or physical), the player leaves proof of his opponent's failure with a Junior of the opponent. Now that the elder knows the threat has just been made good, he takes a -1 penalty to die rolls for the rest of the time combat due to hesitation and self-doubt. Harbingers are cumulative if evidence for separate successful attacks are presented to the target.

Iron Man: An extremely risky strategy, you skip to the future and try to find out what happened. Roll 1d6.

1-Victory! Reduce the difficulty of all checks by 2, and you will escape with no lasting harm.

2,3-Promising, reduce the difficulty of all checks by 1.

4,5-Ominous, increase the difficulty of all checks by 1.

6- Death! You will die as a direct result of this combat. No other penalties.

Cobweb: Duration 1 week- You carefully plant false information throughout a time and place. Make an intellect check. On a success, anyone attempting to Gather Information on you gives the false information. If the method of research is using psychic methods and the person creating the cobweb is not the difficulty is increased by 2.

***Infoglut: Duration 1 week-** You declare a question that might be asked with Gather Information. Then you plant a large amount of carefully selected information about an event of your choice where someone researching this question will be bound to encounter it, along with enough lies to make it worthless. The target makes an intellect roll to realize they are learning too much. The difficulty is decreased by 2 if the information is not related to the question being asked, since it is hard to slip that much information in inconspicuously. On a failure, they become unable to become involved as with Measure but gain no bonus.

Time Combat ends when one of the following occurs:

- 1) Two otherwise successful attempts to Gather Information on the whereabouts of an attacker fails to result in catching him (he got away); or
- 2) Two attempts to Frag the same spanner by the same assailant succeed; or
- 3) If all of one side is brought down, either physically or being hit to beyond Frag 7.

Attempting to go back to a finished time combat can frag any spanner who gave you assistance in the time combat, as well as anybody dependent on the events stemming from the outcome of the finished time combat. That's a lot of spanners (By the book, 1d10 x 1d10 Spanners of a Span the GM decides, per sweep), and now they're all focused on turning that frag back on you.

I suppose technically you could try it, but the odds are overwhelmingly not in your favor.

A PC that loses a Time Combat should probably ask some of the more godlike beings for assistance. A Deity or a spanner of Span 4 or 5, for example. They may be able to help you, but be warned: there is always be a price to be paid for such assistance.


FAQ: So what do if my enemy is outside my a span? Answer: You will likely be unable to reach the point at which they are fragging you from, but remember that they are a time traveler too. It is possible, perhaps even likely, that somewhere in their Age they were at a level within your range of span. And, all else failing, you can perform detailed oracles and go to allies with higher Span to help you out. Or try to find a Span Enhancer Cipher.

FAQ: Why can't I recover Span when in Time Combat? Answer: Something about the process breaks the causal link between you and the events, causing you to drop out of the anomaly.

Optional Stratagem:

Walkabout: Duration Appropriate to Distance Traveled- You do nothing this turn but Span and Recover, costing Age appropriate to the distance traveled. You end your turn having traveled to whatever level you chose, with fully recovered Span.

Last edited by DarkStarling; 05-03-2016 at 11:52 AM.

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05-03-2016, 09:16 AM

#4

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Re: Continuum adapted for Cypher System

Cyphers in Continuum:

Cain looked down once more at the device in his hand, and scowled. Though he knew the lightning gun would drop an elephant, it simply refused to be taken seriously. Nothing he had gotten Johnathan do, from the paint job to the elaborate gilding, changed that it was made of paper. It felt like a toy in his hand, or a firework, and knowing it would burn itself to ash minutes after firing did nothing to reassure him. They could at least have had the decency to give the weapon a decent heft...

Cyphers are field equipment produced for time travelers, using the powerful technology and psionics of the Aquarian age. At first glance, it may seem strange that so many products of Aquarian technology seem to be tiny, one shot items. If you can make a one shot memory eraser, can't you make one that can be recharged? The answer of course is yes, and it can be assumed that any cypher could easily be made in artifact form. But consider the needs of a time traveler. At low span, you are required to pack extremely light. Any items you lose, or even have stolen, could cause problems that are a great deal of trouble to fix. And no one wants to come home to find that an angry Spanner had to cover up a death ray in an archeology dig. Cyphers avoid these problems. Extremely light weight, and designed to quickly break down leaving no evidence after use or tampering, cyphers neatly solve the problem of leaving evidence behind. And even if the worst happens and a leveler fires off your death ray in medieval France, in front of a crowd of witnesses, you can rest assured that they can only do it once.

Some more artistically minded spanners take to altering and decorating cyphers, either to disguise them or for their own amusement. While there is a limit to what can be done without triggering the self destructs, a skilled modder can earn many favors and much goodwill in Spanner society.

The following cyphers are of specific use to Spanners:

Heart of Time

Level 10

This is it, the technology that turns you into a time traveler. The target is rendered unconscious, and is transformed over 24 hours into a spanner as nanites surge through their body. They do not awaken until specifically activated, which usually does not happen until it is time to begin their period of training.

Midwife's Prayer

Level 1d6 + 4

A simple card printed with options and with an attached needle in a plastic sheath. When options are selected by punching holes in the card, and the device is activated, a virus is immediately synthesized that genetically alters the next offspring of anyone stabbed with the needle. The settings cannot be changed after activation, and this virus becomes inert after 1 hour per level. A number of options can be selected equal to the device's level. Variants include, but are not limited to, the following:

Cosmetics: Select such factors as sex, body type, hair and eye color, and similar.

Mental: Choose such factors as musical and artistic talent, perfect pitch, gender identity, sexual orientation, and similar.

Detriments: Choose such factors as hemophilia, color blindness, and other genetic disorders.

Lovechild: Unlike the above, requires one or two genetic samples and has no options. The child of the target will be genetically indistinguishable from a child of the two sampled individuals. If only one sample is provided, the offspring will be the genetic child of the target and the sample.

Clone: Requires a single genetic sample and has no options. The child of the target will be a clone of sampled individual.

Span Amplifier:

Level 1d6

This cypher has no effect on levelers. You take a cocktail of drugs and nanites and activate the handheld quantum microprocessor, which wirelessly interfaces with your brain. While the processor is within 5 feet of you it radically enhances your Span, allowing you to act as if your span score was equal to its level until you next recover span. This cypher is very rarely issued because of the potential for abuse.

Span Skill

Level 1d6

A particular type of Knowledge Enhancement cypher, this data infusion grants training in Spanning. This does not allow you to Span if you are not a Spanner.

Spin Tangler:

level 1d6

This device fills a sphere of radius 20 feet per level with a radioactive dust, electromagnetic fields, or similar activity that acts as a source of natural frag. The effect lasts for 1 hour per level.

Time Hopper:

Level 1d6


This is a highly restricted device, mostly used for repairing frag in difficult circumstances involving many witnesses. Attached to an object or person, this carries the target on a single preprogrammed journey with a Span score equal to its level. It then Spans away to self destruct safely, leaving no evidence.

Zombie Powder:

Level 1d6

An extremely powerful infusion of nanites, Zombie Powder is popular among Foxhorns. Originally intended solely for emergency medical use, it has also found a place as a combat drug and interrogation aid. The swarming nanites distribute through your body and temporarily stop your heart, sustaining you directly for one hour per level. While affected you do not need to breath and do not bleed, gaining 1 armor and 1 Edge to Might and Speed. You have an asset in pretending to be dead. When you die while affected, or when Zombie Powder is applied to a corpse with an intact brain within one minute of death per level, the subject will be restored to a debilitated state for the duration. No

injury is actually healed, and the subject will die when the duration expires without further intervention. While your heart is stopped you are unable to span. Not needing to breath does not stop you from feeling the need. Not bleeding does not prevent you from feeling pain.

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05-03-2016, 09:22 AM

#5

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Re: Continuum adapted for Cypher System

Spanner Specific Items:

Time travelers have special needs, and special capabilities, that give them more options than most. These simple items find many forms throughout spanner society at all levels.

Conjure Bag- A portable container, from a briefcase to a decorated bag, which is always kept loaded to a particular weight. This provides a location items can be Slipshanked into, even if there is no other available hiding place. When this is done, extra weight is added to make sure the bag keeps the same feel. Because the bag is always the same weight, and you know not to look into it, it can be carried around at all times without fear of giving yourself information about your Yet.

Book of Letters- Looking very similar to a double sided check book, this scribal invention has made its creator an extremely popular and wealthy woman. This tool allows instantaneous messaging with anyone at any level. To use it, you first address a message specifying the recipient and Age to receive it at. Then you simply peel off the top sheet of the front to read the reply, and repeat. When the conversation is over, a note is seen on the front specifying the age to read it next. After the book is used up, it is handed over to the scribes who then sort the messages and manufacture the very book you just used. Because it is dangerous to involve others in time combat, use of these items in such circumstances is restricted to emergencies and will result in owing major favors.

Span Box- A simple tool for sorting items when multiple copies of them exist, this is a box with two sections: one strictly for the elder copy of an object and one for the junior. While this seems trivial, without care it is extremely easy to frag yourself by mixing up which version of an item did what. This creates 'looped' objects that are of ambiguous age and have no origin. Span boxes let you avoid the mess of fixing that.

Anti-Spanning Weaponry- It goes without saying that the greatest difficulty in fighting spanners is their mobility: any attack which they survive will likely lead to their immediate escape via Spanning. To this end, a number of weapons have been devised to limit the mobility of targets.

The most frequent tools are radioactive projectiles, or other weapons that stay in the body. In general, the difficulty of Spanning without taking frag from an imbedded radioactive object is equal to its level +3. Anyone attempting to carry you in a span will also be affected, with a difficulty equal to the target's level.

Other tools are electromagnetic projectors that cover an area in natural frag, or air cannons full of radioactive dust that have the same effect. These 'nets' are used in baited traps such as cobwebs to trap investigators.

Finally, poisons which interfere with the heart (likely adding to the targets damage track) may prevent the target from spanning away entirely.

Example: Time Arrow- Level 5 Poison: Might Defense Roll or move 1 step down the damage track, when so injured spanning is disabled. The head of this arrow is made of level 4 radioactive stone, and becomes embedded in the body on a hit that does at least 1 point of damage. This makes spanning without taking natural frag a level 7 task.

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