

One Thousand and One Nights and One Night

a role-playing game campaign design 'zine

Vol.: 1, Issue: 24, June 1, 2007



Time Travel, Too!

I figured that I'd need a Time Travel issue at some point, so I jumped back in time to the missed June 1st issue. I've got a new PC, some time travel ideas and a setting design. Enjoy!

Quote of the Month

"I'm Time Dyslexic. I would have told you earlier but I don't know when earlier is!" – Dr. Who.

Pulp—a Time!

A great mix with Time Travel is Pulp Action. That led me to *Spirit of the Century* (Evil Hat), a cool pulp game that I got recently. Those folks over at Evil Hat have done a great job. I love my hardback and have decided to make a character: Hieronymus Kincade III, Time-Jumper!



Each Character has three features: **Aspects** (*bold italic*), **Skills** (**bold**) and Stunts (underline). **Aspects** tell about the character's background and experiences, **Skills** are what he can do and Stunts are things that are special abilities, all of which I will incorporate in the story of my PC.

Hieronymus Kincade was born to a wealthy family (**Great: Resources**) in Boston ("**Family is always there for you**"), the only son of Hieronymus Kincade II and Evelyn Tarter-Kincade. Within a decade, he'd excelled at science and sports (Photographic Memory, **Good: Science, Academics, Endurance**), but found that, at times, he'd be forced to defend himself from bullies ("**Speak softly but be ready with two fists!**", **Fair: Fists**).

At the age of sixteen, while visiting relatives in (continued on Page 2, First Column)

Time Travel Games & Ideas

There are a number of time travel games and supplements out there, including *GURPS Time Travel* (Steve Jackson Games), *Chronomancer* (WotC), the out of print *Dr. Who RPG* (FASA) and *Time and Time Again* (Timeline). Each one of these probably would have a good number of ideas to steal, as well as all the various time-related movies and television shows out there, like *The Time Machine* (1960, MGM) and (2002, Warner Bros.), *Somewhere in Time* (1980, Rastar), *Time after Time* (1979, Orion), *Back to the Future* series (1985, Amblin), *Seven Days* TV show (1998, Paramount). Even *Memento* (2000, Newmarket), where the hero doesn't remember anything so the clock starts again every day could be viewed as a time travel movie. There's lots of source material out there for you to get some ideas.



Time Travel Game Setting Design

I've got a plan to run a time travel game in the future. Now, I've run variant time travel games, usually the kind that the PCs are dragged from here to there, with no control in the outcome, and usually mixing multi-verses. Do I want to change that? Yes. And this is how I'm going to do it.

Time travel games have quite a problem—in order to actually be time travel, the PCs have to jump all over the time-stream. A lot.

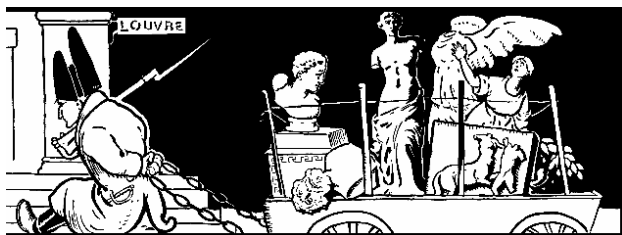
Otherwise, it's simply 1756 every session (or whatever time they end up in). Each session needs to be in a different time period, radically different than the one before. These sessions have to be prepared in some way, if only some minimal library research on the period in question, which takes time. So this requires some serious thought, and that has led me to a very radical concept in setting design.

(continued on Page 2, Second Column)

Time Travel Setting (cont.)

First, before I'm even going to write anything down plot-wise or adventure-wise, I'm going to sit down with my players and talk about what they want in a time travel game. Some questions to cover would include:

- what time periods do you want to adventure in? How far forward and back do you want to go?
- would you prefer a multi-verse approach or only our current world history?
- do you want control of the time travel method or would you prefer being dragged here and there at the whim of the GM?
- what sort of adventures do you want? Solving world mysteries? Scavenger hunt? Stopping a plot from another group of time travelers?
- Will the PCs encounter famous people and interact with them or will it be a peripheral contact?
- are all the PCs from different times and places or are they mostly from the same era?



These questions are definitely not exhaustive but they should get the ball rolling. It's important to note what the players say they are interested in and design to those interests.

I recently asked a few friends these questions. They wanted a scavenger hunt series of adventures through Rome & Carthage, WWII, the French Revolution, 10,000 BC, ancient Mongolia and into the aftermath of WWIV, with a series of short term opponents in each of the time periods and an overall time traveling Big Bad who's also after the same stuff (or combination of stuff) as the group, and limited interaction with famous persons. Now all I need is a system, a library and time to run it!

Pulp-a Time (cont.)

England, he joined the British Science Academy with his English cousin, Lord Archimedes Kincade (**Fair: Rapport**). Together, they developed several new defense machines that saved London from Zeppelin bombs ("**Science defends the good**", **Fair: Engineering**) and met his future wife, his Uncle's ward, Miss Julie St. John-Smythe (pronounced Sin Gin Smith) ("**Julie, my love**"). During that time, he and his cousin were sponsored by his Uncle to join the Century Club.

In his first novel, *Hieronymus Kincade and the Time-Tripping Adventure*, he happily married his love but at the wedding she was taken through time by the nefarious Dr. Clock ("**I will defeat your evil!**").



With the aid of a mystical Artifact ("**Clio Ex Machina, Watch of History**", Personal Artifact: Clio Ex Machina, **Great: Mystery**), He fought (and defeated) Dr. Clock's devilish Nod-men in Ancient

Rome, the Cambrian Era and atop the Great Wall of China during the Tang Dynasty (**Fair: Fists, Alert, Resolve; Average: Guns, Weapons, Might**), until he snuck into Dr. Clock's lair (**Superb: Stealth, Quick Exit, Vanish**), set behind the Norman Invasion, where he threw his nemesis into the "Lake of Time." Dr. Clock's last act was to cast his beloved Julie into the time-stream, alone and without any hope of return!

Hieronymus guest-starred in *Jet Black vs. Kid Dinosaur!* He helped Jet Black take on Kid Dinosaur, using his quality business suit ("**A 3-Piece Suit is All You Need**", Universal Gadget: 3-Piece Suit) and some ready skills (**Average: Drive, Sleight of Hand**) to end the danger and bring the villain to justice.

He still searches for his beloved ("**Time and Tide Wait for No Man**") and looks forward to putting the beat-down on Dr. Clock when they next meet. And it will be soon. Oh, so very soon!