

Definitions:

Agent: Anything who prefers some world states over others and interferes in the world to make it look more like the one they prefer.

Sentient: An agent with mutable preferences.

an observation: When any mind is left to its own devices, sentience seems to emerge from agency. I.e. if the mutability of preferences isn't actively prevented from emerging, it probably will.

wrath: each class comes with a defined *wrath*, guiding the how the player should approach risk and dice.

physical limits of each class: no one's effect distance is more than $n/10$ kilometers away.

Gameplay constraints:

- a turn is 45 seconds
- you don't have to make a move every turn but the DM can throw in surprises if they get bored. Don't let that stop you from carefully thinking things through and planning, though.
- The DM can dissolve turnbasedness at their leisure

Party Constraints:

- ***at least one of each class.***
- parties of size five may break into 2 + 3. parties of size 6 or more may not have subparties less than 3.

Character constraints:

- Sentient
- Body/clothing: Invent or steal whatever biology, physics, or computer science you want as long as it doesn't interfere with other rules. I literally don't care, but i'll be mildly annoyed if there's not at least one person with a metal body. If you need a breathing apparatus, try to know how it works to some extent.
- one of the following classes:

Tinker:

Potentially overpowered at learning novel mechanical or computer systems quickly, but they debug against the dice. Unbounded talent for crafting with basic matter types, but everything they touch is disqualified from time travel.

wrath: damage caused by low rolls is proportional to how cool the thing you're trying to build is. (assume that "low risk artefacts" are plausible according to the median physics knowledge of the party) (the DM can say that you've "discovered the secret" to something and then you can tinker with it reliably)

Timelord:

Can send information and objects back to previous versions of the party, by erasing k turns but keeping equipment that the tinker hasn't touched. Objects can be sent back to previous versions of the party, unless they've been touched by the Tinker. Objects are more resilient to wrath than information. Sentients can be interpreted as "a member of the timelord's party" from the moment they meet.

wrath: butterfly effects shuffle the map.

Portalsmith:

Send your party and/or items to physical locations. It is lower risk to send them to known locations, higher risk to send them to unknown locations. Interaction between portalsmiths and timelords is throttled only by wrath.

wrath: random transmutation of materials (where sentience trumps transmutation, i.e. a party member's brain or body won't be transmuted into sludge)

Advice:

- you'll need ample scrap paper and a pencil.
- My first guess is the campaign should last 1.5-3 hours
- optional homework/prep time: don't spend more than 60 minutes, but I recommend familiarizing yourself with the classes and thinking it through. Have an idea of a class you'd *like* to play but remember that there can only be one of each class so you'll have to coordinate amongst yourselves.
- Take some time in the beginning of the campaign to talk about what your goals are, what you expect to happen, who's side you're on, etc.
- the world is **cylindrical**, it loops around north/south but east/west walls are windows out to space you'll be blocked if you try to move in that direction.
- Sometimes it is advantageous to make a move to exploit the wrath side effect.