



DOCUMENT TITLE: YOUR PLACE AND TIME

CYPHER SYSTEM

The Cypher System allows us so much flexibility and freedom in the Grand Campaign that the options and choices we have are all but limitless. This is of course why the system is so excellent for my vision of the Campaign we will be on for years. It has already been discussed that in Tides of Change, the characters will be travelling to different places in order to experience a myriad of different genres and adventures; and although those things are in the not-so-distant future, there is still the matter of discussing what you can expect now.

CORE CHARACTERS

The five main characters that presently exhibit control of the current storyline are the characters you are in the process of making at the time of this writing. These are the Core Characters of the story, and will remain so unless one of them meets an untimely death and a new Core Character must be created. And although these characters were introduced to the story in a much different way than normal, the truth about who they are and what they are doing is still very much a mystery. Much of that will be fleshed out by the time the 2017 sessions begin.

HOME

You should know that the world the Core Characters originate from is Earth. The year of their birth is completely unknown, for it is far enough in the future to hold no major significance. With your character's discovery of Recursion Gates years ago, the terms TIME, CURRENT YEAR, and DISTANCE have entirely new meanings to them now anyway. If a reference point is important to the player for some reason, then know that your characters exist in what would be considered Earth's *Fifth World* in terms of the Numenera setting. That is to say, hundreds of millions of years in the future of our present day.

CAMPAIGN THEME

What remains to be decided then is what our Core Characters have been up to for the past 12 months, which is the period of time they have actually worked together as a team. The overarching campaign story is already well under development and has been for years. That does not however mean that you will have zero contribution to it. On the contrary, there are many pieces to the *Grand Storyline* that are unfinished on purpose, as I flesh out the arc from events that occur in the emergent and fluid sub-campaigns. To accomplish our goals of telling the sweeping tale of our Main Characters, I will occasionally ask for input from the group as to the direction things should go. You have already seen this occur, and it will continue in many forms. The current input that I need involves the current situation of your characters from a condensed storyline perspective. In simple terms, I need to know which of following choices you wish to be true. **Only one can be true, so you must choose.**

I would ask you to read these choices over and vote on them using the following guidelines. Vote 5 points for the choice that is most desirable. Vote 3 points for the choice that is second most desirable. Vote 1 point for the choice that is third. It's really that simple. Please send your response in an e-mail directed only to me. The choice with the highest number of total points will be the winner and worked into the current campaign storyline. It will have no effect on the other things we spoke about regarding travelling through recursion gates in order to experience different genres and adventures.

Your team currently consists of five members. You are all rather unique individuals, not the least of which is that you have mastered the extremely rare art of translating through Recursion Gates to other worlds that exist beyond normal space. This is a taxing procedure that can only be attempted rarely. How you acquired this ability is of little importance at this time. What is important is how and why you currently survive and make a living.

WE ARE TOGETHER BECAUSE

1. We are **Rogue Traders**. Dealers and traders on the Black Market of New Eden (The Fifth World). As our adventures go, so do our earnings. Feast or Famine is a good way to describe us. We excel at finding rumors, figuring out which ones may lead to the most lucrative sights, and capitalizing on our skills to find the best stuff out there for trade. Our business can be dirty, but we have our reasons.
2. We are aspiring members of the **New Tabaht** on New Eden. We seek entry to an organization intent on taking over the governments of the world through the acquisition of the most advanced technology available. Gaining membership would ensure that things like making money, having a place to eat and sleep, or people having our backs, would never be an issue. The *motives* of the group however...
3. We are **Independent Contractors**. We serve only ourselves. We take jobs where we can find them. Our unique skills offer jobs grand and meek, clean and dirty, easy and hard. We choose when and who we work for. Everything from investigative missions to collecting bounties to rescuing captured princes to hauling cargo from point A to B. It's not glamorous work, but we are our own bosses.
4. We are **Mercenaries**. Not your typical mercs, we use brains as much as brawn. We prefer to work for the 'good guys', but honestly we don't always have a choice. We see our fair share of violence. As a matter of fact, we see a whole lot of violence. It's quite a dangerous living, and a "good day" is one that we come home alive and with no broken bones. And trust me, they aren't all "good days".
5. We are **Explorers**: Cypher and Artifact Hunters to be exact. Some call us Xeno-Archeologists. We enjoy adventure and the thrill of the hunt. It's a meager living sometimes, but that's ok. Scoring the big find is what keeps us going. Being the first Humans in years if not centuries to set foot in ancient tombs or deserted cyber-factories is about as exhilarating as it gets. We work for a prestigious museum.
6. We are **Rebels**: We have robbed a rather powerful institution of their most prized possession and they hunt us everywhere we go. We rely on a small network of friends and allies to hide us out when the heat gets turned up. We make a living by selling use of our prize to anyone interested. Beyond that, we are shadowrunners. We take from the rich and powerful and give to those less fortunate. To say this is a dangerous way to make a living is a profound understatement.