

# *Jaunt*

## PLAYER RULES

ALPHA 0.446

### CHANGELOG FROM 0.445

- Added 'getting started' section for basic session-zero style planning and first adventure prep
- Added stub for background details in chargen
- Archetype content rearranged into basic/advanced arrays
- Archetype: Creator – trait 1 reworded for clarity
- Archetype: Scholar – now +1 Intellect strength, +1 Intellect energy
- Fixed motive table numbering error
- Improvement: archetype cost split to basic=10, advanced=15.
- Improvement: Utilities now locked to +1 incremental
- Motive: Loyalty – expanded to include loyalty to other groups outside the jaunter party
- Removed mention of Energy baseline cost for moves.

**THE OMNIVERSE ISN'T JUST REAL – IT'S HIGHLY ACCESSIBLE.**

You have the use of a portable quantum tunneller – a 'jauntbox'. With this device, you can travel to alternate realities.

**YOU ARE A JAUNTER.**

And the omniverse is your oyster.



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# **WELCOME TO INFINITY**

# ENTERING THE OMNIVERSE

## WHO ARE YOU?

In *Jaunt*, you are an interdimensional traveller known as a jaunter. You and your companions have acquired a jauntbox – a device capable of creating stable transit through the omniverse. You use this jauntbox to journey to alternate realities.

Travel through the omniverse can be unpredictable, so there's safety in numbers – jaunters often travel in groups, sharing a jauntbox between them.

One common thread for the majority of jaunters is their fringe status. They lead disconnected lives, constantly 'on the road'. They are wayward travellers with personal agendas.

'Law' is a rough concept applied across the omniverse, but it generally frowns upon unsanctioned jaunting. There's a reason for that: jaunt too much with reckless abandon, and you'll place whole realities at risk.

The Omni-Corps (OC) is an interdimensional agency tasked with monitoring quantum travel – many jaunters swap stories of their run-ins with the OC, none of them pleasant. Keeping one step ahead of them will be a regular priority.

## JAUNTING 101

In *Jaunt*, you'll encounter parallel versions of people you know and love/hate, strange cultures, alternate timelines, and folks filled with all kinds of crazy. Trouble will find you, and how you respond is an open prospect.

This section is a brief summary of the main systems in *Jaunt*. The rest of the book discusses these systems in greater detail.

## PLAYERS AND GUIDE

A playing group in *Jaunt* is made up of the players (called jaunters) and the game master (called the Guide).

The ideal group size for *Jaunt* is 3–4 jaunters, plus a Guide.

*Jaunt* is a diceless game at its core – all major resolutions are made without rolling dice. However, the table will require access to dice for specific cases, including:

- A six-sided die for some bonus effects unlocked through traits
- A ten-sided die to randomly roll for jaunter motives, consequences and setting detail.

## SETTING EXPECTATIONS

In *Jaunt*, many things can come up out of nowhere. Being able to define your expectations for whole realities makes the setting a huge toybox for exploitation. But every good experience has boundaries.

Maintaining a group consensus on the direction of the game is an ongoing process. Players should never be made to feel uncomfortable with the choice of truths for a new reality, or be cut out of the decision-making process.



## METHODS

Each jaunter has three Methods. They represent fundamental attributes.

- **Body** represents a jaunter's vigour and coordination – their ability to endure physical burdens, use fine motor skills and inflict wounds.
- **Intellect** is a jaunter's ingenuity and scrutiny – their ability to analyse the situation, reach conclusions and tinker with advanced tech.
- **Presence** is a jaunter's allure and guile – their ability to charm or intimidate others, as well as misdirecting attention.

### STRENGTH AND ENERGY

Each Method has two primary elements.

- A Method's **strength** is how much raw value it contributes to an action.
- Its **energy** is a measure of stamina and willpower. Energy can be spent to boost a move's strength.

Having higher strength is important to succeeding in moves, but having a larger Energy pool is also important for having spare juice to boost moves when necessary.

### A LITTLE EXTRA

You may improve one Method strength to  $\pm 2$ . You may also improve a Method's energy pool to  $4/4$ . (These do not need to be the same Method.)

## MOTIVE

Jaunters are often bound together by convenience – sharing a jauntbox and having allies to back them up in sticky situations. Jaunters will always have their own desires or agenda, which they may (or may not) share with their allies.

This Motive keeps a jaunter moving through realities. It's the reason they don't simply jaunt to an idyllic reality and retire, or jump to a single specific reality to get what they're looking for. It's a hunger that isn't sated by one small meal.

You may roll a d10 or select an option from the table to choose a Motive. When you do, select one prompt. This is a narrative trigger.

### REFRESHING!

When you take action in line with your Motive, you may regain 1 Energy in any Method. You can only do this once before resting.

Drives provide a lynchpin for the jaunter's possible actions and motivations. The Guide may also use them to place the jaunter into dilemmas where they must choose between personal and team goals.

### EPIPHANY

What happens when a jaunter feels their Motive has been fulfilled, or that it no longer applies to them?

No problem. By agreement between the player and the Guide, the Motive and its prompt can change at a narratively appropriate time. Typically, the Motive would switch during the next pit stop (i.e. rest period).



	Motive	Description
1	Discovery	<p>You chase the endless frontier for its own sake. You prioritise new and exotic experiences over all else. This may be out of pure wanderlust, or a passion borne from the desire for knowledge.</p> <p>You earn energy when (choose one):</p> <ul style="list-style-type: none"> <li>• You choose the thrill of something new over material reward</li> <li>• You abandon something fascinating for a common good</li> </ul>
2	Escape	<p>You're running from something that may be capable of chasing you through the omniverse: a rival, a scorned colleague, or your own guilt.</p> <p>You earn energy when (choose one):</p> <ul style="list-style-type: none"> <li>• Your paranoia gets the better of you</li> <li>• You resolve to meet a pursuing threat head-on</li> </ul>
3	Faith	<p>The omniverse has little room for gods. And yet, the emptiness nags at you, whether you're faithless or drifted from your original calling. There must be <i>some</i> intelligent design in the omniverse.</p> <p>You earn energy when (choose one):</p> <ul style="list-style-type: none"> <li>• You press on for answers when it's foolhardy to do so</li> <li>• You outburst in the face of opposition or contrary proof</li> </ul>
4	Family	<p>Maybe your fellow jaunters are enough to consider a 'family', or maybe they're surrogates until you find a place to truly belong.</p> <p>You earn energy when (choose one):</p> <ul style="list-style-type: none"> <li>• You defend your allies in front of danger or adversity</li> <li>• You share something personal with a fellow jaunter</li> </ul>
5	Fortune	<p>Infinite realities means infinite wealth. You have little reason to live as a wandering vagabond forever. You'll horde enough to live like an emperor!</p> <p>You earn energy when (choose one):</p> <ul style="list-style-type: none"> <li>• You agree to a job – but squeeze for more reward</li> <li>• You do something charitable</li> </ul>

	Motive	Description
6	Hedonism	<p>Life is fleeting, even in the omniverse; you find the best ways to fill that time. Your vices and indulgences may border on psychological (or actual) addiction.</p> <p>You earn energy when (choose one):</p> <ul style="list-style-type: none"> <li>• You deny yourself your vice, to focus on something important</li> <li>• You bond with a non-jaunter kindred spirit</li> </ul>
7	Heroism	<p>You're compelled to fix what you find broken, and get satisfaction from making each reality you encounter a little better than the way you found it.</p> <p>You earn energy when (choose one):</p> <ul style="list-style-type: none"> <li>• You take up the cause of someone you've just met</li> <li>• You concede defeat against a worthy foe</li> </ul>
8	Loss	<p>You've lost something – loved ones, a past life, a golden opportunity. And simply jumping to a new version of that lost thing feels hollow. So you need something else to fill the void – if only you knew what that might be.</p> <p>You earn energy when (choose one):</p> <ul style="list-style-type: none"> <li>• You lash out at someone irrationally</li> <li>• You make an earnest connection with someone or something</li> </ul>
9	Loyalty	<p>You have a bond with a person or group, either within the current group of jaunters or in other realities. Your agenda aligns with theirs. They may or may not share/reward your loyalty.</p> <p>You earn energy when (choose one):</p> <ul style="list-style-type: none"> <li>• You act in line with your loyalty at personal cost</li> <li>• You defy your bond, knowing you'll have to explain yourself later</li> </ul>
10	Mischief	<p>Whether from restlessness or malice, you exploit jaunting to live as you want with little consequence.</p> <p>You earn energy when (choose one):</p> <ul style="list-style-type: none"> <li>• You sabotage a non-jaunter acquaintance who doesn't deserve it</li> <li>• You turn down a gift-wrapped chance for chaos</li> </ul>

## ARCHETYPES

Archetypes are fundamental roles and approaches that help guide a jaunter's temperament, personality and skill set.

Jaunters are not bound to act out these archetypes to the letter. A Warrior may thrive in conflict and an Outsider might usually distrust the status quo, but these markers serve as only a rough direction for how a jaunter may behave.

There are two tiers of archetypes.

- Basic archetypes are the ten initial roles available at jaunter creation.
- Advanced archetypes bloom outward from the basic archetypes as specialised disciplines.

### SELECTING ARCHETYPES

Select two basic archetypes. Advanced archetypes are not available at initial jaunter creation.

Improve the listed Methods' values as permitted. If the two archetypes overlap in Method selections, then they stack.

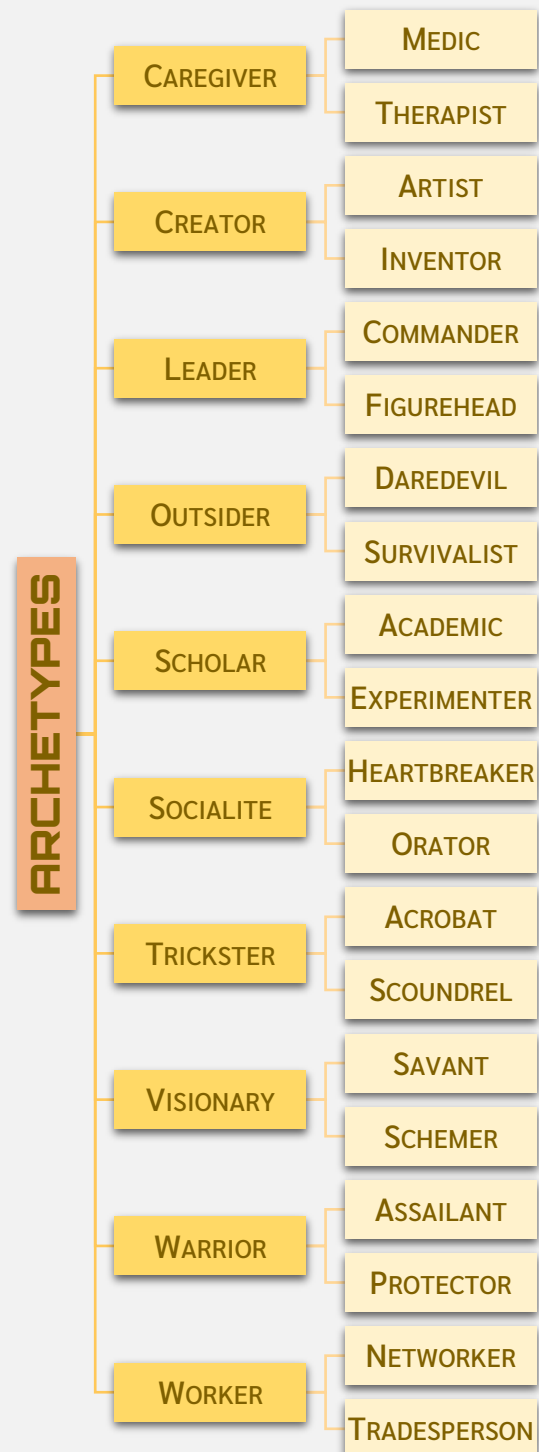
Each archetype offers a choice of two traits; take one of these traits in each selected archetype.

### Advanced Archetypes

Each basic archetype has two associated advanced archetypes. For example, being a Caregiver unlocks the option to specialise as either a Medic (focusing on physical care) or a Therapist (focusing on mental and emotional care).

Some restrictions to gaining an advanced archetype:

- You can never own both of the advanced archetypes from a single basic archetype at the same time. For example, you can never be a Medic and a Therapist simultaneously.
- You must have the foundational basic archetype. (E.g. it's impossible to



become a Protector if you are not a Warrior.) You may later change the basic archetype for something else and still keep the advanced archetype you already acquired.

## CAREGIVER

Attuned to the needs of others.

Method: +1 Body strength, +1 Intellect energy

Traits:

- Once between pit stops, you may recover 1 Body Energy of an ally for free, provided they're close by.
- Once between pit stops, you may recover 1 Presence Energy of an ally for free, provided you can interact with them.

## MEDIC

An expert on ordinary human anatomy and physical care.

Method: +1 Body strength, +1 Intellect energy

Traits:

- Once between pit stops, you can remove a Body impairment from an ally automatically.
- You can always identify afflictions and medical issues without needing to make a move, unless the problem is especially exotic.

## THERAPIST

An empathetic individual capable of tending to the emotional needs of others.

Method: +1 Presence strength, +1 Presence energy

Trait:

- Once between pit stops, you can remove a Presence impairment from an ally automatically.
- You can identify the emotions and needs of others without needing to make a move, unless the target has good reason for being emotionally inscrutable.

## CREATOR

Whatever the medium, creators find a way to express themselves.

Method: +1 Intellect strength, +1 Body energy

Traits:

- Choose a creative or practical discipline (writing, art, engineering, etc.). Add +1 strength when interacting with something in the environment created in that field, whether through practical use or field knowledge.
- Choose a creative or practical discipline (writing, art, engineering, etc.). You can make a move to create something in your discipline. If it's a success, you gain a floating +1 strength that can be applied to any future move that would use the resulting work. You can only have one of these at any given time.

## ARTIST

A leading master of their chosen creative craft.

Method: +1 Intellect strength, +1 Presence energy

Trait:

- During a pit stop, you may use a move to create 'works' in a chosen discipline. You do not recover Energy during this pit stop, and this move costs 1 Energy from the move's chosen Method. Works become Utilities if all factors are cleared, equal in strength to half the strength used to create it (rounded down). It can be sold/traded, or used once in a move and consumed. Allies cannot assist in creating works.
- Choose a creative discipline (literature, art, architecture, etc.). Once between pit stops, ignore 1 Misfortune on a move regarding this discipline.

## INVENTOR

A tinkerer, pooling their creative talents into intricate mechanical design.

Method: +1 Body strength, +1 Intellect energy

Trait:

- At any time, you may convert your Stuff into Energy at a 2:1 ratio (any Method).
- You may choose to destroy a physical Utility to double its strength for a move. You gain 1 Stuff as salvage.

## LEADER

Leaders are familiar with authority and structure, however they may see it best implemented.

Method: +1 Presence strength, +1 Intellect energy

Traits:

- Up to two allies may assist you at once (but only if they are not also Leaders).
- Add +1 strength for any move that relies on rallying support using Presence.

## COMMANDER

An authoritative presence, seasoned in dispensing commands and sorting order from chaos.

Method: +1 Intellect strength, +1 Body energy

Trait:

- Once between pit stops, you may donate 2 Presence energy to another jaunter. They may receive it in any Method pool.
- Once between pit stops, you can choose to spend 2 Presence Energy to give all allies +1 strength to their next moves – but if your Presence is impaired before the next pit stop, their next moves (even after the pit stop) receive -2 strength.

## FIGUREHEAD

A charismatic individual who receives support from love and loyalty rather than fear or obligation.

Method: +1 Presence strength, +1 Presence energy

Trait:

- Every pit stop, you receive 1 Stuff, provided you've taken time to make connections with people around you who can provide Resources.
- If making any move surrounded by non-jaunter admirers, add +2 strength.

## OUTSIDER

A rebellious spirit unwilling to succumb to external authority.

Method: +1 Presence strength, +1 Body energy

Traits:

- Once between pit stops, your assist on a Presence move has an extra +1 strength.
- Add +1 strength to a move that strikes directly against a clear superior, or overlord.

## DAREDEVIL

A cavalier risk-taker, either as a noble swashbuckler or a destructive anarchist.

Method: +1 Presence strength, +1 Body energy

Trait:

- If you clear all factors of a move during a challenge, the challenge progress receives an extra mark.
- You may gain 1 Misfortune to add +2 strength to any move.

## SURVIVALIST

A rugged fringe-dweller adapted to surviving in harsh environments.

Method: +1 Body strength, +1 Body energy

Trait:

- Once between pit stops, you may immediately remove impairment from one of your Methods. Gain 2 Misfortune.
- Even when impaired, Body still provides half its strength to a move, rounded down.

## SCHOLAR

Enthusiasts of truth and knowledge.

Method: +1 Intellect strength, +1 Intellect energy

Traits:

- Once between pit stops, you may recover 1 Intellect Energy of an ally for free, provided they're close by.
- Add +1 strength to a move reliant on research or studying data.

## ACADEMIC

A studious, incomparable expert in their chosen field.

Method: +1 Intellect strength, +1 Intellect energy

Trait:

- Once between pit stops, you can remove an Intellect impairment from an ally automatically.
- Even when impaired, Intellect still provides half its strength to a move, rounded down.

## EXPERIMENTER

A dynamic mind better suited to testing theories and devices in the spur of the moment.

Method: +1 Intellect strength, +1 Body energy

Trait:

- All Intellect moves made during a challenge receive +1 strength.
- When making a move with a physical Utility, you can push its potential by rolling a d6:

1-2 = The Utility breaks and must be repaired during a pit stop (no move required, only time).

3-4 = +1 strength.

5-6 = +2 strength and +1 Energy.



## SOCIALITE

A passionate individual quick to establish rapport.

Method: +1 Presence strength, +1 Presence energy

Traits:

- Once between pit stops, you can avoid immediate consequences on an uncleared factor on a Presence move (you still receive Misfortune).
- Add +1 strength for any move that relies on changing the emotional state of others.

## HEARTBREAKER

While not automatically irresistible, these charmers have a knack for promising the world ... and people believing it.

Method: +1 Presence strength, +1 Presence energy

Trait:

- Even when impaired, Presence still provides half its strength to a move, rounded down.
- After charming a contact or acquaintance, you may burn that relationship in exchange for 2 Resources (Stuff or Lessons). The Guide may determine an appropriate consequence.

## ORATOR

An expert in conversation, to the point where every utterance can draw respect and admiration.

Method: +1 Presence strength, +1 Intellect energy

Trait:

- Once between pit stops, gain a boon on a Presence move regardless of strength, as long as you clear all factors.
- One between pit stops, avoid gaining Misfortune from a Presence move provided you can pay a Presence energy.

## TRICKSTER

Living in the moment, tricksters only fear boredom.

Method: +1 Presence strength, +1 Intellect energy

Traits:

- Add +1 strength when using sleight of hand trickery or misdirection.
- Once between pit stops, you may roll a d6 during a move:
  - 1-2 = -1 strength
  - 3-4 = +1 strength
  - 5-6 = +2 strength

## ACROBAT

Nimble and slippery, these dexterous individuals can dance their way around hostiles – or straight into forbidden territory.

Method: +1 Body strength, +1 Intellect energy

Trait:

- All Body moves made during a challenge receive +1 strength.
- You never need to make a move for reaching something that has a currently surmountable path.

## SCOUNDREL

Manipulative and cunning, with a mercurial edge that allows them to respond with honeyed words or a well-aimed weapon.

Method: +1 Presence strength, +1 Presence energy

Trait:

- You can pay to upgrade or receive new Utilities at any time, even in the middle of a challenge.
- You can take Energy from any pool to add strength to a move, but Energy that doesn't match the move's Method has a 2:1 ratio (e.g. on a Body move, you may use 2 Presence energy for +1 strength).

## VISIONARY

Lateral thinkers and innovators.

Method: +1 Intellect strength, +1 Presence energy

Traits:

- Once between pit stops, your assist on an Intellect move has an extra +1 strength.
- Once between pit stops, you can avoid immediate consequences on an uncleared factor on an Intellect move (you still receive Misfortune).

## SAVANT

A naturally flexible mind able to adapt to almost any new knowledge or situation with ease.

Method: +1 Intellect strength, +1 Intellect energy

Traits:

- Once between pit stops, gain a boon on an Intellect move regardless of strength, as long as you clear all factors.
- At any time, you may convert your Lessons into Energy at a 2:1 ratio (any Method).

## SCHEMER

A shrewd, meticulous planner, capable of orchestrating events from arm's length.

Method: +1 Intellect strength, Presence energy

Traits:

- When receiving Misfortune, you may choose to receive +1 extra Misfortune in return for a boon.
- All Presence moves made during a challenge receive +1 strength.

## WARRIOR

A seasoned combatant.

Method: +1 Body strength, +1 Body energy

Traits:

- Once between pit stops, you can avoid immediate consequences on an uncleared factor on a Body move (you still receive Misfortune).
- During a challenge, any move aiming to hurt or injure someone else receives +1 strength.

## ASSAILANT

A veteran of armed conflict who can punch above their weight when the situation is dire.

Method: +1 Body strength, +1 Body energy

Traits:

- Once between pit stops, gain a boon on a Body move regardless of strength, as long as you clear all factors.
- Once between pit stops, you can ignore the negative effects of impairment on a move. Gain 1 Misfortune.

## PROTECTOR

Not all combatants think of only attacking; some will prefer to use their prowess to preserve others from harm.

Method: +1 Body strength, +1 Presence energy

Traits:

- You may receive Misfortune in place of a nearby ally after they make a Body move.
- You may assist even when suffering from removal.

## WORKER

A team player, fitting neatly in structure and social networks.

Method: +1 Body strength, +1 Presence energy

Traits:

- Once between pit stops, your assist on a Body move has an extra +1 strength.
- Moves that require blending in receive +1 strength.

## NETWORKER

These workers have a natural flair for building and exploiting their own networks.

Method: +1 Presence strength, +1 Presence energy

Trait:

- Once between pit stops, you can declare (or have the Guide declare for you) a potential contact for something you want or need.
- Utilities created or upgraded through trade or barter cost 1 less Resource.

## TRADESPERSON

Separating themselves from the herd, these workers have developed specialised labour skills.

Method: +1 Body strength, +1 Presence energy

Trait:

- During a pit stop, you may use a move to create physical items. You do not recover Energy during this pit stop, and this move costs 1 Energy from the move's chosen Method. Works become Utilities if all factors are cleared, equal in strength to half the strength used to create it (rounded down). It can be sold/traded, or used once in a move and consumed. Allies cannot assist in creating these items.
- Utilities can be upgraded to 6 strength. This only applies to Utilities held by the Tradesperson – they cannot be transferred.

## UTILITIES

The final customisable element of a jaunter's creation is defining their most important items or specialty skills – known as Utilities.

### SHOPPING ALLOWANCE

A new jaunter's value allowance for creating Utilities is 5.

Before spending this allowance, they have no Utilities.

At this time, no single Utility can be greater than 3 value.

If a Method describes how a jaunter acts, a Utility describes what they may use to achieve that goal.

A Utility can be many kinds of things. Their common theme is that they are useful to the jaunter in a specific way. A Utility could be:

- Physical equipment such as a 'rifle', a 'signal jammer' or 'good perfume/cologne'.
- Trained skills such as 'forensics', 'boxing' or engineering'.
- Traits and characteristics such as being 'nimble', 'intimidating' or just being an 'analytical genius'.

Utilities are important because they can be combined with a Method to make a risky move more effective.

### Creating a Utility

1. Name the Utility you want to create. For example, 'Rifle'.
2. Allocate value to the Utility. At this stage, value can be between 1 and 3.

### Utility Templates

Can't decide how to build starting Utilities? The following templates cover some straightforward Utility sets that might be useful in a game of *Jaunt*.

Jaunters can take a template as is, mix and match different templates (provided the result still has 5 total value) or use individual Utilities to fill in the blanks alongside their own ideas.

### THE BRAWLER

Utilities:

- Boxing: 2
- Brute force: 2
- Posturing: 1

### THE DEBATER

Utilities:

- Aggressive logic: 2
- Digging up the dirt: 2
- Scathing critique: 1

### THE INVESTIGATOR

Utilities:

- Perceptiveness: 3
- Forensics: 1
- Interview: 1

### THE NEGOTIATOR

Utilities:

- Careful words: 3
- Psychology: 2

### THE PHYSICIAN

Utilities:

- Medical kit: 2
- Careful diagnosis: 2
- Bedside manner: 1

### THE SABOTEUR

Utilities:

- Vandalise: 2
- Lockpick: 3

## ***THE SAVANT***

Utilities:

- Education: 2
- Good annunciation: 1
- Rebuttal: 2

## ***THE SCOUT***

Utilities:

- Seasoned survey: 2
- Field knowledge: 2
- Cultural awareness: 1

## ***THE SHARPSHOOTER***

Utilities:

- Rifle: 3
- Eagle eye: 1
- Parkour: 1

## ***THE TECHNICIAN***

Utilities:

- Universal interface: 2
- Tinker: 3

## **THE OTHER STUFF**

There are other fields in the character stat block that are unaltered at the start of play.

- Resources: the jaunter's currency and assets of value, divided into physical (Stuff) and intangible (Lessons). This covers anything that can be sold, bartered or traded.
- Misfortune: this tracker rises as jaunters place themselves at risk.
- Rift: this reflects the metaphysical radiation that accumulates from jaunting.

All these elements of the jaunter are set at values of 0 respectively.

## ***BACKGROUND***

Your jaunter background can be as much or as little as you please. Some basic markers might include:

- The jaunter's original reality
- How they first jaunted or discovered jaunting
- Any particular adventures or escapades with the other jaunters
- Any key figures in their previous life who may show up in realities as alternate versions.

## **JAUNTER CREATION RECAP**

- Add +1 to any Method value and +1 to any Energy cap.
- Select a jaunter Motive and prompt.
- Pick two basic archetypes. Select one trait from each archetype and update Method values.
- An allotment of 5 strength worth of Utilities. No Utility can have a strength higher than 3.
- 0 on all other values (Rift, Misfortune, Resources).

## THE BIRTH OF HELEN DANSON

First, Helen's player opts to raise Intellect strength and Presence energy, as an initial move towards a jaunter who's smart, savvy and used to needing her wits in conversation.

Next is rolling for a personal Motive on the list: 'Loyalty' is the result, so Helen feels close to one of her new cohorts. She chooses Riftron, and takes the prompt that will allow her to receive a bonus Energy whenever she supports Riftron at personal cost.







After reviewing the basic archetypes, Helen's player decides on Leader and Visionary, immediately defining Helen as an assertive lateral thinker – a good combo for a jaunter who needs to think and talk their way out of trouble. These archetypes both provide bonuses to her Intellect and Presence.

Now, Helen needs Utilities.

She decides first on a 3-value 'universal interface tool'. This will be mostly used in Intellect challenges to access equipment or sabotage systems.

Helen also wants boosted perception, so she gets hi-tech contact lenses that provide a 2-value boost to relevant moves.

And that's it! Helen Danson is a smooth-talking infiltrator with a particular penchant for strange devices and tech, but a fierce protective streak. She's less impressive in a firefight, so she might want to travel with some muscle if she plans to get into trouble.

HELEN DANSON		
<b>MOTIVE</b>		
Loyalty (Riftron). You support your bond at personal cost.		
<b>ARCHETYPES</b>		
Leader: Up to two allies may assist you at once (but only if they are not also Leaders).		
Visionary: Once between pit stops, you can avoid immediate consequences on an uncleared factor on an Intellect move (you still receive Misfortune).		
<b>MISFORTUNE</b>	<b>RIFT</b>	
▽▽▽▽▽▽	▽▽▽▽▽▽	
<b>RESOURCES</b>		
Stuff-0	Lessons-0	
<b>BODY</b>	<b>INTELLECT</b>	<b>PRESENCE</b>
 +1	 +3	 +2
 3/3	 4/4	 5/5
<b>UTILITIES</b>		
Universal interface: 3		
Advanced lenses: 2		



## GETTING STARTED

When you begin a game, you need to establish the group and their starting point.

### ONE BOX TO RULE THEM ALL

Regardless of the background details for the jaunters, there is only one jauntbox for the group to share as of the game's beginning.

The technology for jauntboxes varies greatly. The 'typical' model is a cube-shaped device about the size of a toaster. Jauntboxes can sometimes be attached to constructs, such as being installed in a car or a very small craft. They cannot be grafted to people or used to jaunt especially large vehicles.

One player may be called 'the owner' of the jauntbox based on agreed backstory details, but selective possession of the jauntbox should be treated with caution. If the players and Guide want to deal with the dramas of in-fighting over the tech, that's fine, but otherwise it's assumed there's enough mutual agreement among the team that the jauntbox is shared freely among core jaunters as needed.

### CHARACTER RELATIONSHIPS

Not every question needs to be answered – players can go in totally blind if they wish.

- How did the jaunters meet?
- Are there any romances or rivalries in the group?
- Do the jaunters have a common agenda?

### STARTING OBJECTIVE

Setting a common objective is a good way to galvanise early efforts – in dealing with this objective, the jaunters will begin to establish their own individual goals and needs.

This initial objective may be based on one of the jaunters' motives, or based on an agreed agenda. Once there's a basic idea on what to begin with, the Guide will clarify the description, set a reward amount for completing the objective, and clarify the needs (i.e. the sub-objectives that need to be cleared to get the job done).

### STARTING REALITY

Every group has to start somewhere. This reality will usually be connected to the established objective.

The jaunters will be able to declare one truth about this reality – something they want to be true.

The Guide will take that truth and fill in the blanks, just enough to create a starting point for the jaunters. This will include potential complications and obstacles.

### EXAMPLE OF A NEW GROUP

A three-person jaunt team has been devised: Helen the leader, Thomas the saboteur and Riftron the tinkerer.

The players decide that there's little common history in the group – they just travel together out of convenience. The jauntbox is Riftron's from earlier adventures but its use is shared equally.

As a starting objective they declare a passing thrill; they want to rob a bank. Moreover, they want to do it in a 1920s-style reality, the sort with gangsters and speakeasies. This is their declared truth for the reality.

The Guide makes it so. The jaunters have just touched down in a reality stylistically reminiscent of the era. The objective 'Rob the town bank' has established needs – 'case the joint', 'break in' and 'make a getaway'. They will get 3 Stuff per jaunter for this heist. But the reality's complication is that there's an uncanny amount of high-tech security at this bank considering the 1920s baseline – there's something else going on here ...

## IMPROVEMENTS

Resources may be used to improve a jaunter's inventory and characteristics.

### WHEN THE TIME IS RIGHT

Typically, improvements are made during pit stops. Utilities may be purchased or upgraded at other times if the narrative makes sense.

Item	Resource Cost
Create a 1-strength Utility, or +1 to an existing Utility ( <u>max 5</u> )	New value x 2
+1 Method Strength ( <u>max 5</u> )	New value x 2
+1 Method Energy ( <u>no cap</u> )	New value x 2
Gain a basic Archetype ( <u>max 5 total Archetypes</u> )	10
Gain an advanced Archetype ( <u>max 5 total Archetypes</u> )	15

When upgrading or creating Utilities, remember that the reality you're currently occupying matters – are you going to find a plasma rifle in a primordial reality with no civilisation?

Both basic and advanced archetypes are available for purchase with Resources. A jaunter can have up to five archetypes at any time.

Purchasing a new archetype takes into account the increase in Method and Energy. The total cost of an archetype adds together these two values on top of a base expense.

### SWAPS AND REFUNDS

For jaunters who already have their maximum amount of archetypes, you may replace an existing archetype with a new one.

You lose the associated trait and Method/energy boost from the outgoing archetype.

Methods and Utilities have maximum cap values – they cannot go above 5 in strength by normal means.

In any case a new archetype would raise a Method higher than +5, that increase is ignored (but noted, so that any case where a contributing archetype is swapped out doesn't accidentally reduce the Method!)

# BEING A JAUNTER

# TAKING ACTION

## STRENGTH AND OPPOSITION

The opposition is what acts against a jaunter, either from opponents or the environment, when they take a risk.

Opposition is mostly set by Factors, which establish different tasks and requirements that must be cleared by the move's strength. Anomalies may also change the nature of opposition, usually for the worse.

$$\text{Move opposition} = \text{Factors} \times 3$$

The strength is what the jaunter brings to the move – their natural capabilities, equipment and skill set.

Strength is mostly determined by a combination of one Method and one Utility.

$$\text{Move strength} = \text{Method value} (+ \text{Utility value})$$

Opposition Category	Description	Value
Factors	Opposition, challenges and obstacles to completing a task.	Increments of 3
Strength Category	Description	Value
Methods	A jaunter's core approach towards solving a problem.	1-5 (base)
Utilities	Unique skills, gear and specialties.	1-5 (added to Method score)
New Rules	Description	Value
Anomalies	The result and influence of jaunt-tech activity.	Varies based on severity and style

## **FACTORS**

Before a jaunter's move strength is calculated, the Guide will present factors: circumstances and goals that must be addressed or cleared to avoid setback. The more factors left uncleared, the messier the outcome.

By default, a factor is worth 3 strength.  
Not clearing a factor in full generates Misfortune on the jaunter.

Two simple factors against a move to sneak past a guard might be:

- Don't get spotted!
- Find your way

If any factor is not addressed in full, then the jaunter has failed this element of the move and something goes wrong – in this case, they might get spotted by the guard, or they might sneak past but get lost in the compound's layout.

## **METHODS**

Methods serve as a jaunter's effectiveness in general actions.

### **Body**

The jaunter's vitality, strength and finesse. It is essential for any task requiring precision and accuracy. It also covers fighting, melee weapons and actions requiring a burst of physical force.

Common Body actions:

- Bursts of speed and parkour
- Melee or ranged combat
- Stealth via movement
- Tasks requiring endurance, stamina or force
- Using precise tools such as lockpicks

### **Intellect**

The jaunter's resourcefulness, logic and ability to innovate. This can range from investigating evidence to dismembering the reasoning of others. Skills cover inventions and engineering, practical disciplines, and creative pursuits.

Common Intellect actions:

- Composing art or text
- Debating and critiquing the reasoning of others
- Designing a new device or invention
- Interpreting details and patterns
- Using or making jury-rigged traps

### **Presence**

The jaunter's confidence and ability to impose themselves upon others, or read the inherent influence of others. Also the jaunter's sly talents: deceit and blackmail, misdirection and disguise, and general concealment.

Common Presence actions:

- Charm, social rapport and seduction
- Coercive intimidation
- Deceit and misdirection
- Overt provocation
- Stealth via concealment or disguise

## **UTILITIES**

A broad term for skills, equipment and accessories that the jaunter can draw upon for specific actions and disciplines. They represent a jaunter's constant specialties.

A jaunter's Utility is never used on its own – it is combined with a Method. If a Method is how something is done, the Utility is what is used to make that happen. The two elements combined define a move.

## ANOMALIES

Reality is adaptable, but jaunting can cause fluctuations and moments of instability. Various circumstances will allow the Guide to introduce an anomaly to reflect this.

Anomalies come in two broad categories:

- Minor anomalies represent incidental phenomena: visual distortions, interdimensional feedback, etc. They are often little more than an irritation or temporary in nature, but can still create unexpected problems.
- Major anomalies are large-scale and/or greater in danger – erratic weather, temporal disturbances, etc. It'll be harder to act and perform at one's best in the middle of a major anomaly.

When anomalies are in effect, they create new rules for a scene.

Anomalies might disallow certain types of moves, make the use of specific Methods stronger or weaker, or otherwise change the circumstances for factors.

### EXAMPLE OF TAG INTERPLAY

Riftron has just jaunted into a sticky situation, surrounded by robbers at a bank that had been secure in the previous reality, and is trying to talk their way out of being shot or taken hostage.

- **Factors:** Normally there are two or more factors in play, but here the challenge is simple: to 'talk down animosity'. This will take 3 strength to clear completely.
- **Method:** Riftron's Presence is the most appropriate approach. This is a +1 to strength.
- **Utility:** Riftron's 'commanding voice' fits in well here, giving another +2 to strength.

The move strength is set at 3.

Riftron currently succeeds without complication. But there's an extra rule in play.

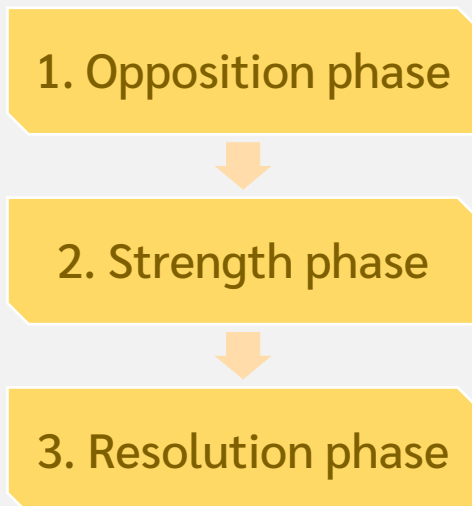
- **Anomaly:** Riftron created an anomaly on this jaunt – a ringing sound that halves strength, rounded down, on Presence moves.

Riftron's move strength is actually only 1! Success is still possible, but Riftron may need to spend energy or rely on another jaunter's intervention to secure it.

## MAKING A MOVE

A move is any in-game action that has an element of chance and risk. Whatever the tool at hand, the intention is to directly affect something else.

Defining a move can be broken down into a series of narrative choices.



### 1. OPPOSITION

$$\text{Move opposition} = \text{Factors} \times 3$$

Actions are mostly a conversation, until the Guide determines that there is reasonable opposition. Usually the opposition is put forward as soon as an obstacle presents itself based on the jaunter's actions.

The Guide declares opposition factors publicly. The default approach is two factors, each worth 3 strength. This means a regular move requires 6 strength to overcome without complication.

- Simple – 1 factor. This represents softer, less rewarding risks, or regular risks that have been made easier through preparation or opportunity.
- Regular – 2 factors. The most common level of risk.
- Complicated – 3 factors. Represents especially daring moments or risks arising from moments where luck has not been on the jaunters' side!

It's very rare to go beyond 3 factors, but still possible!

Moving forward after a move is still possible without clearing all factors, but the more factors left unchecked, the messier the outcome. 'Success' may be highly relative! If you infiltrated the compound but set off alarms, that'll create more obstacles between you and your objective.

The Guide will also confirm how any existing anomalies affect the scene. They create new rules and modifiers based on the nature and severity of the anomaly.

### 2. STRENGTH

$$\text{Method value} + \text{Utility value} = \text{Move strength}$$

#### Method

Which is the most relevant Method to the intended action?

Selecting a Method is the core of the move. It determines the first strength modifier.

#### Utility

Any move can have one Utility attached. This Utility adds its strength value to the move strength total.

Adding a Utility is optional – sometimes a relevant Utility may not be available.

- Are you using a sensitive tool or firing a ranged weapon?
- Do you need precise hand movements to pull this off?
- Do you want to hit or damage something?
- Are you relying on strength or speed?

## Body

- Are you creating or inventing something?
- Are you trying to comprehend something new or exotic?
- Are you relying on logic or reason?
- Do you want to investigate a mystery or research a topic?

## Intellect

- Are you trying to charm, deceive or intimidate someone?
- Are you relying on your social intelligence and ability to 'read the room'?
- Are you trying to deceive or coerce someone?
- Are you relying on disguises, misdirection or concealment?

## Presence

### Assisting a Move

Jaunters can forgo making their own move in the scene by contributing to another move. They also share in potential consequences.

- Only one jaunter may provide assistance to a single move.
- The move does not need to be the same as the jaunter's. A Body move may be assisted by Presence, for example.
- The strength provided by this assisting move is divided by 2, rounded down.
- Energy cannot be used to increase the move's strength.

### 3. RESOLUTION

Now, the move strength is set against the factors. A factor is cleared by spending move strength on it.

Each factor needs 3 strength to clear.

A factor must be cleared in full. Spending 1 Strength against 'Hit the target' is not a clean hit!

- If less than 3 move strength is given to the factor, that element of the move is a failure and Misfortune is gained.
- If all factor strength is accounted for, the factor is no longer a problem – the jaunter succeeds without issue.

### Spending Energy

Energy may be spent from the active Motive to create move strength at any time during the move.

Spending 1 Energy creates 1 move strength. Energy is spent from the chosen Method's pool (so Body strength only for a Body-based move).



## Boons

What happens when a jaunter's efforts exceed the move's threats? In that case, the jaunter has created some extra opportunity.

For every 3 strength remaining after all factors are cleared, the jaunter can gain a boon.

A boon is an extra benefit from making that move. The player gets to declare something extra that goes their way, above and beyond clearing all the factors.

### EXAMPLE OF BOONS

Riftron needs to talk down animosity with the thugs at the bank – not only does he cool the air, he also convinces them he's valuable enough to enlist as a fellow robber in an upcoming heist!

Think of it as the player being allowed to declare a truth or outcome in their favour – an extra ally, a clear run to an objective after the initial threat. A bit of luck their way. It may not necessarily make future risks and actions easier to overcome, but it might help avoid roadblocks that would have otherwise emerged.

The Guide can offer a boon if the player can't think of anything suitable.

### MOVE EXAMPLE: INFILTRATION

A rogue AI and its devices is blocking the jaunters from escaping into another reality! Thomas needs to sneak into the AI's control room through a secure service door to find the killswitch.

The Guide outlines two factors opposing Thomas.

- Keep ahead of patrolbots
- Get the service door open

This will be a Body move, using Thomas's lockpicking skills to crack open the door. The move strength is 4 in total. Good, but not enough on its own to clear everything without issue.

Riftron declares his assistance, using Presence + 'Commanding voice' to distract a group of patrolbots to clear Thomas's path. This move has 3 strength, but an assisting move is halved, rounded down, meaning it only adds 1 strength to Thomas's efforts.

Thomas spends 1 Body Energy to make up the difference, converting that Energy into extra strength.

Now he clears all the factors on the strength of his breaking-and-entering skills, Riftron's help, and pushing himself a little.

## OBJECTIVES

Even a traveller of the omniverse has to earn (or steal) a crust here and there. An objective can be anything that:

- Needs more than a single move to complete
- Has a series of identifiable ‘needs’
- Has a tangible reward (either from a patron or through something gained as a prize).

Objectives might be declared by either the jaunters themselves or the Guide. They might include taking on a job to rob a bank, trying to uncover a mystery, or fulfilling a personal agenda.

An objective is a simple package of information. It has a couple of elements:

- The description: a simple phrase detailing the overall aim.
- The starting reality: noting where the objective was first set is important, as details may change when the jaunters switch to parallel realities.
- The reward: an expected yield based on initial intel. By default this can be weighted based on number of needs.
- The needs: a checklist of requirements that must be completed before the objective can be ‘turned in’ for a reward. Needs may either be a linear path or an open checklist to be solved in any order.

Once all needs are met the objective is complete. The jaunters will receive a reward, usually as Stuff. Sometimes the reward might be more interesting, such as a unique Utility.

### ***RECOVER THE SECRET FORMULA***

Starting Reality: Dystopia-02

Reward: 3 Stuff per jaunter

Identify the lab

Find a way in

Secure the chemical

## CHALLENGES

Sometimes, a particularly nasty or challenging circumstance arises. The sky-ship is about to explode! There's a rival jaunter trying to take us down!

A few things separate challenges from regular play.

- They are high-stakes. Jaunters must work together to prevail.
- They are limited in time or resources. Failure is also possible, with appropriate consequences.
- They are rewarding. Even on failure, jaunters receive Lessons from sticking a challenge out to the end.

Each challenge has:

- The description: a simple phrase detailing what needs to be overcome.
- A progress track: when this is filled, the challenge is won.
- A timer. This usually ranges from 1 to 5. It represents how many times each jaunter can act before the challenge ends. If the progress track is still not full at this point, they fail the challenge and each receive an impairment in the Method of their choice.
- A reward: usually represented in Lessons, the reward reflects how the jaunters learn from the encounter (even if they suffer removal during the challenge or fail). A typical reward is Lessons per jaunter equal to the full timer value on success, and half that (rounded down) on failure.

If the jaunters jaunt to avoid or change the challenge, they can still win the challenge but they forfeit the Lessons reward. You can't learn anything if you take a shortcut!

- Traits and Factors: The challenge has custom traits, and special factors which can be used against the jaunters. Typically a challenge will have a factor pool equal to the number of jaunters.

### *CAPTURE THE ROGUE JAUNTER!*

Progress:      |

Timer:

Reward: 1 or 3 Lessons per jaunter

Jaunting: Jaunting does not invalidate the challenge if used to pursue or intercept the target. The target can jaunt as part of its move, and accumulates Rift (starting at 0).

Factors: 3

### *MAKING MOVES AGAINST A CHALLENGE*

To open a challenge round, the Guide sets a number of problems per active jaunter. Each problem just has one factor assigned to it to begin. The Guide can then distribute its pool of factors across these problems as they wish.

All jaunters may make a move against one of these problems or assist another jaunter's move.

Any move that clears at least 1 factor on a problem also marks 1 progress on the challenge.

If a move has cleared all its factors, mark another progress (this includes if there was only one factor).

Any problems left alone will generate Misfortune per uncleared Factor. The Guide may choose who receives this Misfortune and which Methods get impaired if any.

All other rules relating to accumulating Misfortune still apply.

## **CHALLENGE PROGRESS**

After every jaunter has acted or assisted in an action, the challenge marks one timer box.

The challenge progress will be advanced by jaunter moves. It may also be spent. The challenge may mark 2 extra progress to add another factor to a round.

The challenge ends immediately when either the progress track or the timer track is full.

## **CHALLENGE EXAMPLE: CRASH LANDING**

The jaunters are aboard a skyship that is plummeting to the ground. The jaunters can make it to an emergency glider, but they have to act fast!

The Guide sets the challenge: timer is 3, progress is 10, and there are 3 extra factors to distribute after 3 initial problems.

- A locked door barring the way: Clear a good path, don't set off more alarms, fight the inertia
- Structural collapse: navigate the broken platforms
- Guards: don't get shot, keep ahead of reinforcements

The jaunters must now respond.

- Thomas goes for the door. His move has three factors, and his Body + Lockpicking is 4 Strength. Helen assists with an Intellect + Universal interface move, giving 3 strength. All factors are cleared! The door swings open without fuss for 2 progress.
- Riftron jury-rigs a hook to rappel along cables/pipes through the unstable hallways, against one factor with a strength of 3. They mark 2 progress for fully clearing the factor.

All jaunters have acted or assisted in an action. The timer is marked, progress is 4/10, and the challenge has one uncleared problem to account for – the guards are firing on them!

- The zip-lining Riftron seems like a good target! The guards shoot at them, marking two Misfortune. This triggers impairment, and the Guide chooses Body. Riftron is wounded and collapses at the feet of approaching reinforcements.

Helen and Thomas now have to consider how to save Riftron as well as themselves! The situation will influence the new suite of problems.

## IMPAIRMENT AND RECOVERY

### RECEIVING IMPAIRMENT

This is a negative status that occurs to either Body, Intellect or Presence. There are two ways this can happen:

- Misfortune fills completely
- The Method's energy pool depletes to 0.

An impaired Method loses its strength. The Method may still be used, but it will contribute 0 strength to a move.

Its narrative meaning is dependent on the pool affected; a jaunter with impaired Intellect might be lost in confusion, impaired Body might translate to being heavily wounded, and impaired Presence might be the result of fear or low morale.

### REMOVAL

The removal condition is an end-point that triggers when one of the following occurs:

- two or more Methods are impaired at the same time (e.g. Body and Presence)
- an impaired Method's Energy pool is at 0 and would lose/spend more Energy by any means.

A removed jaunter is unable to make or assist any moves, regardless of whether the intended Method is impaired or not. They may still be involved in a scene's narrative depending on the situation, but they cannot mechanically affect the scene.

Removal cannot be recovered in scene moves – it is the point where the bad stuff has injured or affected the jaunter too deeply to be swept away.

### A JAUNTER EXIT

It is feasible for a jaunter suffering removal to be facing a permanent exit from the jaunter party – either through abandoning the group, or suffering a severe breakdown, or death.

The severity of removal is contextual. Someone slowly worn down in a fist fight should be fine with bedrest and some nose surgery. An unfortunate soul caught in an explosion may need more than a comfy bed to deal with their damage.

Ultimately, *Jaunt* assumes that there's always a narrative possibility a jaunter can survive. Whether their traumatic experience changes them, or leaves them out of commission for a while, is another matter ...

The likelihood of death or incapacitation for the long term for jaunters is a Guided discussion, and should be a point of agreement between the players and the Guide.

### PIT STOP

A pit stop is a short sojourn (usually about a day) when the jaunters take time to rest, and for their jauntbox to cool off and recalibrate.

The jaunters have a variety of possible healing triggers.

- The jaunter may clear one instance of impairment.
- All non-impaired Methods regain their Energy pools. If a Method was cured of impairment in this pit stop, it still does not regain Energy.

If the jaunter is suffering from removal, this is cleared immediately and no further Method recovery occurs.

- All jaunters reduce their Rift Counters by 1.

Generally, a single-day pit stop will be unhindered, except in the following conditions:

- The jaunters are being actively pursued at the time of making the pit stop (e.g. by the Omni-Corps)
- The reality chosen for the pit stop has natural threats or anomalies that would immediately threaten a day's rest. Jaunters may avoid these dangers if they take necessary precautions.

**BARELY TIME TO PACK!**

Because the jauntbox is powered down for this period of time, reactivating it quickly for an emergency creates more disturbance. Whereas a regular jaunt will raise the Rift Counter by 1, a jaunt taken during a pit stop will raise it by 2.

Pit stops can be chained together for lengthier rests. For every consecutive pit stop, jaunters may further recover their Methods or reduce their Rift Counters. However, for every day-long increment after the first day, the Guide may roll a d6 to determine the chance of something going wrong during the pit stop.

5-6	Vacation	The jaunters won't find trouble unless they look for it.
3-4	A little risk	Middling problems arise, although perhaps opportunities as well.
1-2	We have a problem	Something directly threatens the jaunters' safety, depending on the circumstances.

# JAUNTING

At any time, a party may decide to collectively shift into an alternate reality. This is jaunting. The new reality may have little more than minor differences against the reality just left behind, or it may be drastically different in a number of ways.

## FROM ONE REALITY TO THE NEXT

Enacting a jaunt has three main stages.

### 1: DECLARATION

The jaunters may declare a truth for their destination.

This represents a desired outcome: something that defines the reality they seek to enter.

If any jaunter's Rift Counter is 4 or higher before the jaunt, the party may declare two truths rather than one. Although the Guide can add an extra caveat ...

The truth can be small or large. The jaunters may simply want to jaunt to a reality where a current threat doesn't exist. They may want a hi-tech reality to outfit themselves with special gear for an upcoming job. They might want a 1920s-style reality to play out some gangster or speakeasy tropes. Or they may want something random, like tamed dinosaurs. All of these are valid truths to declare.

This truth can also include stating a wish to travel to a previously visited reality. Jauntboxes are excellent at navigating to

previously visited realities at little extra risk.

### JAUNT LIMITATIONS

Declaring a truth for a jaunt has some inherent limitations.

- You can't wish for more wishes. Just stop it.
- You can't teleport spatially (e.g. to be inside a vault). A jaunt will always place you in the same location in a similar reality, or an appropriate equivalent if the new reality is significantly different.
- You can't declare a reality that the OC cannot access. You can, however, declare a reality to be currently empty of OC.

### Declaration

- Declare what's known to be true about the destination
- One truth if Rift Counter is 1-3, two truths if 4+

### Complication

- Guide introduces one or more complications/drawbacks

### Jaunt!

- Arrive at your destination
- Increase the Rift Counter by 1

## 2: COMPLICATION

Once the jaunters have declared their truth and undertaken the jaunt, it's the Guide's turn to weigh in. The Guide now introduces appropriate complications.

This represents the nature of jaunting – you can technically go anywhere in the omniverse, but that doesn't make it easy to navigate. Picking out a single reality as a destination out of a theoretically limitless selection is hard. Very hard. It's a miracle jaunters even get anywhere at all! Inevitably, your destination is probably going to be minutely different, or includes details a jaunt is unable to account for.

### DOES THE GUIDE PUBLICLY DISCLOSE COMPLICATIONS?

They may – but they are not bound by any rule to do so.

## 3: JAUNT!

When the truth has been declared, and the Guide has decided on an appropriate complication, the jaunt occurs. It takes a moment for the jauntbox to power up and stabilise a quantum tunnel between realities.

Jaunters don't need to make physical contact with the jauntbox to take part in the jaunt. A jaunter must:

- Be relatively close by – a good rough guide for range is about 20m (65 feet).
- Still be in possession of their 'patch': a small device that connects them to the jauntbox signal, usually represented as a skin patch.

The jauntbox can transport up to ten individuals. Small objects held by a person get transported without being counted, but any larger objects (e.g. a fridge) count to this limit.

At that point, the jaunters cross the void between universes. There's usually a tingling sensation.

At this point, the Rift Counter increases by 1 for all jaunters.

### 'SURPRISE ME'

Of course, a jaunter may want to cast themselves on the winds of fortune and see where they end up.

In this case, there is no declaration, and there is no need for the Guide to create a hard-coded complication in response. But the Guide may take the current Rift Counter value into consideration when determining the state of their destination.



## THE RIFT COUNTER

There is no physical cost to jaunting. But every time a jump across realities occurs, the jauntbox and the jaunters themselves wear a trace of the jump, an accumulating metaphysical ‘radiation’ that takes time to decay.

This is embodied by the Rift Counter, which represents the strain put upon the omniverse for repeated or reckless jaunting. Every jaunt punches a hole through the fabric of reality; unrestrained jaunting risks the appearance of a cataclysmic rupture called a rift.

Every standard jaunt increases the Counter for all jaunters by 1.

The Rift Counter rises by 2 instead of 1 in the following situations:

- A jaunt containing multiple alternate reality versions of a jaunter
- An emergency jaunt taken during a pit stop.

## SPLITTING THE PARTY

A jaunting party always starts with one jauntbox. This means jaunting occurs as a group.

Other jauntboxes may be acquired along the way, either from realities with the technology, using esoteric equivalents, or through looting from other jaunters (including International Corps units).

Individual jaunts are, of course, possible, but not recommended for a party seeking to keep together. Although jauntboxes allow enough control to locate the correct reality with other party members, there are problems.

- Jauntboxes are not teleporters; you cannot travel spatially with them.
- Jaunting will always introduce complications or anomalies to the party’s circumstances, made worse by being separated.

Also, when events trigger as a result of the Rift Counter increasing, it always takes into account the highest value of any given party member. So one jaunter who’s taken a couple of extra trips recently could lead the group into a rift sooner than they would otherwise expect.

There are several steps to the Rift Counter.

0	You jaunt infrequently or not at all.
1	You jaunted recently, but not often enough to be an issue.
2	Your jaunting may begin to create minor, transient disturbances.  At the Guide's discretion, a <u>minor anomaly</u> may accompany your jaunt if your Rift Counter is <u>2 or higher</u> .
3	Your jaunts are catching the attention of the Omni-Corps. They may monitor your movements and attempt to detain you.
4	Your jaunts are leaving detectable disturbances. At the Guide's discretion, a <u>major anomaly</u> may accompany your jaunt if your Rift Counter is <u>4 or higher</u> .  However, your ability to influence the circumstances of your destination has increased – jaunters may <u>declare two desired outcomes in this reality</u> instead of one.
5	You are now certainly being pursued by an Omni-Corps tactical unit.
6	A rift may be imminent.

## NAKED JAUNTING

Not as fun as the name implies, 'naked jaunting' is interdimensional travel not using a quantum tunneller device such as a jauntbox. This may include:

- Alternate technology or esoteric methods that operate on different principles to the common jauntbox
- Exploiting fissures during a rift, or other weak points in reality created by anomalies or experimental technology.

The nature of the naked jaunt determines whether or not the Rift Counter rises as per normal jaunts – this will be up to the Guide or individual circumstances.

Naked jaunting is very dangerous; many jaunters have become lost somewhere in the gap between timelines without a stable quantum tunnel.

Unless the Guide advises otherwise, Jaunters cannot declare a desired outcome in their new reality during a naked jaunt.

There is also a minor chance the jaunting party can become separated during transit.

## RIFTS

Jaunting pushes a traveller from one reality to another. While there's no literal 'hole' created in this quantum shift, frequent abuse of jaunting can result in a rupture within a universe's reality. This is a rift.

Excessive jaunting – in game terms, allowing the Rift Counter to reach 6 – will create the risk of a rift.

A rift is most likely to occur when the accumulated residual 'radiation' from the jaunters and their jauntbox is high enough that the metaphysical bridge between worlds created by a jaunt destabilises.

When the Rift Counter of any jaunter reaches 6, the Guide may roll a d6 to determine the likelihood of a rift occurring:

6	Rough jaunt	For now there is no significant deterioration, but distortions have occurred. The Guide will introduce an extra <u>minor anomaly</u> .
4-5	Cracks in reality	Severe metaphysical anomalies are present in this reality. The Guide will introduce an extra <u>major anomaly</u> .
1-3	Rift	A rift opens, ripping between realities and creating a growing destructive vortex.

In any event the Rift Counter would raise to 7, it stays at 6 and a rift immediately forms without rolling for an outcome.

### **WHEN A RIFT FORMS**

Some extra elements come into play:

- The Omni-Corps will quickly appear as a containment unit, seeking to neutralise the rift before it spreads.
- Jaunters cannot use their own devices to jaunt out of this reality until the rift closes. Omni-Corps containment unit personnel carry special insulated devices that can do so for one jaunt before burning out.

The rift itself takes the form of a vortex at the epicentre of the offending jaunt, which grows exponentially to consume surrounding matter.

### **RIFTS AND JAUNTING**

A rift creates massive interplanar disturbances that prevents stable quantum

tunnels; in common language, regular jauntboxes won't work.

However, options exist for escaping. They may find a way to use specialised Corps jaunt-tech; or they may jump into an open fissure and hope for the best.

In most of these cases, the Rift Counter will actually lower instead of rise when leaving this reality, representing an expulsion of energy from the jauntbox and burning up some of the metaphysical 'radiation' that clings to jaunters.

#### **Post-rift jaunting**

- If the rift is contained, common jaunting may become possible again.
- The Rift Counter reduces to 5, accompanied by a major anomaly. The Corps may pursue.

#### **Using Corps jaunt-tech**

- The containment units can jaunt out of rift zones; secure a deal with the Corps, or steal their tech for a one-time use, and so can you!
- The Rift Counter reduces to 4. If the tech is stolen, the Corps will definitely pursue.

#### **Naked jaunt**

- Breaches during a rift can create passageways for naked jaunts. It's usually a last-ditch effort to escape the apocalypse.
- The Rift Counter reduces to 3, accompanied by a major anomaly. The Corps usually will not pursue. There may be other unexpected consequences.