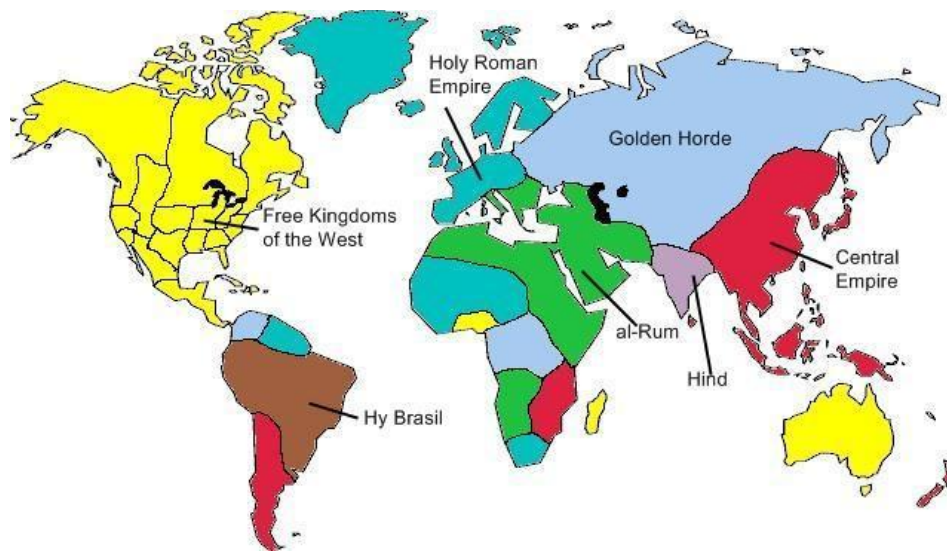


Huzzah! (Quantum 6)



Parachronic researchers who subscribe to the theory that Homeline is somehow *creating* the new timelines they discover point to worlds like Huzzah! for evidence. Great deeds are done every day on this world -- and yet, nothing ever really *changes*. The timeline enjoys a cultural and technological stasis that seems almost deliberate. It is easy to find war and adventure here, but almost impossible to have a successful revolution, in anything.

The people of Huzzah! have long since grown accustomed to their situation, and have collectively learned to work around it. Wars are stylized affairs, kept to specific places and times; if a wicked local ruler is deposed by a stalwart band of adventurers, his feudal overlord will generally shrug it off as only to be expected. Grudges in general are

discouraged by Huzzah!'s societies. There's no *point* to them, after all. Yesterday's enemies have become tomorrow's allies too often to count.

Huzzah!, 2004 AD

Current Affairs

A Medieval/Renaissance myth parallel where the inhabitants are all too aware of the bizarre conditions under which they live.

Divergence Point

535 AD: The Java realty quake produces a bizarre set of anachronistic societies that persist to this day.

Major Civilizations

Western (Diffuse), Chinese (Empire), Orthodox/Islamic (Empire), Indian

Great Powers

al-Rum (dictatorship, CR4), Central Empire (oligarchy, CR4), Free Kingdoms of the West (meritocracies, CR2), Golden Horde (dictatorship, CR3), Holy Roman Empire (dictatorship, CR4), Hind (democratic republic, CR4), Hy Brasil (democratic republic, CR3)

Worldline Data

TL: 7 medical, 3-5 otherwise

Quantum: 6

Mana Level: low

Centrum Zone: Orange

Infinity Level: P6

Infinity researchers blame a local version of the Java reality quake of 535 AD for this timeline, for good reason: it fits the evidence. In fact, it fits the evidence *too well*. Certainly the sudden appearance of anachronistic technology and culture throughout the world is exactly what someone would expect, if they subscribed to certain theories about the effect of reality shards on local conditions. To give merely one example: Western Eurasia went from post-Roman technology to the Renaissance era, virtually overnight. They were using plate mail by 600 AD, wind-up clockwork by 800 AD, and crude gunpowder cannon a century after that. The kingdom of England also developed the seagoing carrack in 700 AD, and promptly used it to discover North America.

It was inevitable that the Holy Roman Empire of Charlemagne and his heirs would use all of this to steadily conquer Europe and portions of Africa and South America, finally culminating in the invasion of the British Isles (long

a thorn in the Empire's side) in 1700 AD. However, the Empire was not able to conquer North America itself, as its native kingdoms had long been bolstered first by refugees from the Empire's wars, and finally by the great fleets of Westernesse, fleeing the fall of their island homes. Besides, the Empire had war enough to contend with on its eastern borders, as Southrons from the Arabian desert and Variags from the Asian steppes raided the Empire (when they did not raid each other). The Free Kingdoms of the West (and Hy Brasil, in the far south) were allowed to develop in peace.

The current state of the known world has not changed in three hundred years. There are first the Old Empires: the Catholic Holy Roman Empire and Muslim/Orthodox al-Rum face each other over Europe, and fight for control of Rome itself, while at the same time declaring Crusade or Jihad against the mobile cities of the Golden Horde. The Horde itself faces constant low-grade warfare from the mandarins of the Central Empire and the expansionist republicans of Hind; only in the last few centuries have it been able to call on help from the Free Kingdoms of the West and the savants of Hy Brasil. There is always a war, somewhere; invariably in one of the disputed lands on the border, or in far-off, exotic locales safely far away from the centers of civilization.

Technology in Huzzah! is *confusing*. They have cannon and flintlocks, but no apparent interest in developing them further. Mechanical clockwork devices are common, but electricity is only available via Leyden jars. Mechanical type is ubiquitous: even peasants can read and write, and have books. Hot air balloons are increasingly common, as are low-powered steam engines (the Free Kingdoms have a remarkably advanced rail network, considering their technological level). Medicine has advanced as far as possible without electricity, including the germ theory of disease, antiseptics, dentistry, anesthesia, vaccination, and pharmacology. But the majority of the population is still agrarian, and there isn't even a hint of industrialization on the cultural horizon.

All of this makes researchers suspect that there's a *reason* for the resulting cultural and technological stasis. What it actually is, or who is doing it, remains unknown.

Outworld Involvement

Infinity mostly monitors the timeline for Centran meddling. While Huzzah! is a *profitable* tourist destination, it's not very popular -- and the oddities of the place make its ongoing accessibility a topic of some debate. Its low-mana status is also a potential issue, although the timeline simply doesn't have much in the way of magic, or mages.

Infinity operates primarily in the Central Empire, Hind, and the Free Kingdoms, as most of the conflicts that take place in those realms are strictly local in nature, and do not expand into larger wars.

Centrum does have a presence in Huzzah! As it happens, the Free Kingdoms speak a version of English that is close to standard Centran speech, the Holy Roman Empire uses Latin as its *lingua franca*, and one of al-Rum's two official languages is Classical Greek (the other is Arabic, which Centrants did *not* retain a knowledge of). This allowed Interworld to operate fairly freely in the timeline from the start.

Interestingly, local Centran operatives are not in any particular rush to conquer the timeline. It's unlikely that Huzzah! is going to have its version of the Final War any time soon, and the Free Kingdoms of the West in particular are multi-ethnic meritocracies with charmingly rustic customs, and reliable doctors. If there's a place where *Centrum* might try tourism, it'd be this timeline.

The material presented here is my original creation, intended for use with the GURPS system from Steve Jackson Games. This material is not official and is not endorsed by Steve Jackson Games.

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