NOTES FOR RUNNING *NEPENTHE* (GMs ONLY!)

Nepenthe is a game designed to be run at a gaming or S/F convention, although with a few modifications it could also easily be run at someone's home. It generally takes about 3-4 hours to play. It works very well as a pick-up game for LARPing novices at an SF con. The game is real-time, real-space – with a bit of minimal preparation you should be able to keep the use of "item cards" to a minimum, so that what players see is what they get, and where they go is where they are.

The core idea is that of a group of time travelers attempting to interact with a present that they only have limited knowledge of – although frequently, people playing the "present" characters may not ever know or believe that anything out of the ordinary is going on! As it only has a few characters and very few mechanics, this would be an ideal game for a novice GM team to get acquainted with live-action style gamemastering. The game works quite smoothly with two GMs, though one person can run it solo with only a bit of stretching.

In keeping with my intention of making this available for novice GMs, I am including step-by-step instructions on how to prepare for and run the game, as well as general suggestions for how to handle in-game difficulties that might arise. I'm assuming a basic familiarity with what a LARP (or for you Brits, theater-style) game is all about. If you're an old hand, please forgive anything you think should be obvious.

OVERVIEW

The game is written for thirteen players: five time travelers, three scientists, three spies, a financier, and an innocent bystander. Here is a brief overview of what's going on:

The convention (or home) where the game is run is host to a panel of Futurists, scientists and visionaries who meet occasionally to discuss new technology. One of the panelists, Wes Atkins, has plans to hire three of the other scientists to produce a revolutionary new computer game.

Unbeknownst to the participants, this meeting has the potential for having far-reaching consequences – so far reaching, that it has been targeted by time-travelers from a future in which it is a pivotal event.

In this future, the new game, Nepenthe, will prove more addictive than the deadliest narcotic. Civilization will come screeching to a halt in most of the wired western world. The third world will fare much better, due to the lower penetration of computers in households. An uncomprehending populace will see technology as the enemy, and a post-apocalyptic society will result. The actual source of the original collapse will be forgotten.

Within this society, psychic abilities will gradually replace technology as a source of power. The most powerful of these psychics will be able to work mighty feats, including, eventually, time travel – though it will take the combined efforts of a number of psychics to jump successfully so far into the past. Since this is psychic time travel, only the mind travels into the past – not the body. The travelers will possess the minds of

five present-day individuals in the middle of a D&D game, and will have to proceed as best they can with these bodies.

The official orders of the team of time travelers are only to learn the nature of Nepenthe, and then return. However, once in the past, it will quickly become clear that most of the team members have differing agendas. Some wish to stop Nepenthe, others wish to turn it to their own ends. All of the time travelers will be further handicapped by the fact that none of them can read English! The time travelers may use, ally with, or attempt to manipulate various present-day spies and entrepreneurs who also wish to gain control of this technology.

SETUP

Editing

The first thing you should probably do is read over all the attached files. The best order to read them in is "Blue_Sheets" (containing all the blue sheets), then "Present_Characters" (the eight characters from the present), and finally "Future_Characters". The term "blue sheets" is used by most Live-action players on the East coast to refer to information that is shared by several players, though the sheets themselves need not be blue.

Next, go back and look over the page in the "Blue_Sheets" entitled "Minneapolis Star Tribune." This is a copy of a newspaper which was found in a time capsule in the future, and it is what has allowed the time travelers to zero in on this particular time and location. While no one has a copy of this page at the beginning of the game, it is possible for Arthur Fishburn to copy it out from memory once he gets paper and a writing implement, after which any character from the present will be able to read it. You will need to make some changes in this document. Change the name of the newspaper to a local one, and the date at the top of the page to the date when you are running the game. Also change the end of the second paragraph to indicate the location where you are running it.

There are several references to this newspaper page in Arthur Fishburn's character sheet, and you should change these references as well.

You might also want to change references to the University of Minnesota in Mike Abbley's character sheet and elsewhere, to a good local institution.

If you're running this in a home, then you'll need to make more extensive changes to explain why a meeting of scientists and a D&D game are going on under the same roof. My suggestion would be to have the house belong to Wes Atkins. He's holding the meeting here to try to hook everybody together. Wanda Phillips is his current trophy girlfriend, who has little interest in all this computer business and is playing D&D with her friends in the den while everyone else is in the living room. Jobs and Petry both individually contacted Simon Kane to let him know they might be able to make him an offer, and he decided to invite them along, hoping they'd bid and drive up the offers.

Finally, if you are running this in another country (such as England), you may wish to change the references on Bane Jobs' character sheet and contracts to refer to MI5 or some other local intelligence organization, and change MIT to Cambridge.

Documents

Next, print out all the accompanying files. It's a good idea to make one copy of all game documents per gamemaster, and put each set into a binder.

The file named "Present_Characters" contains the eight people from the present day, and the file "Future_Characters" contains the five time-travelers. Make some kind of folder or bag for all thirteen players, and distribute the character sheets among them.

In the file "Ability_Cards", there are cards for five special abilities that affect other players. You can cut these out and place them with the appropriate characters.

Next, make copies of the bluesheets in "Blue_Sheets" and put them into the characters' folders, as follows:

Pages	Copies	Description	They go to:
1	5	The Futurists	Mike Abbley, Simon Kane, Helen Jacobs, Wes Atkins, Charlotte Worley
2-6	5	Nepenthe, etc.	all five time-travelers
7-8	3	Gender-switching	GM
9	1	Newspaper copy	GM

The last page of Arthur Fishburn's character (entitled "Special Envelope") should be put into an envelope. Write "Open when a GM tells you to" on the outside of it.

Of the contract documents in the Contracts file, the ones for "Pan-American Research Institute" go to Charles Petry, the ones for "Eagle Labs" and the "National Security Agency" go to Bane Jobs, and the ones for "Atkins Research" go to Wes Atkins. There should be three of each contract.

Fold the "Minneapolis Star Tribune" page (however you have renamed it) about eight times crossways, and put it in your GM binder. If Arthur Fishburn manages to get hold of a piece of paper and a writing implement and starts writing down what he remembers of the newspaper, it will take him about five minutes to do so. Put the folded-up piece of paper in front of him so that just the headline is showing. Every thirty seconds or so, unfold the paper a bit more so that a few more lines are visible. Remind Arthur that he himself cannot read what he is writing! However, anyone from the present can. Sanjay cannot, but he'll certainly want to know what Arthur is up to if he sees what he's doing.

Props

This game is low on props, but a few should be easily obtainable and will help the game a lot. These are:

truth capsules	GM
book: The Way Things Work	Mike Abbley
1 or 2 books: on anything technical	Wes Atkins
D&D book, dice, etc.	Wanda Phillips
3 cell phones	Wes Atkins, Simon Kane, Bane Jobs
portable computer	Simon Kane
2 floppy disks	Mike Abbley

Truth capsules

These sodium-pentathol-like drugs were brought and mislaid by Charles Petry. Anyone who swallows one will babble endlessly, and truthfully answer any question put to her, for five minutes.

The capsules themselves look just like aspirin, so an aspirin bottle with the label removed will work just fine. Once the game has been going for a while, look around for a player (other than Petry) who seems bored. You may either drop the bottle where you think he might find it, or give it to him and say "you just noticed this sitting in a corner."

If Petry notices the bottle, a GM should tell him that he recognizes it as the drugs he lost.

Books – The Way Things Work, engineering books or magazines

These books are in the game largely for Ashra Gulati, the Engineer from the future. She would dearly wants to find books with technical drawings in them (remember, writing won't do her much good!) which she can memorize and take back with her when she returns to the future. The Way Things Work is the grand prize, the others are consolation prizes.

If she finds one of the books, she can memorize it about as fast as she can turn the pages. If Sanjay catches her doing this, he can and probably will denounce her as an Engineer when they return to their own time. However, if she doesn't get caught, and manages to memorize all three books, and successfully insures that Nepenthe still gets made, she will definitely be able to give the Engineers a big boost when she gets back home.

The Way Things Work is a picture book of technology that most libraries should have. For the other books, issues of something like Popular Mechanics would be great. Otherwise, a quick trip to the library and a look in the engineering section for books with pictures should quickly turn up what you need.

D&D books, dice, etc.

Wanda Philips has come to the con to run a D&D game. Little does she know that all of her players are about to be taken over by time-travelers.

Any role-playing books work fine for this, as they're only used for atmosphere in the first few minutes.

Cell phones

These don't have to be real phones – a folded-up piece of cardboard of the right size with "cell phone" written on it will work fine.

If Atkins or Kane uses his phone, after the conversation is over you should inform Jobs that the light on his phone went on, and tell him the gist of the conversation. If Kane uses his phone to send data, of course, Jobs won't have the ability to hack into it.

Portable computer

Again, a folded piece of cardboard of the right size works fine.

Simon can use this to run a spellbinding demonstration of his software. If he gets hold of Abbley's real program, he can run that too. If he runs the Trojan Horse, then the

laptop will blow up with colorful sparks and smoke. In some runs of the game, he's used the modem to send the Trojan Horse back to his home office and have them run it, in which case the mainframe goes up in smoke, and he gets a very distraught phone call! In other runs, he's downloaded it back home with explicit instructions to have his top people scan it carefully before running it, and in that case, they should be able to prevent the damage.

Two Floppy Disks

One of these contains Mike Abbley's new program. The other one contains a deadly Trojan Horse that will destroy any computer that runs it.

The two disks should be close to identical, with a subtle mark on one of them that will let you tell them apart. When you give them to Abbley, show him which is which. You only need to do this once; if he gets them mixed up later, that's his problem.

Other props

The five time travelers come back from the future with their minds, not their bodies, so they can't bring anything with them. However, they can use anything that they find on the bodies of the D&D players (in other words, the players themselves) that they have possessed. Essentially, they are role-playing different minds in their own bodies! You can encourage them to search through their pockets and try to figure out what the things that they find there are for.

Other players may also wish to use things they happen to have brought with them. Use your discretion as a GM as to what would unbalance the game.

CASTING

When I run this at a con, I try to put up posters and have people sign up in advance, so that I'll have a decent idea of how many to expect. If you must run it with fewer than thirteen, you can get away with cutting Charles Petry, Wanda Philips, and Alexander Brozny, in that order. I probably wouldn't run it with fewer than ten. If you're running it at a con and more than thirteen show up, there's nothing wrong with casting latecomers as themselves – con-goers who have shown up to listen to an interesting panel. Through careful listening and maneuvering, they may end up as key players despite their lack of character sheets.

The game is set up to run with anywhere from three to eight female players. You can adjust for the breakdown of players you've actually got by use of the "You are actually a male/female" bluesheets included as pages 7-8 in the "Blue_Sheets" file. When you send your mind ricocheting back through the centuries, who's to say that you're bound to end up in a body of the same gender as the one you started with? If you only have three women, cast them as Charlotte, Wanda, and Helen, and give the men playing Lani and Ashra the "You are actually a woman in a man's body" sheets. If you have more than five women, then Sanjay, Arthur, and Alexander can end up in women's bodies. If you give these cross-gender roles to experienced role-players, they'll probably enjoy the extra challenge.

With fewer than three women, you can switch genders first for Wanda Phillips, then Helen Jacobs, and finally Charlotte Worley. In each case you will either need to

eliminate the romance plots for these characters, or somehow introduce homosexuality into the game.

If you're aware that some of your players are really into over-the-top role-playing, and could give a hoot about whether or not they achieve their goals, then Arthur Fishburn, Mike Abbley, and Wanda Phillips are good characters for them. Strategizing goal-players who would rather come up with cunning plans than grab the spotlight will probably enjoy Simon Kane, Bane Jobs, Charles Petry, and Ashra Gulati more.

One other note about casting: if people are trickling in gradually, it's a good idea to cast the time travelers first, as they've got a lot more to read.

STARTING THE GAME

Briefing

Once everybody has read over their sheets, go over the general common-sense LARP rules briefly. No running, no aggressive physical contact, nothing that will freak the mundanes, etc. Many groups are now using the "forsooth" rule for something which their character is doing but which they, the player, do not wish to do, e.g. "Forsooth, I swallow this pill," "Forsooth, my character grabs you and kisses you hard," "Forsooth, my character slugs you in the nose."

This should <u>not</u> be a combat-heavy game. Charles Petry may use his special ability to win a fight, but it's going to be obvious when he does it. For any other fighting that takes place, assume that numbers will always win out. In other words, if two people attack one person, then they will be able to hold him down and sit on him. If numbers are equal, then the fight will go on inconclusively until somebody else jumps in. Remember, aside from Jobs and Petry, these are all gamers and scientists – they probably couldn't seriously damage each other no matter how hard they tried.

Stress the real-time, real-space nature of the game. The room they are in represents a room, not a space-ship or a palace. Anyplace they can find for private conversations is OK, and if someone else eavesdrops, that's OK too. Anything they can find in the room, from phones to water jugs to bookcases, is <u>really there</u>, and if they can find a creative way to use them, then more power to them. For instance, if someone wants to grind up one of the pills, put it into a glass of water, and (forsooth) give it someone, then they should be allowed to do so, providing they can grind or dissolve it to the point where it's unnoticeable. (Of course, you as GM should make sure that no one <u>really</u> takes aspirin without their knowledge.)

After the general briefing, you should take the time travelers aside and go over the mechanics of psychic time travel. These essentially force them to act as a democracy. It takes at least three of them concentrating to hold them all in the present time. Thus, if at any time three of them agree that their mission is finished, then it's finished, and <u>all five</u> of them return to their own time. Also, if one party member gets more than fifty feet away from the rest of the group, they will be unable to maintain the link and will poof back into their own time. After a few weeks, however, any of them could stay in the time period indefinitely by themselves.

Let them work out the implications of this on their own. In one game, three of the time travelers decided to try to get rid of the other two by taking off at a fast run across the parking lot, to leave the others out of range. They almost pulled this off, but the other

two realized what was happening and took off after them. At this point I ruled that this kind of stunt would only work once, to keep the rest of the game from degenerating into tag.

Be sure to remind the travelers that none of them know how to read. This is more of a handicap than you might think.

The Game Begins

This is the part where it's really nice to have two gamemasters, because you can split your group. One GM takes all five time travelers plus Wanda Philips a ways down the hall. If this is a convention with a pickup gaming area, you could go there. Tell them, "Well, you've all come here because you've heard that Wanda here is a great Gamemaster. She's got a terrific campaign planned for you today, and you've all brought your best characters to go and rescue the king of the elves." Give Wanda a while to go into her GMing spiel, then tell everyone, "It happens." At this point they are possessed by the time jumpers, and Wanda gets her tingly feeling (actually the psychic ability Detect, the same one that Sanjay has).

It should take the five of them a while to get themselves oriented, identify one another, and figure out what they're supposed to do next. You may need to gently remind the character playing Arthur Fishburn that he knows the room number where the event that's supposed to occur is going to take place. Then they'll need to wander around until they find it. Hopefully an increasingly bemused Wanda will help them with this, show them how to use the elevator, etc. This is usually a great opportunity for the person playing Fishburn to do some over-the-top role-playing.

Meanwhile, back in the function space, the other GM can set up the Futurist panel, consisting of Atkins as moderator, Abbley, Kane, and Jacobs. Atkins can introduce the panelists, and let each of them briefly describe their breakthrough. Most of the time, the other six players will show up about midway through the Q&A from the audience.

If you're the only GM, you'll have to leave the panelists on their own. I've never had any problem with this ... the inventors have enough on their character sheets to embellish on their inventions for quite a while.

Once they've arrived, one of the travelers may just try asking at this point, "What is Nepenthe?" No one present knows anything about the word – it's the title of the game that will be made up by someone in Wes Atkins marketing department, about six months from now.

If someone with research ability tries to do a net search on it, they'll find it in a line from Edgar Allen Poe's "The Raven": "Respite, respite, and nepenthe from thy memories of Lenore." A dictionary search will get "An anodyne, or drug to bring about forgetfulness."

Once everyone's done with the panel's Q&A, everyone will break up into groups for wheeling and dealing, eavesdropping, and interrogation. I've found that this is a very low-GM-maintenance game. Most of the time I just wander around, eavesdropping myself and trying to anticipate problems. However, aside from a few set tasks like dropping the truth pills, there are a few other problems to anticipate:

The Contracts

The greatest moments of role-playing occur when people have to make tough decisions. Should I grab the artifact or save my friend, should I marry Hans or Karl, should turn to evil or confess my crime? Despite this, players will always use everything in their disposal to avoid stark decisions, to have their cake and eat it too.

The first time we ran the game, we did it without the contracts. Immediately characters like Kane and Atkins went to work devising their own multi-option deals, where every corporation worked in partial cooperation with every other corporation, intellectual property rights reverted, yadda yadda. It wasn't because they were rules lawyers, it was because everyone would rather compromise than risk losing it all.

As GM, your job is to squelch this. The contracts are absurdly simple for a simple reason: to discourage the players from forging elaborate compromises. Tell any lawyers in the group that of course the real contracts have pages and pages of boilerplate, but what they all boil down to is that they have to choose which company they're going to work for, and that company is going to be the one to largely benefit from their research. They can add codicils and so forth if they want, but not to the point where they escape from that basic decision.

Note that Charles' Petry's Pan-American Research Institute is just a shadow company, so he'll agree to almost anything to get the inventors to sign. Once they get off the plane in South America, he can make them disappear without a trace to end up in North Korea, so he's really just focused on getting them on the plane.

Bane Jobs can use either the Eagle Labs or the NSA contracts, whichever he thinks will have the better chance of getting results.

GMing by Character

Mike Abbley

Abbley, Kane, Jacobs, and Atkins often get so involved in contract negotiations that they're completely unaware of the time travelers – or else just think of them as "those damn weirdoes." Abbley usually won't be too demanding of your time, depending on how he chooses to try to pass off the Trojan Horse to Kane.

Often, Abbley's player will immediately figure out that his girlfriend is a mole when he reads his character sheet, but this would never occur to the character without proof – he thinks in terms of machines, not people.

Simon Kane

Back in '95 when this game was first run, having a laptop and a cell phone were much bigger things in one way, smaller in another. Bigger because few people had laptops, and smaller because there wasn't much you could do with them. In more recent runs of the game, Kane has come to dominate GM time more with incessant web searches.

There's a limit to what he can accomplish with this, though. Both Eagle Labs and Pan-American Research Institute have a plausible-seeming web presence. Jobs and Petry will show up on the web as legitimate representatives of their respective companies. A search for "nepenthe" will get the Poe line mentioned above.

Wes Atkins

Both Atkins and Jobs have comparable Research abilities. They use the ability by asking a GM a question, and the GM should have their cell phone ring with an answer around forty minutes to an hour later. Atkins can find out a great deal about one person or company, and Jobs can find a great deal about two people or everything about one. If they use the ability on

Pan-American Research Institute: Kane won't be able to trace this all the way back to North Korea, but he will be able to find out that there is something distinctly fishy about this place, and that it seems to be a cover for something else. Jobs if he goes all out will figure out that it belongs to a foreign government.

Eagle Labs: If Atkins uses his ability on this company, you can tell him "You smell the feds behind this one."

Bane Jobs or Charles Petry: If Kane uses his ability on either one of these, he will be able to figure out that his target is a spook, but not which country he's working for. If Jobs goes all out after Petry, he will get pretty much his entire resume.

Simon Kane: Atkins will be able to figure out that a lot of his ideas are not original, and that he's in trouble financially; Jobs going all out will be able to conclude that there are illegalities in his company, though he would need more time to sniff out exactly what they are.

Charlotte Worley: Atkins can figure out that she's spending far beyond her income. Jobs going all out can also discover that she went to high school with Simon Kane, and that her dissertation was borrowed.

As GM you should be able to play most other questions by ear – there aren't too many other secrets in the game that could be discovered by research. If they try to find out about the time travelers, you may want to ask the players about their background!

Charlotte Worley

Note the role-playing tip at the end of her character sheet – she's someone who could go either way. Also, as she's often more on the fringes of the contract negotiations, she may be in more of a position to notice what's going on with the time travelers. Her special ability may help her to take them more seriously. With her training in psychology, you may wish to give her a few other hints if she has questions regarding these visitors, especially if no one is playing Wanda Phillips and everyone else is ignoring them.

Dr. Helen Jacobs

Jobs and Petry may lure Abbley and Kane into their companies with base lucre, but Dr. Jacobs should be a tougher customer. Her background will make her very reluctant to have anything to do with a security agency, let alone the North Koreans. The best way for them to persuade her is to pull the wool over her eyes somehow. What they

have going for them is that she isn't very likely to want to work with the third choice, her ex-husband Wes Atkins, either – unless he seriously tries to turn on the charm.

This highly ethical person would find a soulmate in Lani Vishra, if they managed to communicate somehow.

Bane Jobs

For his Research ability, look under Wes Atkins above. He's probably the most powerful person here, but he has no idea of what's going on at first.

Remember to let him know the gist of the conversation when anyone else uses a cell phone.

In at least one run of the game, things degraded to the point that I as GM ruled that the police showed up. Jobs should be able to use his contacts to clear up this and other official-type problems.

If he becomes aware of Petry's presence and background, he could call in backup and have him picked up and escorted out of the country as soon as he leaves the hotel. With good cause he could have peoples' passports rescinded, and all sorts of nasty stuff. Don't let him abuse his Contacts ability – his superiors can always just say no.

Charles Petry

He needs to keep a low profile to be successful in his work. If Jobs investigates him, he's in deep trouble.

In one run of the game, he persuaded the reluctant Dr. Jacobs to go to another part of the hotel to discuss things further. Once he got her alone in the elevator, he used his special ability to incapacitate her, then told me he was putting her in a laundry cart and smuggling her out of the country.

I ruled that if Bane Jobs realized that she was missing within half an hour and put out an APB on her, then the police would be able to stop Petry before he got her onto an airplane. But Jobs was too distracted with the time travelers, and Petry got clean away with her.

Wanda Phillips

This character is so flaky that at first she seems like a throwaway. However, in several runnings of the game, she's proven rather vital. The first person who played her said "When I read in my character sheet that I wanted to save the world, I had no idea that I'd end up doing it!"

If everyone is role-playing well, then Wanda is the only person from the present who is going to take the time travelers seriously right from the beginning. She's the one who will probably answer most of their questions about computers and virtual reality, and finally put the pieces together to figure out what Nepenthe has to be. By then, she'll probably be way out of the loop as far as the contract signing is concerned...but if she gets caught up quickly enough, she may be able to use her suggestion ability to get someone to sign with a company other than Atkins, thus preventing Nepenthe from ever happening.

Arthur Fishburn

Fishburn is a lot of fun to role-play. If played correctly, his constant questions about the present should make it just about impossible for the other time travelers to blend in and keep a low profile.

Keep an eye on him. If you see him talking to Charlotte, Wanda, or Dr. Jacobs for any prolonged length of time, tell him to open his special envelope that informs him he's in love. In at least one run of the game, Fishburn has managed to convince two of the other travelers to stay with him for the necessary three weeks, so that he could become a permanent resident of the past.

Once he's managed to write out his newspaper page and asked someone from the present to read it to him, things will probably start to pick up considerably. A handwritten piece of paper probably won't convince any of the inventors, but it will certainly get Wanda's attention and possibly distract some of the spies.

Sanjay Gupta

Cast someone with a high frustration tolerance in this part, because he's got the most impossible job in the game: keeping a bunch of role-players from interfering with anything. Lots of luck.

Once the team manages to figure out what Nepenthe was, either through a reading of Fishburn's newspaper or through interviewing the inventors, he's going to realize that it couldn't possibly be what killed those high priests. His primary goal then will probably be to persuade the others to terminate the mission. Unfortunately, that will be very difficult for him to accomplish. Fishburn will want to stay, and the rest will all have missions that they wish to accomplish first. There will probably be considerable political maneuvering and favor-trading among the travelers to get the majority of votes to stay or not to stay.

Note that he cannot use his special ability of mental blanking on someone unless they are completely incapacitated. He'll need one or more helpers to aid him in sitting on someone (or Petry's aid with martial arts) and relative seclusion to get a chance to use this.

Remember to alert him if Wanda uses her Psychic Suggestion ability – he'll be able to detect it if he's anywhere in the vicinity.

Lani Vishra

Doing what she needs to do (make sure that at least one of the three inventors doesn't sign with Atkins to create Nepenthe) is a lot less difficult than figuring out what it is that she needs to do in the first place.

Her empathy ability could be a way that you as GM can push her back into things if she's looking left out ("That guy there has an aura that shows he's furious about something. Wonder what that's about?") In that case, it shouldn't count against her five uses.

Ashra Gulati

While the recall ability that she and Arthur share isn't really flashy, it is one way that the travelers can't show they aren't completely nuts, since it's the only psychic power they've got as a group that can be tested under scientific conditions.

Once she's found the books and paged through them (she can memorize as fast as she can turn pages), she may be Sanjay's first convert to agree that they should end their mission.

Alexander Brozne

I have a dream that someday, Brozne and Charles Petry will realize that they both have the goal of reviving the Russian empire, and combine forces somehow. So far, it hasn't happened.

You may want to encourage him to use the "forsooth" rule rather than making actual physical contact for his special ability. You'll have to judge your players.

In the political maneuvering over when the travelers should leave, he's a wild card – he wants the mission to succeed, but he wants Gupta to fail.

CONCLUSION

Once all three inventors have signed contracts, or refused to sign any of them, and the majority of time travelers have decided to either leave or stay, you should start heading toward game wrap. Depending on how rambunctious people have been, there may have been (hopefully just in-game!) visits from con security or the police, the Hyena may have slunk away, or gotten caught, or perhaps even persuaded someone to visit Chile with him, or there may have been some other climactic game-ending event. Try to explain everything that was going on at game wrap, and find out whether or not your players had a good time!

If you have any questions, you can reach the author at
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Psychic Abilities list:

Arthur Fishburn	recall
Sanjay Gupta	mental blank, detect
Lani Vishra	empathy
Ashra Gulati	shielding, recall
Alexander Brozne	truth sense
Wanda Phillips	detect, suggestion