

TIME LOOP

This Gadget has the ability to fold time back on itself, trapping those inside like flies in amber, doomed to repeat the same series of events over and over and over again for eternity. Or until the power runs out...

Effect

For 3 Story Points, the Gadget is capable of creating a temporary Time Loop of 2D6x10 seconds in length, encompassing an area roughly 1 kilometre in diameter. The Loop will last for D6 scenes and one additional scene for every extra Story Point put into it (the Gamemaster will roll and keep the total secret for maximum suspense).

For 6 Story Points, the Gadget can create a Time Loop of 2D6x10 minutes in length and encompass an area roughly 100 kilometres in diameter. The Time Loop will last D6 weeks and D6 extra days for every additional Story Point put into it. Alternately, the Gadget can be powered by an event inside the Time Loop (requiring an additional Ingenuity + Science or Technology roll at Difficulty 15), in which case it will run indefinitely until broken.

For 12 Story Points, an entire planet may be Time Looped indefinitely. This requires precise astronomical and temporal calculations and a large source of continuous power, such as a nearby Time Rift, pulsar or other high energy source. It also takes days to prepare and implement and is more suited as a plot device than a simple throw away piece of equipment.

[good](#), [special](#), [gadgets](#)

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