

GURPS[®]

Fourth Edition

INFINITE WORLDS[™] LOST WORLDS[™]



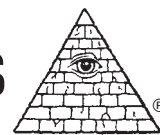
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STEVE JACKSON GAMES

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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.

INTRODUCTION

GURPS Infinite Worlds is packed with dozens of alternate histories for **GURPS** campaigns. Even so, it was impossible to fit in everything from the original manuscript. **Lost Worlds** presents six alternates trimmed from that book due to size constraints. Although these worlds passed the final review process, they are not considered "canonical"; it's possible there is some aspect of them that might prove unexpectedly disruptive. So, please, read them over carefully and consider the implications before introducing Victorian super-science or murderous human-hating robots to your campaign. Otherwise, have fun revealing and exploring these strange lost worlds!

ABOUT THE AUTHOR

Kenneth Hite lives with his wife, Sheila, and their cat in Chicago, the center of all worlds worth visiting. Every so often, he writes users' manuals and field guides to strange and wondrous dimensions, including **GURPS Infinite Worlds**, **Adventures Into Darkness**, and **Trail of Cthulhu**. He records his more theoretical and exploratory notes in "Suppressed Transmission," in *Pyramid* magazine.

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CHAPTER ONE

CYRANO

In this worldline, in the Year of Our Lord 1638, Cornelius Jansen, the Bishop of Ypres, died leaving a posthumous manuscript on the “methods of Necessary Grace.” Based on profound interpretations of St. Augustine, it postulated that the “Necessary Grace” to perform miracles was available to men from “the gates of the City of God.” As church officials studied it, they discovered that Jansen was correct – using his

methods, they could, indeed, move objects without touching them, perceive actions at a distance, cloud the minds of the sinful or weak, and perform other miraculous actions. Pope Urban VIII condemned Jansenism as heretical, but whether through piety or pragmatism, Cardinal Richelieu and King Louis XIII of France defended their new-founded Jansenist Order.

À MARS, AVEC AUDACE!

Despite papal condemnation of Jansen’s heretical findings, Richelieu embraced the Jansenist Order and its “methods of Necessary Grace.” The wise minister knew that no sin could rest at the heart of such a noble and miraculous fellowship, and that no sin could blemish those who worked selflessly to place France at the pinnacle of God’s earthly domain. Richelieu and his successors worked in this manner, and Louis XIV lived to see himself crowned king of Spain, Poland, and Hungary, and his writ run throughout the petty states of Germany and Italy. To prevent the needless spillage of Christian blood, Louis graciously permitted England, Holland, and Portugal to retain their own royal families, albeit with much Bourbon intermarriage. For two centuries, after the Frozen Wars sent Russia’s czars stumbling into the eastern wilderness, La Belle France ruled over an enlightened, advanced, and holy Christendom. Always the Jansenists were there, administering hospitals and poorhouses, training the royal guards, developing inventions, and seeing ever further into God’s mysteries. Occasionally, a Jansenist scholar, with the approval of his Father Superior, would reveal such a mystery to the laity, bound into crystal-and-metal devices of wondrous import.

The intrigues of the court, combined with the power offered by the otherworldly Voice of the Phantom, were destroying France. To the new order, a man of honor was a threat to be crushed.

Cyrano, 1956

Current Affairs

The bold psionic musketeers of the French kingdom on Mars battle the evil Han air lords and phantom menaces from all realities!

Divergence Point

1638; Cornelius Jansen, Bishop of Ypres, codifies psionic disciplines; his Jansenist Order makes France supreme on three planets.

Major Civilizations

Western (empire with rivals), Steppe-Chinese (empire with satellite states).

Great Powers

France Outremonde (feudal, CR3), Han Empire (clan/tribal, CR4-6), Dutch East India Company (corporate state, CR5), Kingdom of New England (dictatorship, CR4), Brazilian Empire (oligarchy, CR4), Holy Mexican Empire (theocracy, CR5).

Worldline Data

TL: 5+4 (space travel, TL4[^])

Mana Level: low

Quantum: 6

Infinity Class: Z4

Centrum Zone: Red

A web of crystalwave communicators and Carnot routes linked the French Indies and New France to the court at Versailles. The steam engines unveiled in the 1770s cut travel time even more, built into voltigeurs – the “jump boats” that hung in the air like ever-falling feathers, and flew like hawks far and straight. Finally, the Pascal Drive unlocked the heavens themselves, and the fleur-de-lis flag flew over Martian canals and Venusian jungles and inside the phosphorescent caverns of the Moon. However, what holy inspiration and Necessary Grace can uncover, the wiles of Satan can pervert. When the Manchu Empire collapsed in the 1850s, Christian adventurers swarmed into China to bring the light of civilization to that unfortunate land – and, sadly, to loot and conquer. A brilliant Triad society studied the Jansenist devices, and made their own fiendish improvements – when the armies of Kiang Ho, Prince Tsa, and Yue-Liao emerged from the Asiatic interior in 1892, they were more than a match for the minimal armies of Christendom, made slack by decades of peace.

The Han warlords drove the Westerners out of China, and then out of Asia and the Indies. Their armadas then poured down onto London, Warsaw, Rome, Amsterdam, Dresden, and, yes, even Paris, raining violet death from their aircraft and unleashing their Spiral Principle upon the latticework of European civilization. A desperate battle off Bermuda between the Han and Christian aerial, surface, and submarine fleets left the Dutch East India Company secure on its massive rosmarinas. (The rosmarinas are floating whale-island fortresses and refineries for the chemicals and sera the Dutch derive from oceans and spices.) However, the Han were lords of the Eurasian landmass. The courts of Europe decamped with the survivors to the New Worlds: Mars, Venus, and the Americas. Louis XXV reigns over a hundred splintered fiefs from Haut-Paris on the Martian Grand Canal; although France Outremonde remains the greatest kingdom on three planets, it has lost much. Petty dukedoms in Calyferne thumb their noses at Her Majesty’s Martian Guards, and even the King himself conspires with the Voice of the Phantom, a mysterious figure of vast power.



Haut-Cornet Louis d’Antares (pp. B312-313) has vowed to someday free the France of his home worldline, Cyrano.

OUTWORLD OPERATIONS

For some reason, no problem on Cyrano is ever simple. This worldline tends to draw world-jumping madmen, power-hungry sorcerers convinced that Jansenism holds the key to Crystalline Time, or exiled gods foaming for blood and souls. Most of these crises show up on ISWAT’s duty sheet (the Patrol is busy running interference on smugglers desperate for Cyrano’s psionic technology). Intriguingly, ISWAT has picked up hints that Centrum may take the same approach to this world. Every so often, the ISWAT team travels to Cyrano while

running a planetary theft ring to ground or in pursuit of some memetic ghost seeking to pollinate. When they arrive, they discover that a small band of mysterious outsiders in the crimson and midnight of the Interworld Service has already resolved the problem. If the I.S. (or some faction therein) is developing its own ISWAT, that could spell grave danger for Homeline – or a true opportunity for cooperation against the real threats in the infinite worlds.

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