

## SLIPSPACE

*The known and named Vectors of SlipSpace could keep humankind busy exploring for millennia, and still there would be untold mysteries in the multiverse. The actual number of Vectors in the multiverse is anyone's guess, and in all likelihood infinite. But that's not stopping those plucky monkeys from Sol III. Sure, some of those Vectors may contain horrible beasts, fearsome enemies, deadly environments, mind-numbing phenomena and nightmares beyond imagining, but some of them contain Paradises, Fantasy Escape Destinations, Technological Wonders, Benevolent Aliens, Resources, Resources and Resources! It's a dirty job but someone's got to do it, and around here we call those people DayTrippers.*

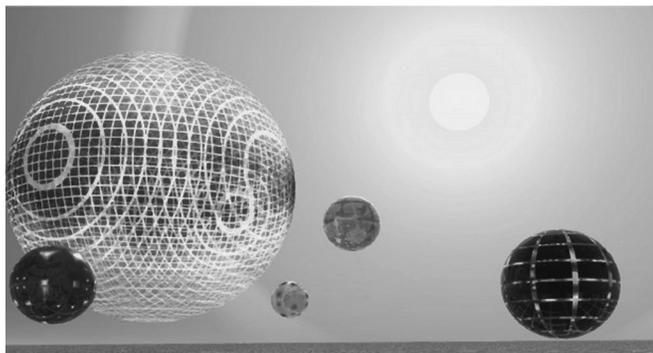
## MAPPING THE MULTIVERSE

In the first wave of intraspace exploration, mad geniuses like Zayim Diaspora and the first wave of DayTrippers effectively fired themselves in random directions in intraspace, often failing to find anything, and sometimes never returning home.

These days most DayTripper teams are a little more methodical about how they approach a new vector, although there are a few "cowboys" who enjoy the thrill of slipping "blind", claiming that human intuition has something to do with the likelihood of finding life (While we have no empirical findings to support this hypothesis, anecdotal evidence suggests there may be something to it. The Ziggurat is designing a set of experiments to test this idea.)

It's clear that we'll never be able to map the full extent of the multiverse, even if we discover all possible Slip Vectors (which some find unlikely). But we do have a strategy for using computers to create such a map; a massive multidimensional representation system known as *The Big Model*. And we're filling it in, point by painstakingly-dangerous point.

With every DayTripper who goes on an exploration mission, another datapoint is added to the Big Model – provided they return home, of course.



## NODE DISCOVERY

The discovery of a new Node begins with a series of intraspace transmitting drones, which are sent out along a vector of interest by one of numerous research institutions. These transmitters – known as "pingbots" – are artificially intelligent and programmed to perform a series of sequential slips along their target vector, while sending repeating signals back upvector to Home-Earth.

Upon identifying a suitable location for human exploration (or as happens frequently, upon the signal's abrupt termination), the pingbot may be followed by a recon drone or "scoutbot".

If either of these drones finds something that seems worth taking a closer look at, a suitable landing site will be determined to the best of the bot's ability. All known data on the new Node is then formally codified, an index number is assigned to its coordinates, and an exploratory mission may be requested by the sponsoring party. Enter the DayTrippers.

## SLIP COORDINATES

The syntax for a Slip is typically written as *VECTOR:DISTANCE*.

The Vector is the angle traveled – many of them were named by their first explorers – and the Distance is indicated using the standard measure of IntraSpace Units, which is called a "Noon".

Our own universe is known as "3space". Its center is taken to be our own galactic core, and its "zero degrees" is taken to be "galactic north" – the direction from Sol to the center of the Milky Way galaxy. Because 3space contains three dimensions within it, all three need to be specified. A Cartesian Slip to a known planet, for instance, looks like this:

```
COORDS FOR NODE: ALPHA CENTURI IV
3SPACE: 24.00675/188.591644/-23.00002
```

A journey through time involves a "Temporal" coordinate as well. The Temporal Vector is known simply as "T".

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COORDS FOR NODE: GETTYSBURG ADDRESS
3SPACE: -192.6550487/2665.00189/16055.007
T: -7364406876
```

A Compound Slip is written as a block of Vectors and Distances stated in Noons. For example:

```
COORDS FOR NODE: POCKET UNIVERSE DEPARDIEU
3SPACE: 115/-20.661/44.00002
RUSSELL: 114.6
VISHNU: -55.095
```

## DANGERS OF SLIPSPACE TRAVEL

*Vector Slipping (or simply "Slipping") is a two-step process. First the pilot must perform a Slip Dynamics action to plot the course home, then the ship's computer handles the actual slip. The Slip Dynamics roll is delayed until the moment the ship is launched, so everyone finds out at once whether they're safe and sound on a cozy rock planet, or lost in the multiverse.*

*Dangers abound out there, both within the Nodes and between them. The greatest hazards faced by DayTrippers in transit are Flux Storms, which have been known to hurl SlipShips into the Multiversal Chao. Those who have faced them will tell you: These are the moments the ship most needs a human pilot onboard, and the moments everyone hopes will never happen. But other dangers, both physical and mental, known and unknown, await discovery.*

*Most of the information in this section will be known by any PC who makes a Slip Dynamics roll vs DL2.*

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## FLUX STORMS

Like an interdimensional hurricane whipping through the multiverse, a Flux Storm can easily toss a SlipShip off course.

It is generally considered that Flux Storms spawn from the Multiversal Chao – perhaps similar to the way flares occur on star surfaces, often extending far out into space – however that is all conjecture. The fact is we don't know what they are, so far, and we can't predict their appearance or movements.

## THE FUZZIES

Being caught within the whorls of a Flux Storm often has a disorienting effect, causing a frustrating but temporary mental impediment known as "The Fuzzies".

A person overtaken by The Fuzzies suffers a -1 to GRACE and -1 to BRAINS for 1d6 hours. Their physical control will be diminished to the point where even simple acts like walking across the room will require a GRACE roll vs DL3. Heads full of incomplete and disconnected thoughts, victims of The Fuzzies often simply collapse into a docile heap, feeling confused and incompetent. The mind becomes clouded, memory is stunted, and minor hallucinations may occur.

Should a PC be overcome by The Fuzzies, describe the above symptoms. Ask the Player how they feel in this state, what they see and hear. Pay attention to their answers.

The Fuzzies can be treated by a Psychotherapist (i.e. a character with the Science:Psychology Skill) who devotes at least one hour to the task and succeeds in an unopposed action vs HARD (DL5).

## MISSING THE WINDOW

"Missing the Window" is the colloquial term for coming back more than 24 hours from departure. It almost always results in the permanent eradication of the ship and crew. This is because the amplified temporal resistance field cannot be sustained indefinitely, and at around 24 hours, reality catches up with you. This ontological rejection from the Home-Earth timeline is known by DayTrippers as "getting ceased".

It has been theorized that all conscious lifeforms possess a temporal resistance field. This miniscule emanation acts as an "integrative imperative" which is responsible in part for the fusion of subjective realities into "objective" realities, and it is this force which can be amplified and focused by a Slip Capacitor or "Diaspora Device". Much more is unknown than known about this mysterious force, and experiments continue at the cutting edge of Slip Dynamics.

When a SlipShip launches off into another dimension, the amplified field surrounding the space it just held prevents antecedent events from being affected by the absence of its crew in *this* reality. But the state of the art has advanced only so far, and today's RA fields can't hold up for more than 24 hours. When the field collapses, the reality of Home-Earth accommodates to the absence of the missing vessel and crew. In other words: they cease to exist.

No DayTripper has ever re-entered this reality after a period of ceased existence. Some believe their essence is torn apart in the Multiversal Chao; others believe they spawn new Alternate Earths of their own.

The Ziggurat's conservative hypothesis is that even if they could return, their presence would immediately cause the Earth's timeline to split, nullifying all our knowledge of the future.



## DREAM WORLDS

A Dream World is a Pocket Universe spun off by the interaction between subjective and epistemological boundaries that results in – or is the discarded byproduct of – the formation of “objective” realities. In English, that means *Dreams are Real*, at least while you’re in them. Of course, their persistence depends on their Stability, and on their dreamers.

Everything in a Dream World has a “veiled” or “numinous” quality to it. It can be difficult to remain focused, and hard to tell whether you’re awake. Dream World events can play havoc with cognition and sensory processing, often resulting in “SDS” – a temporary inability to function cognitively.

### SDS SYMPTOM TABLE

Note: If you roll 6, you will be rolling again and adding 6.

ROLL	SDS SYMPTOM
1	Paralysis, frozen in place
2	Screaming in fear or aggression
3	Singing or humming, dissociation
4	Crying, desire for mercy or redemption
5	Emptying the bladder
6	Reroll using 1d6+6
7	Lashing out at the nearest person
8	Falling unconscious or curling into a foetal ball
9	Flashback to a nightmare or traumatic event
10	Running full speed in the opposite direction
11	Attempting the nearest most dangerous thing
12	-1 to PSYCHE

## LUCID DREAMING

It is sometimes possible to influence events in unstable realities. Whenever a Player attempts an Action in a Dream World, they may attempt to modify the outcome of that Action with their mind, in some “magical” way. They may also attempt to “make something happen” with their mind at any time. This is done by making a *Lucid Dreaming* roll, pitting the character’s PSYCHE against the World’s STABILITY Score. The cost of failure is succumbing to Subjective Dissonance Shock, with no resistance roll.

Is Lucidity a Skill that can be learned? Yes it is. Might the dreamer possess this skill, and get a Mod for it? Yes they might.

**To Modify an Action:** The Player must make a *Lucid Dreaming* roll (based on PSYCHE) while performing the Action. No Help may be provided. The Lucidity dice should be of a different color, or rolled away from the others, but at the same time. This roll will be matched against the GM’s STABILITY roll (using a number of dice equal to the World’s STABILITY rating). This roll is resolved *before* the other one. If the Lucidity roll obtains a “YES”, a +1 will be applied to the other Action. If the Lucidity roll obtains a “YES AND”, the other Action automatically succeeds AND the Player gets to narrate for all NPCs and Obstacles, “becoming the GM” for one Frame.

**To Make Something Happen:** The PC must focus on controlling the dream. No Help may be provided and no other Actions may be attempted. The Player’s Lucid Dreaming roll will be matched against the GM’s STABILITY roll (using a number of dice equal to the World’s STABILITY rating). Unless the dreamer is somehow shaken, the GM gets a +1 Mod for “Advantageous Position”. On a result of “YES” the PC may influence the outcome of one Frame, “becoming the GM” momentarily. On a result of “YES AND” the PC retains control of the dream until the Dream World succeeds in a similar roll to wrest back control. This represents the dreamer – or the sheer inertia of the dream itself – struggling to resist the foreign influence of the PC’s mind.

## SUBJECTIVE DISSONANCE SHOCK

“SDS” is a set of nervous symptoms that can arise via exposure to jarring Dream World events or by direct exposure to the Multiversal Chao, as the brain attempts to reject incoming sensory phenomena.

**Whenever anything particularly weird is witnessed for the first time, characters must make PSYCHE rolls** to resist freaking out and displaying SDS symptoms. The DL of this action is up to you. Some rough guidelines are shown below:

Small object dis/appears = 2

Large object dis/appears = 3

A talking bear in a suit = 5

You are sprouting flowers = 7

**If an NPC fails to make this roll**, a random symptom will kick in immediately and the character will be unable to do anything else. Roll 1d6 on the *SDS Symptom Table* at left.

**If a PC fails to make this roll** (or if the PC fails a Lucid Dreaming roll), they’ve succumbed to SDS. Addressing them by their character name, tell them that they’ve lost it, their mind has snapped, they’re in a state of shock, and they’re about to do something they may not remember later.

Then address the Player by their actual name (note that this is something you don’t usually do during play) and ask: “Do you want me to roll it, or do you know what it is?”

Go with whatever they say.

Once the SDS symptom has kicked in, it will continue to affect the character Frame after Frame until a successful PSYCHE roll is made against the same DL that caused it, or until the cause of the shock has exited the character’s sensory range. This roll is also known as “pulling yourself together” and it counts as an Action (“Doing something else”).

## THE MULTIVERSAL CHAO

Outside of all our known experience – outside even the strangeness of Dream Worlds – lies the Multiversal Chao, a limitless vortex of unstructured and semi-structured reality that can drive a person insane within minutes.



## RESISTING THE CHAO

The Multiversal Chao is not the kind of place you want to hang out in for long. **Every Frame spent in the Chao forces a DIFFICULT (DL4) Unopposed Action roll vs PSYCHE to avoid uncontrollable distress due to cognitive dissonance.**

Should a PC fail this roll, determine their actions for this Frame by rolling 1d6 on the *SDS Symptom Table* at left. When a PC falls victim to SDS in the Multiversal Chao, ask them what they saw or felt that caused them to react that way. Was their response related to any LifeShaping events or issues?

## ESCAPING THE CHAO

If caught within the Multiversal Chao without a pre-programmed return course, plotting a fresh course to *anywhere* requires an **ABSURD (DL9) Slip Dynamics** action. Good luck.

## WRONG UNIVERSE

Failure on a Vector Slip can involve ending up in a place different than you expected. When this happens to your Players, they may plot a course back to where they started from (same DL as the original slip) before retrying, or they may decide to go for a *Compound Slip* from their current position (adding 2 to the DL of the Vector Slip roll). Of course if they found something interesting,, they may decide to check out this new place!

When this happens you have two choices: You can wing it, making a few quick high/low rolls or consulting the Generators, or you can pull out a Node you created ahead of time, and let the PCs have at it. This is just another reason why it's always good to have a few extra Nodes on hand.