



Tacet Umquam Tempore

The Lineage Agent Field Guide

Welcome to the Lineage. You are joining a highly select group of individuals, recruited from throughout the centuries to monitor and correct anomalies in the timeline.

The Lineage was founded in the late twenty-second century by scientist Jason Lanier, who also invented time travel. Unfortunately, time travel was not monitored in its infancy, and early time travelers inadvertently caused major disruptions or anomalies to the timeline. These ruptures were discovered by Lanier, who, with the cooperation of the twenty-second century UNS government, formed the Lineage, to correct the damage that had already been done, as well as prevent further fluctuations or anomalies. Lineage agents are now the only ones permitted to travel through time.

Most of these anomalies, ranging in severity from Level One to Level Five, occur around significant events in history. The following is a brief list of the types you may encounter:

- Level One: Minor disruption to the timeline, not significant, effects confined to time period it occurs in. Example: A law being passed one day earlier than recorded.
- Level Two: Disruption to the timeline, slight effect on other time periods close to it. Example: A war starting at the wrong time or in the wrong place, such as the first shots being fired from Fort Sumter on April 10, 1861, instead of April 12, 1861.
- Level Three: Change to the time period it occurs in, effects noticed beyond. Example: A person dying before their time.
- Level Four: Significant disruption to the timeline, effects felt throughout the centuries, can alter the course of history. Example: Death of a key figure in politics, science, or art before their work is completed.
- Level Five: The end of the world as you know it. Example: Germany winning World War II, or the Normans never invading England.

As an agent for the Lineage, you are bound by three simple rules: Do not interfere. Do no harm. Do not draw attention. The first is the most important, the one you will live, die and swear to. In the course of your assignment, you may encounter situations where you will want to interfere, however these rules are specifically designed to prevent further anomalies.

You will also undergo training specific to the time period where you will be permanently assigned. The Lineage tries to station agents in the time period they were born to, however, some of you may become field agents, assisting other agents wherever and whenever the need arises. Non-period weapons and other objects are not allowed on your assignments. While the Lineage does understand the advantage of having an Uzi to fend off the Mongol Hordes, the disruption to the timeline is too significant.

Travel is through Transport sites, which are set-up throughout the centuries, using major landmarks such as Stonehenge, the Acropolis and Giza Pyramids. A map of their locations will be provided to you, as well as your own set of security codes to activate them. These sites are what make time travel possible. For more information, please consult Lanier's "A Brief History of Time Travel." Lineage headquarters are located on a neutral site, whose exact location in time is known only to the head of the agency Derek Massey.

Above all, please remember, your job as a Lineage agent is to make the world, if not a better place, at least a familiar one.