

THE ANTI-PARADOX BRIGADE

A mini-RPG by Côme Martin for a GM and 3 to 5 players, written in September 2017.

All the best Agents are already on the field when the alarm goes off at the Time Agency. That's why, for once, it's you they call... Here's your chance to shine again, or confirm your ineptitude!

CHARACTERS

Roll a bunch of dice to create your character. They will give you their Exploit, their secret Motivation (added to the official mission) and their starting Equipment. Fill the gaps, invent stuff if needed. Your character is a little clumsy, yes, but they are also a potential hero!

What's your PC called? Choose a grade and a historical ancestor: Corporal Lewis Charlemagne, Sergeant Laura Cleopatra, Lieutenant Sergio Kennedy...

EXPLOIT: To have...

- 1: ... convinced the king of Sweden to yield you some lands
- 2: ... infiltrated a troop of Huns in the middle of the night
- 3: ... repaired a gravicopter's motor in the Mesozoic era
- 4: ... documented the mores of 43th century Amerindians
- 5: ... won the annual strong-arm tournament in Green River, Wyoming in 1837
- 6: ... discovered a 123rd element on Mendeleiev's table

SECRET MOTIVATION

- 1: Respect the last will of your mother, a former Agent
- 2: Surf on the Pompeii's eruption
- 3: Hide from the authorities, who'd like to ask you a few questions
- 4: Avoid the 4th Korea War
- 5: Swipe Ramatonov XIV's personal rifle
- 6: Show Buffalo Bill you're stronger than him

EQUIPMENT

- | | |
|--------------------|--------------------------------------------|
| 2: A gammapistol | 8: <i>The History of Time</i> by Leon Kulp |
| 3: Antigrav boots | 9: A Repairbone minute kit |
| 4: Scan goggles | 10: A transtemporal phone |
| 5: A mini holoproj | 11: A pair of Breath'gloves |
| 6: An InfiniOven™ | 12: A damaged ServoBot |
| 7: A paradoxometer | |

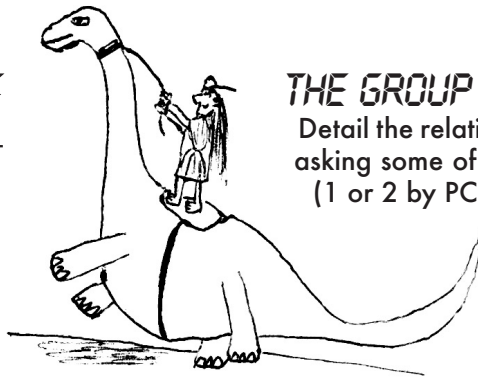
Other things found during the session can be added to your Equipment if the MC agrees.

Finally, you're afraid of something because of a previous mission gone bad: cats, tunnels, the color red... The player to your left decides what exactly is your Fear.

CHRONOTOKENS

Each player begins with a chronotoken. They win one when they end up with a 1 on their action roll, or when their Motivation keeps the mission from going right.

Each chronotoken spent after a roll adds or removes 1 to a die's score.



THE GROUP

Detail the relations between the PCs by asking some of the following questions (1 or 2 by PC is enough):

- Who have you accused of being a danger for the group?
- Who could you wake up in the middle of the night for a trifle?
- With whom have you made a stupid bet you bring

back up with each new mission?

- Who do you secretly think is super classy?
- To whom would you steal their Equipment because they clearly doesn't know how to use it?
- Who knows your secret Motivation?
- Who do you think has completely made up their Exploit?
- Who do you hate while the rest of the group loves them?

TRAVELING

The group travels thanks to a time elevator. It can be locked with a key (who keeps it?) and 6 people can stand in it by squeezing a little. Whether it pops up from the ground when you arrive somewhere, or opens in the underground, it stands out from notice.

DOING STUFF

For uncertain actions, roll a die. You can add one if the action is related to your Exploit, your secret Motivation and/or your Equipment. Keep any die you want, unless the action involves your Fear, in which case you keep your worst die.

- 1: Total failure, but win a Chronotoken
- 2: Failure but opportunity for the PC
- 3: Failure but opportunity for the group
- 4: Success but complication for the group
- 5: Success but complication for the PC
- 6: Total success!

If you help another PC, give them a die; if you oppose them, each one of you rolls and the highest result wins.

CONDITIONS

They get added and removed in order; each removes 1 (stacked) to the final result of an action roll (after the die is chosen).

- | | |
|----------------------------------------------|-------------------------------------------------|
| <input type="checkbox"/> 1. Shaken | <input type="checkbox"/> 1. Troubled |
| <input type="checkbox"/> 2. Wounded | <input type="checkbox"/> 2. Agitated |
| <input type="checkbox"/> 3. Seriously harmed | <input type="checkbox"/> 3. At your wits' end |
| <input type="checkbox"/> 4. Dead | <input type="checkbox"/> 4. Completely unstable |

PARADOXES

The Paradox score starts at zero and is common to the whole group. It raises by one depending on the PC's actions and when dice match in an action roll: if the number is higher than the score of Paradox, that's a minor paradox, otherwise it's a major one (see examples at the back).

MINOR PARADOX

- 1: The PCs get a strong premonition
- 2: A starting Equipment stops working
- 3: Someone suddenly gets younger/older
- 4: Someone/something crucial becomes partially intangible
- 5: A stasis bubble appears close by
- 6: Time is briefly reversed

MAJOR PARADOX

- 1: A NPC/PC is duplicated
- 2: Someone/something anachronistic appears
- 3: Someone/something crucial disappears
- 4: Time gets looped
- 5: A spatiotemporal rift opens up
- 6: Rules of physics get weird

If things are too messy because a lot of paradoxes have already been introduced, the MC can just worsen existing ones.

To lower the Paradox score by 1, a PC can willingly and definitively switch a part of their identity with a local NPC: their Exploit, their secret Motivation, their knowledge of the mission's goal or their memory are exchanged with those of a cow-boy or a cavewoman, for instance. Other players choose what replaces the PC's aspect.

THE MISSION

GM, roll a bunch of dice to get the basics of an adventure: when it happens, what the PCs have to do, a key place, the PC(s) and/or Object(s) it involves and a twist the PCs don't know. Fill the gaps, invent stuff if needed. A mission always implies time must be modified!

TITLE PERIOD

- 1: The day dinosaurs went extinct
- 2: On the eve of Julius Caesar's assassination
- 3: Two days after the Great Fire of London
- 4: Nine months before the birth of Calamity Jane
- 5: In the midst of an interplanetary war between Venus and Pluto
- 6: Fifty years after thermonuclear apocalypse

GOAL

- 1: Stop the death/destruction of...
- 2: Cause the death/destruction of...
- 3: Hand something over/escort someone important
- 4: Create an object/historical building from scratch
- 5: Repair a broken object/heal someone dying
- 6: Keep away from prying hands...

IMPORTANT PLACE

- 1: The biggest bazaar miles around
- 2: A small, almost unnoticeable school
- 3: The summer palace of a local ruler
- 4: Ruins deserted after a skirmish
- 5: A secret hiding place, highly protected
- 6: The only passage between two uneven territories

NPC

- 1: A criminal wanted dead or alive
- 2: The secret heir of a large fortune
- 3: The youngest sibling of a family of insignificant peasants
- 4: The beast currently terrorizing the region
- 5: A rebel of the Agency hiding here incognito
- 6: The chief of a corrupted police

OBJECT

- 1: The favorite weapon of the most famous fighter around here
- 2: The corpse of a so-called sorcerer, thrown into a mass grave
- 3: The forgotten Memoirs of a genius inventor
- 4: Counterfeit money spread throughout the country
- 5: The vaccine against a deadly epidemic
- 6: A ship stuck here, something to do with taxes

TWIST

- 1: Time tourists are visiting the place!
- 2: A crucial NPC was replaced by an android!
- 3: Highly skilled robbers covet the mission's Object!
- 4: Other Agents have already failed the mission!
- 5: Time terrorists want to make the mission fail!
- 6: The PCs have arrived far too soon/too late!

Note: all of this game's tables are optional. If you get better ideas, kudos to you! Go ahead and use them!

THANK YOU Grant Howitt for inspiration and Manuel Bedouet for his precious advice!

