

GURPS[®]

Fourth Edition

INFINITE[™] WORLDS



By KENNETH HITE, STEVE JACKSON, AND JOHN M. FORD

STEVE JACKSON GAMES

INFINITE WORLDS . . . INFINITE ADVENTURE!

*The good news is, we can visit other Earths.
The bad news is, somebody out there doesn't like us.*

The shuttles of Infinity Unlimited jump between parallel Earths, seeking profit, knowledge, and adventure. But a parallel called Centrum also has the technology to cross between worlds . . . and they want to rule them all. The Infinity Patrol must deal with these ruthless rivals, as well as with world-jumping criminals, and try to keep the secret of dimension travel out of the hands of the *really* nasty alternate worlds like Reich-5.

Welcome to the core setting of *GURPS Fourth Edition*! Any campaign can be on one of the Infinite Worlds timelines . . . whether they know it or not! Compiled by Kenneth Hite, the master of alternate histories, *GURPS Infinite Worlds* combines and updates material from *GURPS Time Travel*, *GURPS Alternate Earths*, and *GURPS Alternate Earths 2* into one volume, and gives dozens of *new* worlds to explore as well!

This book also gives detailed rules for *time* travel, with three different campaign frames.

Whether you're playing accidental travelers or the hardened troops of the Infinity Patrol, this book is your gateway to adventure. *Infinite* adventure.



Written by Kenneth Hite, Steve Jackson, and John M. Ford

Edited by Andrew Hackard

Cover Art by Abrar Ajmal, Guy Burchak, Alan Gutierrez, Tony Parker, Rowena, Bob Stevlic, Rogério Vilela, and Bob Walters

Illustrated by Abrar Ajmal, Brent Chumley, John Moriarty, Tony Parker, Douglas Shuler, Bob Stevlic, and Eva Widermann



**STEVE
JACKSON
GAMES**
www.sjgames.com

1ST EDITION, 2ND PRINTING
PUBLISHED NOVEMBER 2022
P.O. BOX 18957, AUSTIN, TX 78760
SJG 01-6005C

ISBN 978-1-55634-999-7



9 781556 349997

Printed on
Demand

GURPS

Fourth Edition

INFINITE WORLDS™



Written by **KENNETH HITE, STEVE JACKSON, and JOHN M. FORD**

Edited by **ANDREW HACKARD**

Cover Art by **ABRAR AJMAL, GUY BURCHAK, ALAN GUTIERREZ, TONY PARKER, ROWENA, BOB STEVLIC, ROGÉRIO VILELA, and BOB WALTERS**

Illustrated by **ABRAR AJMAL, BRENT CHUMLEY, JOHN MORIARTY, TONY PARKER, DOUGLAS SHULER, BOB STEVLIC, and EVA WIDERMANN**

Softcover: stock # 01-6005C • ISBN 978-1-55634-999-7 • PDF: stock # 31-2001 • Version 2.0 – November 2022

STEVE JACKSON GAMES

CONTENTS

WELCOME TO ANYWHEN 4

About the Authors 4
Publication History 4

1. INFINITY UNLIMITED . . . 5

Infinite Worlds Glossary 6
THE INFINITY PATROL 8
The Mission and the Mindset 8
Human Resources 9
Headquarters 9
Intervention Service 10
Infinite Justice, Inc. 12
Cover Stories 14
Penetration Service 14
Recon Procedures 17
Miracle Workers 18
ISWAT 18
PARACHRONIC LABORATORIES 19
Theory 20
Further Infinities 21
Research 22
Personal Equipment 22
Homeline TL 23
Projectors 27
Standard Issue 27
Conveyors 28
In the Cube 29
Conveyor Loadout 30
THE UNITED NATIONS
INTERWORLD COUNCIL 31
Infinity Development 31
Alternate Outcomes, Inc. 31
Crosstime Colonies 32
"Eternity's Rangers" 34
CORPORATE STRUCTURE 35
Infinite Darkness 36
OUR CORPORATE PARTNERS 37
Clodyne Research Group 37
Consolidated Mines, Unltd. 37
Time Tours, Ltd. 37
Johnson Crosstime Incorporated 38
Time Tours in the Time Campaign 39
Our Corporate Rivals 40
White Star Trading 40
THE PUBLIC SECTOR 41
The United Nations 41
National Governments 42
Israel and the Alternity Exodus 43
Non-Governmental Organizations 44
Rogue States 44

2. ENEMIES EVERYWHEN 45

CENTRUM 46
History 47
Centrum Today 48
Centrum World Classification 51
Centrum Parachronics 51
The Interworld Service 52
Centrum Plots to Foil 54
Centrum Campaigns 54
Alternate Infinite Wars 55
Centrum Dark, Centrum Light 56
REICH-5 57
History 57
Geopolitik 58
Technology on Reich-5 61
Overtime Discoveries 63
SS Raven Division 64
Glorious Goals 67
THE CABAL 68
Truth and Lies 68
The Cabal in the Campaign 69
LESSER THREATS 70
Organized Crime 70
Swagmen 71
Freelance Criminals 71
Where Are the Starships? 72
PARACHRONOZOIDS 73
Spoor and Stigmata 74
OTHER HAZARDS 74
The Spaces Between 74
Banestorms 75
Reality Quakes 75
Mathematical Bafflelegab 76
Going Elsewhere 77
Reality Quakes in the Game 78
Gates of Thoth 79
Shiftrealms 79



3. PRESENT AT THE CREATION 81

TYPES OF ALTERNATE WORLDS 82
Empty Worlds 83
Infinity's World Classes 83
Dinosaur Hunting 84
Echoes 85

Putting a Little English on It 87
Parallels 88
Technology Variants 89
Challenge Worlds 94
Unusual Civilizations 95
HISTORY, ALREADY IN PROGRESS 96
Direction 96
Decision 97
Alternate Greats 98
Plagues 99
Development 99
Generational Cycles 100
Civilization as Biology 102
ALTERING WORLDS 104
Timeline Shifting 104
Try to Change the World 105

4. WORLDS ENOUGH 107

ARMADA-2 109
ATTILA 110
Other Mongol Conquests 111
AZOTH-7 112
Other Azoths 113
BONAPARTE-4 113
Other Bonapartes 114
BRITANNICA-3 115
Other Britannicas 116
CALIPH 117
Other Muslim Worlds 118
CAMPBELL 119
CENTRUM BETA 120
DIXIE-1 120
Other Dixies 122
EZCALLI 122
FRIEDRICH 124
GALLATIN 125
GERNSBACK 126
HELL WORLDS 128
Ariane 128
The Gotha Parallels 128
Lenin-2 129
Leviathan 129
Madland 130
Taft-7 130
JOHNSON'S ROME 130
LENIN-1 131
Other Communist Worlds 132
LUCIFER-5 133
Other Lucifers 134
MERLIN 134
Other Merlins 135

GURPS System Design ■ STEVE JACKSON
GURPS Line Editor ■ SEAN PUNCH
Assistant **GURPS** Line Editor ■ JASON "PK" LEVINE
GURPS Project Manager ■ STEVEN MARSH
GURPS FAQ Maintainer ■
VICKY "MOLOKH" KOLENKO

Chief Executive Officer ■ PHILIP REED
Chief Creative Officer ■ SAM MITSCHKE
Chief Operating Officer ■ SUSAN BUENO
Art Director ■ STEVE JACKSON
Production Artists ■ JUSTIN DE WITT
and ALEX FERNANDEZ

Executive Editor ■ MIRANDA HORNER
Marketing Director ■ RHEA FRIESEN
Director of Sales ■ ROSS JEPSON
Prepress Checkers ■ MONICA STEPHENS,
WIL UPCHURCH, and MIRANDA HORNER
Page Design ■ PHIL REED

Playtesters: James L. Cambias, Paul Chapman, Mark Cogan, Devin Ganger, Bob Gilson, Steve Kenson, Phil Masters, Kenneth Peters, Bob Schroeck, William H. Stoddard, Chad Underkoffler, and Jeff Wilson

Additional Material: Steve Kenson, Craig Neumeier, Kenneth Peters, David L. Pulver, and Michael S. Schiffer

GURPS, Warehouse 23, and the pyramid logo are registered trademarks of Steve Jackson Games Incorporated. *Pyramid* and the names of all products published by Steve Jackson Games Incorporated are registered trademarks or trademarks of Steve Jackson Games Incorporated, or used under license. **GURPS Infinite Worlds** is copyright © 2004, 2017, 2022 by Steve Jackson Games Incorporated. All rights reserved. Printed by KDP.

The scanning, uploading, and distribution of this book via the Internet or via any other means without the permission of the publisher is illegal, and punishable by law. Please purchase only authorized electronic editions, and do not participate in or encourage the electronic piracy of copyrighted materials. Your support of the author's rights is appreciated.

MYTH PARALLELS	136
Burton	136
Camelot Parallels	136
Mandeville	136
Nottingham	136
Sherlock Parallels	137
NERGAL	137
NOSTRADAMUS	138
ORICHALCUM	139
PUZZLE WORLDS	140
Blip	140
Enigma	140
Microworld	140
Möbius	141
Rustic	141
Vanish	141
Wyvern	142
REICH-2	142
<i>Other Reichs</i>	143
ROMA AETERNA	144
<i>Other Romes</i>	145
SHIKAKU-MON	146
UNITED STATES OF LIZARDIA	148
YRTH	150
<i>Other Fantasy Parallels</i>	151



Reich-5	193
Other Opposition	195
Bystanders	197
Locals	198
WEAPONS	199
Firearms	199

7. INFINITE	
CAMPAIGNS	201
CAMPAIGN ASSUMPTIONS	202
The Hardware Dilemma and	
the Software Mismatch	202
Parameters	202
<i>Adding Worlds</i>	203
Paraphysics	204
Characters	204
Genre and Mode	205
CAMPAIGN ELEMENTS	206
Through the Rabbit Hole	206
Visiting the World Next Door	206
<i>Things to Invent</i>	208
<i>Black Powder</i>	209
<i>The Bad Old Good Old Days</i>	210
Mission Control	210
The Time Is Out of Joint	211

8. ALTERNATE	
INFINITIES	212
THE ORDER OF THE HOURGLASS	212
Villains	214
The Great Work of Time	215
<i>Hollow History</i>	215
Campaign Assumptions	216
THE TIME CORPS	217
<i>Agent Slang</i>	217
Mechanics	218
Time Agents	220
The Enemy	221
<i>Time Agent Equipment</i>	222
<i>Visitors From the Future</i>	223
Detecting Interventions	224
<i>Gross Changes: A Bad Idea</i>	225
Changing History	225
Campaign Assumptions	226
Operation Archduke:	
A Typical Mission	227
THE HORATIO CLUB	229
Campaign Assumptions	231
BIBLIOGRAPHY	232
INDEX	239



5. . . . AND TIME	152
TEMPORAL PHYSICS	153
The Physical Setting	153
<i>Can of Infinite Worms</i>	153
Paradoxes	154
Solutions	154
<i>Chronobabble</i>	155
Other Useful Postulates	156
Talking to Yourself	157
Communication and Observation	158
<i>We Will Have Warned You</i>	
<i>in the Past</i>	158
The Observer Effect	159
Time Viewers	160
Time Machines	162
Dangers	164
<i>Staying in Period Character</i>	164
PSIONIC TIME TRAVEL	166
Physical Projection	166
Mental Projection	167
Attunement	168
THE FUTURE	169
Getting There Faster	170
Physics	170
6. INFINITE	
CHARACTERS	171
ADVANTAGES, DISADVANTAGES,	
AND SKILLS	172
Advantages	172
Disadvantages	178
<i>Wealth, Status, and Reputation</i>	178
Skills	181
Techniques	183
ALTERNATE HUMANS	184
CHARACTER TEMPLATES	186
Infinity Unlimited	186
UNIC	188
The Private Sector	190
Centrum	191

About GURPS

Steve Jackson Games is committed to full support of **GURPS** players. We can be reached by email: info@sjgames.com. Our address is SJ Games, P.O. Box 18957, Austin, TX 78760. Resources include:

New supplements and adventures. **GURPS** continues to grow – see what’s new at gurps.sjgames.com.

Warehouse 23. Our online store offers **GURPS** print items, plus PDFs of our books, supplements, adventures, play aids, and support . . . including exclusive material available only on Warehouse 23! Just head over to warehouse23.com.

Pyramid (pyramid.sjgames.com). For 10 years, our PDF magazine *Pyramid* included new rules and articles for **GURPS**, plus systemless locations, adventures, and much more. The entire 122-issue library is available at Warehouse 23!

Internet. To discuss **GURPS** with our staff and your fellow gamers, visit our forums at forums.sjgames.com. You can also join us at facebook.com/sjgames or twitter.com/sjgames. Share your brief campaign teasers with #GURPSHook on Twitter. Or explore that hashtag for ideas to add to your own game! The **GURPS Infinite Worlds** web page is gurps.sjgames.com/infinitemorlds.

Store Finder (storefinder.sjgames.com): Discover nearby places to buy **GURPS** items and other Steve Jackson Games products. Local shops are great places to play our games and meet fellow gamers!

Bibliographies. Bibliographies are a great resource for finding more of what you love! We’ve added them to many **GURPS** book web pages, with links to help you find the next perfect element for your game.

Errata. Everyone makes mistakes, including us – but we do our best to fix our errors. Errata pages for **GURPS** releases are at sjgames.com/errata/gurps.

Rules and statistics in this book are specifically for the **GURPS Basic Set, Fourth Edition**. Page references that begin with B refer to that book, not this one.

WELCOME TO ANYWHEN

This book describes the Infinite Worlds, the “standard setting” for *GURPS Fourth Edition*. Here, history varied on other Earths; the Union Jack flutters over America, Mongol ponies graze in Britain, and zeppelins float unperturbed everywhere. The heroic Infinity Patrol, licensed by the corporation that discovered parachronic travel, keeps Homeline safe and improves life where it can. Between crosstime plagues, samurai with force swords, and unpredictable storms that blow people to other worlds, its work never ends.

Any kind of campaign, on any kind of world, fits here – in fact, it’s *already* here somewhere! You don’t have to play the Patrol or even obey them. You can steal alternate Monets, hunt werewolves in medieval Germany, or seek the Holy Grail across the worlds. You can treat this book like your own personal alternate Spanish Main and loot it for goodies and excitement to carry back to your own game world. You can even build a game world – an infinity of them – from scratch, using this book’s alternate Earth design systems and advice.

It’s only a short jump (as it were) from alternate histories to time travel. Time travel stories often become alternate Earth stories, as the plucky traveler wrenches history from its appointed course to save his adopted hometown in the past. Hence, this book also contains complete guidelines for time travel games, from using time machines to how to get away with killing your grandfather in the past. This book provides two different time-travel campaign frames for people who don’t want to go world-hopping . . . and allows the combination of time travel and parallel worlds for infinite possibilities, including some in the Infinite Worlds setting.

Add mutants, magicians, and world-hopping Nazis – you will need another Earth just to fit it all in.

So get to it – time’s a-wasting.

– Kenneth Hite

History is not merely what happened: it is what happened in the context of what might have happened. Therefore it must incorporate, as a necessary element, the alternatives, the might-have-beens.

– Sir Hugh Trevor-Roper,
“History and Imagination”

ABOUT THE AUTHORS

Kenneth Hite

On a close parallel Earth, Kenneth Hite’s first RPG publication credit was *GURPS Alternate Earths*. In all Earths he can access, he co-wrote that book and its sequel for Steve Jackson Games, as well as writing *GURPS Cabal* and the third edition of *GURPS Horror*, and compiling and co-authoring *GURPS WWII: Weird War Two*. His “Suppressed Transmission” column covers high strangeness for *Pyramid* magazine; on some Earths it is called “Thirteen O’Clock High.” On the most terrifying worldlines, it has been collected in two volumes to date.

He lives with his wife Sheila in Chicago, the center of all worlds worth visiting. In no Earth has his M.A. in International Relations proved at all useful, but one never knows.

Steve Jackson

Steve Jackson has been devouring time-travel and parallel-world science fiction since he was about seven years old, and jumped at the chance to inflict his own contribution on the field.

He is the founder and editor-in-chief of Steve Jackson Games, but, as shown by the present book, still gets to *write* something once in a while. He hopes to do it again someday.

Steve lives in Austin. He enjoys SF conventions, gardening, the Web, tropical fish, Lego, and – oh, yes – gaming.

John M. Ford

John M. Ford is the author of nine novels (so far), including the alternate history *The Dragon Waiting*. On the gaming front, he has done work for GDW, West End Games, and Steve Jackson Games. If he survives to finish his next novel, he’ll probably write an opera. With roleplaying in it. Somebody has to be the first.

PUBLICATION HISTORY

Much of the background in this book was drawn from the Third Edition books *GURPS Time Travel* and the two volumes of *GURPS Alternate Earths*.

The Origins Award-winning *Time Travel* was a collaboration between Steve Jackson and Mike Ford. Steve sketched out a parallel-world setting that owes a great deal to the works of H. Beam Piper. Mike fleshed it out with high-quality rubber science and added the whole “Time Corps” background, cut from whole cloth woven on the loom of Fritz Leiber. They respectfully acknowledge Those Who Went Before, and only wish they could go back and shake their hands.

David Pulver recast the material in *Time Travel* and other *GURPS* books for Fourth Edition, after which Kenneth Hite added yet more background, rearranged all the puzzle pieces, and fit the entire assemblage between two covers.

CHAPTER ONE

INFINITY

UNLIMITED



“. . . to preserve and defend The Secret with my last breath.”

As Angela finished the oath, she felt something – just the weight of all those histories – settle on her shoulders. Before she could absorb the feeling, it was gone, jarred loose by a man shaking her elbow. “Agent Polk,” he began, Angela unconsciously looked around to see whom he was talking to, but then realized that as of 30 seconds ago, *she* was “Agent Polk,” and would be until, she supposed, her “last breath.”

“Agent Polk,” he said again, “let’s walk and talk.” “But my family – they’re here to see the ceremony . . .” “And they did see it, and it was lovely, and your mother cried. And now you’re on Patrol time, and your first leave isn’t until 2028, so let’s jump.” With almost no pressure on her arm, he had somehow steered her away from the crowds of new-minted Academy graduates, toward a bronzed-colored, ungainly aircraft. “That’s a tiltrotor – Hell, that’s a Haussman-2 ornithopter! Those don’t even fly in our atmosphere!” “Good thing we’re

not staying in our atmosphere, then,” he responded. “And I’m glad to see your dossier accurately reported your aeronautical skills, since you’ll be flying it for us.”

Angela found herself clambering into the pilot’s seat and slapping the oddly familiar slats and busbars into the Lift configuration; she felt a stab of relief when she heard the *whhrrrrm* of a concealed ducted fan engage, almost blanketed by the increasingly rapid *crump-crump-crump* of the (so far purely decorative) wings. Her hijacker emerged from the back of the vehicle, wearing the (perfectly fitted) damask cape and riding boots of an Aerocorps Imperiale officer. He settled into the copilot’s bench and slotted a card into what seemed to be an ornate bomb-sight. “There’s a uniform for you in the back,” he said, as he tapped on a concealed keyboard that had folded out of the “bomb-sight’s” eyepiece. “Go change and I’ll keep her level – and when you get back, let’s hope the wings work.”

Pushing into the rear compartment, Angela saw four fellow cadets –

no, four fellow Patrolmen – changing into their own uniforms. She knew Dave Pownall and Trinh Sui from her Variant French classes, and had met Roger Giancarlo on the aerobatics range.

“So we have two other scouts and a backup pilot,” she said. ‘Carlo replied, “And apparently, we’re not going to Haussman-2 for the dancing, since Suleiman here was number one in our class in bladed weapons.” The Turk she didn’t recognize flashed her a quick smile and went back to adjusting his boots.

Nobody smiled for the next five minutes, as the ornithopter jolted and shuddered sickeningly. “Parachronic transition – the wings just caught hold,” ‘Carlo said. More jolts banged the craft around, and Trinh began “I don’t think that’s just the wings –” just as a bullet-hole appeared in the hull above Suleiman’s head.

Angela and ‘Carlo dove for the cockpit; even as the craft slopped into a dive, they kept their balance where the other three rolled and spun with the deck. Angela was first by a fraction and grabbed the yoke, wrestling the ‘thopter back into level flight. ‘Carlo was yammering something in her ear, but she was too busy keeping them from crashing to pay attention. Only after the aircraft had juddered back to something like normal did she look around and notice the dead man on the bench beside her. “I wonder what our mission was supposed to –” Angela began, but ‘Carlo cut her off. “I think,” he said tightly, “we’re about to find out.”

Three more ornithopters – these painted an ominous gray – appeared in the windscreen, and the flashes from their muzzles started the ship jolting and tilting again, spiraling down toward the parallel Lake Superior below them.

Thirty years ago, former Dartmouth physicist Paul Van Zandt changed the world. Actually, he changed hundreds of them. He invented a parachronic projector, a machine that could send matter into another dimension – another timeline. The first world he discovered was “Earth-Beta,” almost identical to his own world, which he dubbed “Homeline.” But as he improved his technology and his survey techniques, he began to discover worlds where Rome never fell, or where America was a feudal kingdom. Some worlds – those on the same “quantum level” as Homeline, Quantum 5 (Q5) – were easy to reach. Others, on Q4 and Q6, were slightly harder; Quantum 3 and Quantum 7 were downright difficult. However, Van Zandt persevered, and built up a small team of daring assistants who helped him map 23 more universes.

He funded further research with profits from trading between worlds, an undertaking he formalized with White Star Trading. In 1998, Van Zandt revealed his discovery of

We’re jugglers . . . trying to keep our traders and sociological observers and tourists and plain idiots like the late Gavran Sarn out of trouble; trying to prevent panics and disturbances and dislocations of local economies as a result of our operations; trying to keep out of out-time politics – and, at all times, at all costs and hazards, by all means, guarding the secret of paratime transposition.

– H. Beam Piper, *Police Operation*

parachronic travel to the public, and revealed a secret to the U.N. Security Council. Whatever the secret was (p. B525), it halted demands for his technology to be nationalized, militarized, or destroyed. Instead, the Security Council established the United Nations Interworld Council (UNIC) from its own membership, which chartered a new corporation, Infinity Unlimited (often shortened to

“Infinity” by the media). Van Zandt became CEO of Infinity, and UNIC added its own bureaucrats to the board. The Interworld Treaty, which chartered Infinity, required that Infinity work to “better the lot” of the other worlds it explored and exploited. To that end – and possibly to counter the threat Van Zandt revealed to the Security Council – Van Zandt created the Infinity Patrol.



Infinite Worlds Glossary

alternate: Any timeline except the original Earth. Also “alternate world.”

anchor: An echo that does not experience a quantum shift when “history is changed.”

Armanen Order: The secret order in Reich-5’s SS that has discovered parachronics.

autochrones: Natives of a timeline, as opposed to out-time visitors or colonists; called “chrones” and “locals” in Patrol slang.

banestorm: A natural phenomenon that moves living beings between worlds.

Cabal, the: A secret organization of magicians and monsters using magical dimension travel.

Centrum: A rival civilization with the ability to travel between worlds. A “Centran” is a native or agent of Centrum.

cliodynamics: The scientific study of historical change, especially useful for altering histories in a desired direction.

conveyor: A self-propelled device for traveling between alternate worlds.

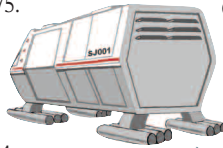
Continued on next page . . .

Infinite Worlds Glossary (Continued)

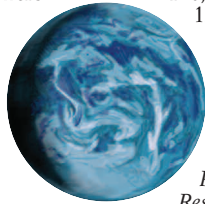
- Coventry:** An alternate world maintained by the Infinity Patrol as a prison for those – both Homeliners and outtimers – who Know Too Much.
- dimensional highway:** A road between worlds, natural, magical, or artificial.
- echo:** An alternate world which is – or appears to be – identical to ours, but at an earlier point in its history.
- Eraser:** A memory-affecting drug used by I-Cops and others to keep The Secret of parachronic travel.
- Eyes, the:** Patrol slang for Internal Affairs.
- hell parallel:** A worldline mostly or entirely emptied of humanity by a disaster or holocaust.
- homeboy:** In Patrol slang, anybody from one's own world of origin.
- Homeline:** The original Earth of Paul Van Zandt and the Infinity Patrol.
- I-Cop:** An agent of the Infinity Patrol's Intervention Service.
- Infinity Patrol:** The paramilitary arm of Infinity Unlimited.
- Infinity Unlimited:** Often just "Infinity"; private corporation that controls parachronic technology as a monopoly and governs access to alternate timelines.
- Interworld Service:** Also I.S., or "Interworld," the Centran equivalent to the Infinity Patrol.
- Kern:** From the German for "kernel," a safe-house used by Armanen Order operatives. Plural: Kerne.
- local:** In Patrol slang, native to the timeline.
- memetics:** The study of ideas and their transmission and change, a back-formation from "genetics." Not yet fully accepted as a science.
- Mule:** Armanen Order slang for a world-jumper, especially one created artificially by Nazi science.
- Nexer:** A Patrol agent from the Nexus Oversight Division.
- nexus portal:** A "natural" path between alternate worlds.
- oneliner:** Someone who never leaves his home timeline, especially a Homeline "civilian."
- Outstairs:** Patrol slang for Homeline higher-ups. "Those dimwits Outstairs expect us to stop the Visigoths with nothing but Scotch tape and puppet shows."
- outtime:** A world other than the speaker's own; usually means any other world besides Homeline.
- outtimer:** Anyone from a different world from the speaker; hence, a Patrol agent is an "outtimer" on Caliph, but a citizen of Caliph would be an "outtimer" on Homeline.
- parachronics:** The study of alternate worlds. More specifically, the study of why alternate worlds exist, and how travel between them is possible.
- parachronozoid:** A creature with a natural world-jumping ability.
- parallel:** An alternate world that differs from ours only in that its history has been different (some are *very* different). A "close parallel" is different as the result of one identifiable historical change.
- Pile, the:** Patrol Headquarters.
- portal dimension:** A location that connects to many (or even all) alternate worlds or dimensions.
- projector:** A device that can send a conveyor across quanta.
- quantum:** An "energy level" in 8-dimensional space that contains many alternate timelines. Quantum levels are often abbreviated; e.g., Q7 for Quantum 7.
- quantum sargasso:** A worldline that cannot be left using parachronics.
- reality quake:** A parachronic upheaval that buries some or all of an alternate's history beneath a new one.
- reality shard:** A fragment of a previous past thrown up by a reality quake.
- Reality Vanish:** The worldline that supposedly "eats" vanished probes and missions.
- Scout:** An agent of the Infinity Patrol's Penetration Service.
- The Secret:** The fact that technological crossworld travel is possible. Outtimers are not supposed to learn this, unless recruited by Infinity. Interworld doesn't bother keeping The Secret on primitive worlds.
- shiftrealm:** A location that travels between worldlines, from "ghost ships" to whole forests or islands.
- skerry:** A collection of nearby timelines sharing a common element (i.e., an ongoing WWII, a basis in the fiction of Robert Heinlein).
- swagman:** A member of a loose fraternity of crosstime grifters.
- timeline:** Another term for an alternate world.
- trod:** A magical dimensional highway, usually used by faeries. Most trods run between forests.
- UNIC:** United Nations Interworld Council, the U.N. body officially charged with overseeing parachronics and Infinity.
- vanish it:** Literally, "send it to a nonexistent reality"; Patrol slang expression meaning, roughly, "to Hell with it."
- weird parallel:** An alternate world that has many similarities to our own, but also has differences that make these similarities seem unbelievable (such as the world where intelligent reptiles speak English).
- zero point:** The term for a location that has been "zeroed" – properly calibrated – for a safe conveyor jump between two specific dimensions.

INDEX

- 'A'Nthleioi (Atlanteans), 130.
 Aaron, 73.
 ABET, 217; *ABET transmitter*, 218.
 Absolute now, 170, 217-218, 219.
 Addiction disadvantage, 178.
 Advantages, 172-178.
 Aeolus, 18.
 Agamemnon, 124.
 Alchemy, 112-113.
 Alternate Identity advantage, 172.
 Alternate Outcomes, Inc., 31-34; *Mercenary template*, 189.
 Alternate selves, 184.
 Alternate worlds, 82-151; *creating*, 96; *fiction*, 232; *non-fiction*, 236.
 Amerika, 60.
 Amnesty Unlimited, 44.
 Anachronistic Training technique, 183.
 Anchors, 87.
 Archaeology skill, 182.
 Architects, 214.
 Area Knowledge skill, 182.
 Ariane, 128.
 Armada-2, 109-110.
 Armanen Order, *see SS Raven Division*.
 Armor, 26.
 Atlantis, 95, 129-130, 139-140.
 Attila, 110-111.
 Attunement (time travel), 168-169.
 Azoth-7, 72, 112-113.
 Aztecs, *see Ezcalli*.
 Banestorms, 6, 13, 26, 75, 80, 151.
 Battalion, the, 31-34.
 Batteries, 23.
 Bermuda Triangle, 75.
 Bibliography, 232.
 Biology, *model of civilization*, 102.
 Black powder, 209.
 Blip, 20, 140.
 Bonaparte-4, 113-114.
 Bounty hunters, 12.
 Britannica-3, 115-116.
 Burton, 136.
 Cabal, 21, 22, 68-69, 179; *Cabalist Mage template*, 195.
 Caliph, 12, 117-118.
 Camelot, 136.
 Cameras, 25, 38.
 Campaigns, 201-211; *Centrum*, 54; *genre and mode*, 205; *parameters*, 202.
 Campbell, 119.
 Castro, Fidel "Red," 41.
 Catholic, *see Roman Catholic Church*.
 Centrum, 8, 20, 36, 46-56, 87, 179; *Centrum Beta*, 120; *Centrum characters*, 191-193; *Centrum Dark and Light*, 56; *see also Interworld Service*.
 Challenge worlds, 94.
 Chaotic time, 154.
 Characters, 171-200, 204.
 China, 43.
 Chronal storms, 163.
 Chronic Argo, 162.
 Chronobahn, 79, 139.
 Civil War, 120-121.
 Civilization types, 90-94; *as biology*, 102; *mysterious and weird*, 95.
 Claim to Hospitality advantage, 172.
 Clerical Investment advantage, 172.
 Cliodynamics, 6, 37, 87; *skill*, 182.
 Cliodyne Research Group, 37.
 Code of Honor disadvantage, 179.
 Colonies, *cross-time*, 32, 84.
 Communications, *gear*, 24; *parachronic*, 52; *through time*, 158.
 Communist worlds, 132.
 Computers, 24, 62.
 Consolidated Mines, Unlimited, 37; *see also Mining*.
 Contact Group advantage, 172.
 Contacts advantage, 172.
 Conveyors, 6, 26-30, 35; *loadout*, 20; *recharging*, 26.
 Coventry, 41, 78.
 Cover stories, 14.
 Crichton, 84.
 Criminal template, 196.
 Cube, 29.
 Cultural Adaptability advantage, 173.
 Cultural change, 106.
 Cultural Familiarity advantage, 173.
 Current Affairs skill, 182.
 Current, the, 74.
 Dark-Dwellers, 184.
 Demons, 66, 68.
 Denarius Capital Holdings, 40; *Denarius Group Special Banker template*, 191.
 Dependent disadvantage, 179.
 Detect advantage, 173.
 Dimensional highways, 79.
 Dinosaurs, 84.
 Dirigibles, 38, 127.
 Disadvantages, 178-181.
 Disaster worlds, 85, 134.
 Divergence Effect, 225.
 Dixie-1, 120-121.
 Doubletalk, *see Quantum Mechanics*.
 Dragons, 142.
 Duncorne Foundation, 40, 135.
 Duplication advantage, 173.
 Duty disadvantage, 180.
 EAER ("Ear"), 224.
 Echoes, 53, 85.
 Ecology, 103.
 Economics, 101.
 Empty worlds, 83.
 Enemies disadvantage, 180.
 Enigma, 140.
 Eraser, 25.
 Eternity's Rangers, 34.
 Evil Twin disadvantage, 180.
 Expatriate template, 197.
 Ezcalli, 21, 122-123.
 Faerie, 69, 80.
 Fang Sing, 214.
 Fantasy timelines, 151.
 Farsight effect, 170.
 Firearms, 199-200.
 Fixed time, 170.
 Flux drive, 163.
 Focal Referent, 219.
 Footnote characters, 199.
 Fracture zones, 77.
 France, 43.
 Friedrich, 66, 124, 139.
 Fuel cells, 23.
 Fugue advantage, 173.
 Future time travel, 169-170.
 Gadgeteer skill, 182.
 Gadgeteering, social, 106.
 Gakuji, 212-213.
 Gallatin, 36, 42, 70, 125-126.
 Gargoyles, 73.
 Gates, 206; *Gates of Psais*, 79; *Gates of Thoth*, 79.
 Generational cycles, 100.
 Geography skill, 182.
 Gernsback, 126-127.
 Ghost roads, 79.
 Glozel fragments, 76.
 Gods, 68.
 Gotha parallels, 12, 128.
 Great Man theory, 97.
 Great Moment theory, 98.
 Great Motherland theory, 98.
 Greenpeace, 44.
GURPS Technomancer, 135.
 Haussman-2, 5.
 Hell worlds, 94-96, 128-130.
 Hidden Lore skill, 182.
 High-inertia parallels, 94.
 Historian template, 197.
 Historical characters, 199.
 Historical Familiarity technique, 184.
 Historical modeling, 236.
 Historical references, 236.
 History skill, 183.
History!, 183.
 History, hollow, 215.
 Homeline, 20, *tech level*, 23; *see also Secundus*.
 Honesty disadvantage, 180.
 Horatio Club, 229-231.
 Hourglass, Order of the, 212-216.
 Huy Breasil, 80.
 I-Cops, 10, 15, 39; *character template*, 186; *see also Outworld Operations*.
 In the Cube, 29.
 India, 43, 84.
 Infinite Justice, Inc., 12.
 Infinity Development, 31, 36.
 Infinity Patrol, 5, 8-19, 36, 64, 179; *Academy*, 10; *Communications Division*, 15; *Contact Division*, 15; *Customs and Inspection Division*, 10; *Echo Surveillance Division*, 15; *headquarters*, 9; *Intelligence Division*, 16; *Internal Affairs Division*, 11; *Intervention Service*, 10; *see also I-Cops*; *Justice Division*, 11; *Liaison Division*, 12; *Logistics Division*, 12; *Morale Division*, 13; *Nexus Oversight Division*, 13; *Penetration Service*, 14; *Records and Research Division*, 16; *Search and Rescue Division*, 16; *Security Division*, 13; *Special Operations Division*, 14; *Survey Division*, 17; *Technical Analysis Division*, 17; *see also Outworld Operations*.
 Infinity Unlimited, 5-6, 35-36; *see also Infinity Patrol*.
 Interworld Service, 8, 45, 52-54, 120, 177; *Interworld Service Agent template*, 192; *see also Centrum*, *Outworld Operations*.
 Interworld Treaty, 41; *see also UNIC*.
 Intolerance disadvantage, 180.
 Inventions, 208.



Israel, 43.
 ISWAT, 18, 140; *ISWAT Agent template*, 187.
 Japan, 43, 59-60, 63, 91, 146-148.
 Johnson's Rome, 13, 38, 40, 70, 130-131.
 Jumper advantage, 174.
 Kerne, 67.
 Kidnappers, *cross-time*, 72.
 KMP Petroleum, 40.
 Language Talent advantage, 175.
 Languages, 24, 175.
 Legal Enforcement Powers advantage, 176.
 Lenin-1, 131-133.
 Lenin-2, 128.
 Leviathan, 129-130.
 Libraries, 16.
 Literature skill, 183.
 Looters, *cross-time*, 72.
 Lucifer-4, 84.
 Lucifer-5, 133-134.
 Lysander, 32.
 Madland, 130.
 Mafia, 70.
 Magery advantage, 176.
 Magic bullet, 76.
 Magic, 22, 68, 134-135, 138-139, 144-145.
 Mammut-1, 19.
 Mammut-2, 84.
 Mammut-3, 71.
 Mandeville, 136.
 Medicine, 18, 25, 26, 99, 207; *Centrum*, 51; *Reich-5*, 62.
 Mercenaries, 31.
 Merlin, 134-135.
 Microworld, 140.
 Mind Block skill, 22.
 Mining, 37, 40, 70, 71, 84.
 Miracle Workers, 18.
 Möbius, 141.
 Mongols, 110-111.
 Morphogenetic field, 22.
 Mules, 65.
 Mundane Background disadvantage, 180.
 Muslim timelines, 117-118.
 Mutants, 184.
 Myth parallels, 21, 94, 136-137.
 Napoleon, 113-114.
 Naturalist skill, 183.
 Nazis, 19, 69, 142-144; *characters*, 193-195; *see also Reich Timelines*, *SS Raven Division*.
 Neanderthals, 184.
 Needlers, 200.
 Neo-tröodons, 141, 149.
 Nergal, 137-138.
 Nexus portals, 13, 77; *artificial*, 26.
 NGOs, 44.
 Night Vision advantage, 176.
 Nineveh Lens, 76.
 Non-Governmental Organizations, 44.
 Nostradamus, 66, 124, 138-139.



Nottingham, 136-137.
 Nuclear war, 47, 129.
 Observer Effect, 159-160, 170, 224, 226.
 Omen advantage, 176.
 Ontoclysms, 75-78.
 Operation Archduke, 227-229.
 Order of the Hourglass, 212-216.
 Organized crime, 70.
 Orichalcum, 139-140.
 Ouroborous Car, 80.
 Outworld operations, 109, 111, 113, 114, 116, 118, 119, 120, 121, 123, 124, 126, 127, 130, 131, 133, 135, 138, 130, 144, 145, 147, 149, 150.
 Oz particles, 74.
 Parachronic Laboratories (Paralabs), 19-22; *Paralabs Field Researcher template*, 188.
 Parachronics; 19-30; *Centrum*, 51; *communications*, 52; *detector*, 24; *hazards*, 74-80.
 Parachronozoids, 66, 73.
 Paradoxes, 154-156, 157, 159.
 Parallels, 88-94; *high-inertia*, 94; *myth*, 21, 94, 136-137; *and time travel*, 156.
 Paralocator enhancement, 176.
 Patron advantage, 176.
 Penetration Service, *template*, 187; *see Infinity Patrol Penetration Service*.
 Phobia disadvantage, 180.
 Plagues, 99, 128.
 Plastic time, 154, 170.
 Political change, 105.
 Possession advantage, 176.
 Projectors, 27, 35.
 Psi shield, 26.
 Psionics, 22, 26, 41, 68.
 Puzzle worlds, 96, 140-142.
 Pythagoras Chronovisor, 161.
 Quanta, *timeline*, 83, 104.
 Quantaclysms, 77.
 Quantum mechanics, 20, 76, 155.
 Radios, 24.
 Rainbow effect coils, 163.
 Rank advantage, 176.
 Raven Division, *see SS Raven Division*.
 Reality quakes, 75-78.
 Reconnaissance, 17.
 Reich timelines, 143.
 Reich-2, 142-144.
 Reich-5, 57-67; *see also Armanen Order*.
 Reputation, 178.
 Research, 22, 183; *missions*, 211; *skill*, 183.
 Resistant advantage, 176.
 Resources, 36, 40, 83; *see also Mining*.
 Rhodes, Cecil, 37.
 Robin Hood, 136-137.
 Rogue states, 44.
 Roma Aeterna, 144-145.

Roman Catholic Church, 44, 109.
 Rome timelines, 145.
 Russia, 42, 70.
 Rustic, 141.
 Scavengers, *cross-time*, 71.
 Scout template, 187.
 Secret disadvantage, 180.
 Secundus, 46, 48.
 Security, 35; *Centrum*, 49; *see also Infinity Patrol Security Division*.
 See Invisible advantage, 176.
 Sense of Duty disadvantage, 180.
 Sensors, 24.
 Serendipity advantage, 176.
 Shiftrealms, 79-89.
 Shikaku-Mon, 20, 146-148.
 Shroud of Turin, 76.
 Shuttles, 52, *see also Conveyors*.
 Silenzia, 80.
 Skerries, 89.
 Skills, 181-183.
 Skorzeny, Otto, 18.
 Smother, 9, 19.
 Social gadgeteering, 106.
 Social Stigma disadvantage, 181.
 Solar cells, 23.
 Spectral Ops, 139.
 Spetsnaz, 42, 64.
 Spirit-jumpers, 174.
 SS Raven Division, 22, 64-67, 69, 124, 135, 139, 179; *Gestapo Amt Z Agent template*, 194; *Mule Jumper template*, 194; *SS Raven Division Trooper template*, 193.
 Starships, 72.
 Stations, 52, *see also Projectors*.
 Status, 178.
 Stinger, 222.
 Stopwatch, 217; *agents*, 223.
 Student template, 197-198.
 Stunner, 199, 222.
 Subways, 80.
 Super-soldiers, 184.
 Swagmen, 71, 179; *Swagman template*, 196.
 Taft-3, 11.
 Taft-7, 130.
 Tech levels, *Centrum*, 50; *Homeline*, 23; *Reich-5*, 61.
 Technological change, 105.
 Telkozep, Baron Janos, 68.
 Temporal Control Authority, 217.
 Temporal Inertia advantage, 176.
 Temporal snarls, 158.
 Thieves, *cross-time*, 71.
 Time Agents, 220-221; *equipment*, 222.
 Time belt, 162.
 Time Corps, 217-228.
 Time Draft, 166.
 Time machines, 153, 162-163; *see also Time Travel*.



Time Scouts, *template*, 187; *see Infinity Patrol Penetration Service*.
 Time sphere, 163.
 Time Tours, Ltd., 37-39, 145, 179; *Dinosaur Hunter template*, 191; *Tour Guide template*, 191.
 Time travel, 152-170, 212-229; *communication*, 158; *fiction*, 234; *to the future*, 169-170; *hazards*, 164-166; *non-fiction*, 236; *and parallel worlds*, 156; *psionic*, 166-169; *via reality quake*, 77.
 Time viewers, 160-161.
 Timeline shifting, 104.
 Timenappers, 72.
 Timepiece, 217; *agents*, 220-221, 222.
 Timescanner, 161.
 Timesickness disadvantage, 181.
 Tracking skill, 183.
 Translation software, 24.
 Triads, 70, 71, 215.
 Turkana, 19.
 Tychiron, 66.
 Unaging advantage, 176.
 Unattached (Centrum) Agent template, 192.
 UNIC, 6, 31-34; *UNIC Crisis Ministry Troubleshooter template*, 188.
 Unique disadvantage, 181.
 United Kingdom, 43.
 United Nations, 41, 217; *see also UNIC*.
 United Nations Interworld Council, *see UNIC*.
 United States, 42; *under the Nazis*, 60.
 United States of Lizardia, 148-149.
 Universal Exports, Ltd., 43.
 Unusual Background advantage, 176.
 Uplift Service, 54, 56.
 Van Zandt, Paul, 6, 35, 40.
 Vanish, 141.
 Vatican, *see Roman Catholic Church*.
 Vinland Map, 76.
 Vortices, 75.
 Wanshijieshan, 80.
 Wealth, 178.
 Weapons, 199-200, 214.
 White Stag, 74.
 White Star Trading, 6, 37, 40-41, 70, 119, 151; *Trader template*, 190.
 Williams-Khor Hypothesis, 21.
 World classification, *Centrum*, 51; *Infinity*, 83.
 World-jumpers, 65, 174.
 Wyvern, 142.
 Xing La, 129.
 Yrth, 150-151.
 Yugorovsky Group, 32, 40.
 Zombies, 128.

STUCK FOR AN ADVENTURE? NO PROBLEM.

Warehouse 23 sells high-quality game adventures and supplements in print and PDF formats.

- Free downloadable adventures for *GURPS* and *In Nomine*!
- Fun gaming accessories – shot glasses, shirts, specialty six-siders, and more!
- PDFs from Atlas Games, Amarillo Design Bureau, Goodman Games, and many others – plus gems from the up-and-comers.
- Original material for *Transhuman Space* and new *GURPS* supplements from Kenneth Hite, Phil Masters, David Pulver, Sean Punch, and William Stoddard!
- Fully searchable files of *GURPS Fourth Edition* supplements.
- Digital editions of out-of-print classics, from *Orcslayer* and the complete run of *ADQ* to *GURPS China* and *GURPS Ice Age*.
- Buy boardgames and roleplaying PDFs in the same order! Download digital purchases again whenever you need to.



STEVE JACKSON GAMES
warehouse23.com