

# The Renegade Mage's Technomancer and Infinite Worlds Notes

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Technomancer was born as part of the Infinite Worlds setting, in *GURPS Time Travel Adventures*. However, that link can cause various issues, particularly if you advance the timeline to the present day. Here are a few approaches for your consideration:

## Ignore Infinite Worlds

This is the simple and easy approach if you're doing a Technomancer campaign. The Necrotech experiments with the Soulburner Gestalt and interworld summoning failed. There is no contact between Merlin and Homeline or Reich-5. This might be because no contact has been made yet, it might be because your Merlin is in a different quantum (say, Quantum 0, way past the accessible band), it might be because the Infinite Worlds cosmology does not apply to your Technomancer multiverse.

## Strictly Limited Contact

Magic doesn't work on Homeline (which *was* declared no mana in parts of 4<sup>th</sup> edition canon), so Merlin's magic can't reach it. Psionics don't work on Merlin, so Reich-5 agents who reach it can't go back that way, and the Condor Group hasn't managed to develop Plane Shift spells. There is limited travel from Merlin to Reich-5 via the Antarctica Hellstorm, when the penguins feel like allowing it, and Infinity engages in careful observation of Merlin. Technomancer's Argentina has become a world leader in non-magical technology by importing designs and examples from Reich-5, which Infinity has noticed.

## Controlled Contact

Magic works in at least limited parts of Homeline, or Plane Shift can target places with no mana. Infinity discovered Merlin's agents in 2004, alerted when crosstime tech designs started showing up in the Merlin US. It has locked down its few Low/Very Low Mana areas (if any exist), and watches conveyors to prevent agents like Georgia Bush from traveling off Homeline to places they can Plane Shift back home. Reich-5 contacts with Argentina are limited as in Strictly Limited Contact.

## Full Breakout

The Condor Group developed Plane Shift spells after contact with Reich-5, then predictably used mind control magic to take over that timeline (first the Armanen Order, then the German government, then everybody else). The Rebuild spell applied to the wreck of an Infinity conveyor, Merlin's pre-existing literature on paratemporal physics, and the full resources of the Reich-5 timeline combine under Condor control to result in a metastasizing Nazi cancer across Quantum 3. Merlin's Argentina may simply become a neglected backwater of Condor's concern, given the vast horizons opened up before it . . . or an Infinity mass nuclear strike on Reich-5 might decapitate the Condor.

At the same time, the Merlin CIA will obviously make a priority of grabbing pretty much all the science and technology in Homeline's open literature it can. Since at least the whole Albuquerque area is Low Mana (per *GURPS Time Travel Adventures*), Merlin's US federal government has minimal trouble making contact with Homeline's Feds. Infinity gets stuck with a choice of either giving the parallel USAs a clear advantage over the rest of their worlds or giving up on any containment of the Secret on Merlin at all. And it is at least plausible that some Homeline government (or other entity) will dislike the situation enough to set off a nuke on Merlin.