

GURPS Time Travel – TRAX

Rulebook v1.0

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This RPG system is based on the Australian TV series called TimeTrax that ran for two seasons. The TV program was created in 1993 but the audio and video quality looks like a late 70s TV show. The wiki on the show can be found here: https://en.wikipedia.org/wiki/Time_Trax

TRAX stands for Transmat Research and eXperimentation. Technically, that acronym should be TRX. It could have been Transmat Research and Applied eXperimentation. Whatever. The TRAX program started sometime after 2178. In 2187, Dr. Mordicai Sahmbi of MIT wins Nobel Prize for Physics for his theoretical work in the teletransportation of particle mass. The program was government funded.

The show starts in year 2193. Funding ended sometime before 2193 when it was determined that someone could only go back in time 200 years in the past. Unbeknownst to all but a few, private funding completed the project. Based on some episodes being set in the Wild West, it appears people were able to go back maybe 500 years(?).

Annie Knox wrote a thesis on TXP and time travel to parallel universes. TXP is the chemical agent that makes molecules transportable. Dr. Mordecai Sahmbi is the project director who has a lot of knowledge on the theory behind time travel to parallel universes. Unknown anyone but himself, he is getting funding from fugitives who pay lots of money to transport back in time to avoid prosecution. Of course, there is the possibility that these people may alter time in that parallel universe, but their actions will not alter this universe.

In the show, there is a sort of police force. White people are the minority race (oddly enough, all police are white despite being “the minority”). Captain Daniel Lambert is the person who was appointed to look into why so many fugitives have been disappearing. The captain has a credit-card-sized supercomputer called Specified Encapsulated Limitless Memory Archive. It has information of all of history. It can only present information; it can't come up with ideas. It's called SELMA: Specified Encapsulated Limitless Memory Archive. It can project images or an image of itself (a woman) or be available voice only. SELMA's battery lasts over 81 years on a single charge. Lambert also has a Micro-Pellet Projection Tube (MPPT) disguised as a keyless car alarm remote which can either stun targets or engulf them in an energy field so they can be transported back to 2193.

How GURPS TRAX differs

A small force of time police travel back in time to capture fugitives. This is a secret organization within the police force. The presence of their action must remain secret to avoid the public finding out about Dr. Sahmbi's work and the fact that it still exists. The headquarters of the time police is in a secret location and Annie Knox stays on site under protection. She lives on base and works on base and never leaves for fear of Dr. Sahmbi finding her and killing her.

Unlike the other premise of the series, there is no “hatred of the white minority”. Every race, sex, and sexual orientation is treated equally. Also, there is no SELMA. Time police do have an MPPT which can alter its appearance as desired by enveloping itself with a hologram.

Also, in the show only Lambert goes back in time. In this version, a team goes back in time and each member of the team have a different role (much like how fantasy games have different classes).

Tech level: 9 (no cost)

Time Travel Police archtypes

Characters for the TRAX universe total up to 100 points. There are seven archtypes; each one has two example templates that can be used to quickly create characters. You can swap -10 point disadvantages with other -10 point disadvantages, +5 point advantages with other +5 point advantages, etc. You can adjust skills by paying the cost difference. For example swimming +2 costs 4. The skill chart says swimming +3 is 6. So, increasing swimming +2 to swimming +3 would cost 2 more points.

Historian

He is like a Research Technician (TT p. 26). His value is not on what he can look up but what he knows. In a way, this role takes place of SELMA from the series. There are two types of historians: The type of historian who is familiar with any time period without deep knowledge of any.

OR

The type who only knows one era (18th century London) but knows everything about it down to the layout of every building and even people of any remote importance. (see B43 and B59)

Typical advantages: Strong-will, charismatic, wealthy (has a stash of money from one or more time periods).

Typical disadvantages: Absent-minded, impulsive, overconfident, lecherous, aged, poor hearing. They may even be competitive with other historians.

Skills: history (naturally), anthropology, languages, linguistics, and research. They may have historic specialties of labor (medicine, metallurgy, plumbing, electrical, etc).

Example template 1: charisma +2 (10), wealthy 5x average (20), overconfident(-10), absent-minded (-15) [IQ-5 notice, boring Will-5 every 5 mins, IQ-2 important tasks], history IQ+2 (8), research IQ+2(6), linguistics IQ (8). **Cost:** 27

Example template 2: strong-will +2 (8), average wealth (0), overconfident(-10), history IQ+2 (8), research IQ+2(6), anthropology IQ+2 (8). **Cost:** 22

Inventor

She is not necessarily the inventor of the time travel machines or knows how to fix the device. This person is an inventor out of necessity. There are two types of inventors:

The Gadgeteer (p. 15) who can use existing technology to create new technology. She will not necessarily understand how the current device(s) work but can somehow see what they can become.

OR

The Non-gadgeteers (B186-187) who can attempt to re-create an invention using what is available but

does not have the ability to come up with never been created items with a bonus over someone who is not an inventor. Essentially this is like electronics.

Typical advantages: Common sense, gadgeteer (or non-gadgeteer)

Typical disadvantages: bad sight, youth, low pain threshold, shyness, weak will.

Skills: Mechanic, any scientific skills, history (of items)

Example template 1: Common sense(10), gadgeteer +2 (8), bad sight (-10), low pain threshold (-10), weak will 1 (-8), mechanic machine +2 (6). **Cost:** -4

Example template 2: Common sense(10), electronics +2 (8), shyness mild (-5), weak will 1 (-8), mechanic machine +2 (6), history IQ(4). **Cost:** 15

Soldier

This is a standard time cop who has been trained in fighting and survival.

Typical advantages: Alertness, combat reflexes, danger sense, high pain threshold, strong-will, toughness

Typical disadvantages: bad temper, bully, berserk, bloodlust.

Skills: Combat skills from any time period, survival for various environments, strategy, tactics, and leadership, skilled at using an MPPT.

Example template 1: alertness IQ+2(10), combat reflexes (15), high pain threshold (10), toughness DR1(10), bad temper (-10), bloodlust (-10), alcoholism (-15), judo+2 (16), strategy +2 (8), tactics +2 (8), leadership +2 (6), survival plains +2 [-1 on all other survival](6). **Cost:** 45

Example template 2: alertness IQ+2(10), combat reflexes (15), strong-will +2 (8), tactics +2(8), easy to read (-10), mild flashbacks [2 secs] (-5), ambidexterity (10). **Cost:** 26

Student

Usually found with historians and inventors. Sometimes they are thrown in the past by accident.

Typical advantages: Eidetic memory, mathematical ability,

Typical disadvantages: young, poor, impulsive, stubborn, lazy

Skills: A lesser level of any skill he/she is studying, athletic skills such as boating, swimming, fencing

Example template1: eidetic memory (5), young [age 17] (-2), impulsive (-10), Running 0 (4), sculpting +2 (8), psychology +2 (8). **Cost :** 13

Example template 2: mathematical ability (10), young [age 15] (-6), stubborn (-5), swimming +2 (4), Economics +1 (6), Mathematics +3 (10). **Cost:** 19

Native

This is someone from one specific time period. Typically, the time cop stumbles upon these people and they provide valuable information or access to places.

Typical advantages, disadvantages, and skills are based on the time. They also have an additional disadvantage: Timesickness

Example template 1: Timesickness [mild] (-5), seamanship +2 (4), fishing +3 (6), combat [net] +1 (8), loner (-5), bard +4 (10), good voice +2 (10). **Cost:** 28

Example template 2: Timesickness [mild] (-5), research [news reporter] +2 (6), squeemish (-1),

honesty (-10), photography +2 (6), writing +3 (8), detect lies +2 (8), lip reading +2 (6). **Cost:** 18

Expatriate

This is a special type of native. An expatriate is someone who voluntarily left his own time to secretly live in another time. This person can be a fanatic and obsessed with that time period or a merchant who sells antiquities.

Typical advantages: wealth, social status, contacts, reputation

Typical disadvantage: anything that keeps him from fitting in

Skills: area knowledge, linguistics, any kind of expertise, acting, disguise

Example template 1: wealthy 5x average (20), social status +2 (10), reputation +2 (10), area knowledge +3 (6), linguistics IQ (8), cowardice (-10), charitable (-15), cooking +2 (4), acting +2 (4). **Cost:** 35

Example template 2: comfortable wealth 2x (10), area knowledge +2 (4), disguise +2 (4), photography +2 (6), bad temper (-10), disturbing voice (-10). **Cost:** 4

Example template 3: average wealth (0), farming +2 (6), area knowledge +2 (4), naturalist +2 (8), pacifism [self defense allowed] (-15). **Cost:** 3

Bounty Hunter

This is like a hunter, but he hunts either criminals or expatriates, if he becomes aware of one being in that time period. This is like a specialist soldier. He gets paid for helping capture and return something.

Typical advantages: night vision, any soldier advantage

Typical disadvantage: greed, sadism, overconfident, combat paralysis

Skills: weapon or trap skills, survival, academic skills, tracking

Example template 1: legal enforcement [small/police] (5), night vision (10), military rank [non-commissioned officer] (10), traps +2 (6), survival jungle +2[-1 all other] (6), tracking +2 (6), greed (-15), impulsive (-10), callous (-5). **Cost:** 13

Example template 2: night vision (10), traps +2 (6), survival plains +2[-1 all other] (6), tracking +2 (6), absolute direction and timing (10), empathy (15), combat paralysis (-15), mute(-25) [+3 non-verbal and gesturing]. **Cost:** 13

Time Trax Unique Skills

All archtypes would have some sort of weapon skill (laser guns). Modeling it after the guns/TL skill:

Laser Guns/TL (Physical/Easy) Defaults to DX-4 or (other gun skill)-4

This would presume the user is TL 9 or higher. Subtract one for every tech level under 9.

Time-Trax Unique Items

Micro-Pellet Projection Tube (MPPT)

Stun (range 400 for half damage, 400 for max range) Accuracy: 6

Person hit must roll HT-3 to avoid effects. Every 5 points of DR gives +1 to this roll. Failure makes the person incapacitated for 20-HT minutes (meaning you roll 20 dice to determine the number of minutes the person is stunned). If a limb is hit, that limb is incapacitated that length of time. If the head or body is hit, the person is incapacitated for that length of time. Critical failure triples the effect.

Stun guns will not work in a vacuum.

MMPT Advanced Combat Rules

Attacker (minuses): Bad footing: -2, major distraction: -4, minor distraction: -2, shock: -hp of last injury, attacker in air: -1, ground vehicle (good road): -1, ground vehicle (bad road): -3, ground vehicle (off road): -4, water vehicle, moving (calm water): -3, water vehicle, moving (rough water): -4, dual-weapon (-4/-8) [if ambidexterous (-4/-4)], pop-up attack (-2)

Attacker (plusses): aim (accuracy, which is +6), braced (+1), your Laser Guns/TL skill

Target (size): 3' (-2), 4.5' (-1), 6' (0), 9' (+1), 15'(+2) [see size chart for other adjustments]

Target (range): (-1 per 10yd)

Target (speed, if person not at 12:00 position): basic speed modifier rounded down if moving top speed.

Sourcebook References

BB – Gurps Basic Set (4th ed)

TT – Gurps Time Travel