

TEMPORAL FLUX!

It was only a matter of time. Literally.

You've successfully determined the cause of the temporal recursion loop – now you just have to find a way to share your newfound information. On every subsequent loop you may play this event to an Indifferent Ally to help them help you!

Using this event takes 1d20 + 15 minutes.



COMMAND DECISION

You've successfully convinced General Hammond that you're not crazy (this time). For all future loops you can play this event to bypass having to convince the General that something unusual is going on.



MEDICAL PASS

You know the infirmary like the back of your hand, having visited it so often. In fact your knowledge of medical terminology regarding your condition is so good that you may play this event to bypass having to get your regular checkup after you loop.

An event per loop keeps the doctor away!



INDIFFERENT ALLY

Master Sergeant "Sly" Siler

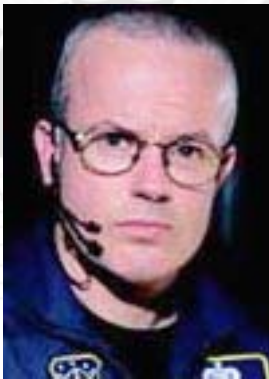
Sly is on your side! This ally is now easily convinced of your condition from this point forward, providing you use the same convincing argument and evidence. This ally will attempt to help you in any way possible – within reason, of course – and readily accepts your condition.



INDIFFERENT ALLY

Sergeant Walter Harriman

With Walt on your side, what could go wrong? This ally is now easily convinced of your condition from this point forward, providing you use the same convincing argument and evidence. This ally will attempt to help you in any way possible – within reason, of course – and readily accepts your condition.



INDIFFERENT ALLY

Captain Sheila Stone

Beauty and brains, the Captain wants to believe you! This ally is now easily convinced of your condition from this point forward, providing you use the same convincing argument and evidence. This ally will attempt to help you in any way possible – within reason, of course – and readily accepts your condition.

