

ALTERNITY

Science Fiction Roleplaying Game

Gamemaster Guide



by Richard Baker and Bill Slavicsek



ALTERNITY[®]

Science Fiction Roleplaying Game

GAMEMASTER GUIDE

Rules for modern to far-future
roleplaying games

by Richard Baker and Bill Slavicsek

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FOREWORD

I've been looking forward to this day. Somewhere, an SF or roleplaying fan is holding this book in his or her hands . . . and that means that the ALTERNITY game is Out There, no longer a stack of paper and notes on my desk but a living and breathing game. That's a good feeling, amigo!

The ALTERNITY concept took form in early 1995. Three people—Lester Smith, Dori Hein, and Bill Slavicsek—were the driving force behind the ALTERNITY proposal. They drew up the framework under which the ALTERNITY game became possible. They thought it ought to be done. You wouldn't be reading these words without them.

My association with the ALTERNITY game began in November 1995, when I was brought onto the team. At the time, Bill had the concept and the sketch of a system; my job was to help him build a three-dimensional game from these beginnings. So we met for hours each day through the winter of 1996, hammering out The Rules. Those intense skull sessions were the crucible of the game. We've changed plenty of things since, but for the most part, the game's the same one that Bill and I worked out piece by piece in the TSR Games Library, filling notepads with dozens of pages of scribbled thoughts and mechanics.

More than any other project that I've worked on at TSR, this game changed the way I look at things. It revitalized my love of science fiction and spurred me to start tracking down the classic or groundbreaking books I'd never gotten around to reading. I make a point of checking out the used-

book stores now, looking for out-of-print titles that might be on my reading list. I've also found that my interest in the science behind science fiction has grown tenfold. It's an astonishing universe out there. Who cares what's on TV when you can step outside on a starry night and see all the way to the end of time? Long after I finish this project, I'm going to take that sense of wonder with me. I hope it's the same for you.

Rich Baker
February 2, 1998

We're done! It started years ago as a memo suggesting a way to expand TSR's roleplaying audience and it became the single largest undertaking of my career.

I'm going to have to catch my breath and thank loads of people who helped make the ALTERNITY game come together: Rich Baker, Lester Smith, Dori Hein, Kim Mohan, David Eckelberry, Jim Butler, Keith Strohm, Randy Post, Dee Barnett, Angie Lokotz, Paul Hanchette, Dawn Murin, Dana Knutson, Dennis Kauth, Rob Lazzaretti, Bruce Heard, Monte Cook, and Sean Reynolds. Whew! And I probably forgot somebody! Anyway, we're done! And you know something? The work is just beginning. . . .

Bill Slavicsek
February 2, 1998

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INTRODUCTION

What's your vision of the future? Do you see an age of exploration and discovery as humanity spans the void between the stars? An era of colonization and hope, with populated worlds shining like a thousand jewels in the immensity of space and time?

Or do you harbor darker expectations for the future? Do you fear the specter of unending war? Do you see years of unspeakable horror and madness ahead, ages of chaos and decay beneath the silent, uncaring stars?

Chances are, the truth lies somewhere between our brightest hopes and our most abysmal fears.

We won't know what the future holds until we experience it in person—but it's the nature

of the human mind to speculate, to wonder, to make up stories and spin possibilities about what might come to pass in the years ahead.

That's where you come in. You're about to find out what goes into creating exciting science fiction roleplaying adventures about tomorrow that you and your friends can experience today. What's your vision of the future? Think about it.

So, which future do you want to play?

