

She knows all, but does she tell all? Visit...

Senora Mysterioso, The Fortune Teller

You are, of course, not a true fortune teller. You're not even a real gypsy. You tell your friends, if they ask, that your true name is Jane Doe, but that is a lie as well. You cannot tell them the truth. They probably wouldn't believe it, anyway. They would say that it's science fiction, except that science fiction as a genre hasn't been created yet. You know this. You know a lot about the future.

You were born in the year 2050. Um, you will have been born in the year 2050. No, to keep it simple, you were born in 2050, nearly two hundred years from now. Your real name is Penelope Fenwick. Your father was an accountant. You come from a long line of accountants.

Now, there is nothing wrong with being an accountant, but you wanted a more exciting life. You wanted a life of glamour and riches. You wanted a life of crime. It isn't easy being a criminal in the twenty-first century. Your DNA is recorded at birth. Your online activities are tracked and there are security cameras everywhere. And the real money is tied up in secure areas that would get you killed if you even tried to get close.

You were working as an accountant – nothing wrong with being an accountant – at the Chronological Research Institute (CRI) in New York City when you made your decision to become a jewel thief. It was a fine – if boring – job. However, you were able to get close to their working prototype “Fourth dimensional chrono-spacial relocation device.” That is, their prototype time machine.

Now you had done some research on the history of jewel thieves. The height of the criminal era was the mid 1920s, but it was a dangerous time, and most of the robberies were bank robberies of cash, not jewels. You like jewels. You like the way they sparkle. You like the way they gleam. You like the way they look against your skin.

You have an antique diamond engagement ring that you inherited from your grandmother. It is a family heirloom, dating back generations. You wear it on a chain around your neck, saving it for the day when you actually are engaged. But you want *more* jewelry.

According to your research, two of the biggest unsolved jewel heists happened within a year of each other. The first was the burglary of the Freedonian Crown Jewels. The Independent Republic of Freedonia was a small European country. You don't know why a republic had crown jewels, but that isn't

really important. Neither it nor neighboring Fandonia exist anymore. They warred with each other constantly and both were taken over during the expansion of the Soviet Union. When the USSR collapsed, they remained parts of a larger country.

Regardless, the fate of the Freedonian Crown Jewels remains one of history's unsolved mysteries. The second are the Rawhide Diamonds. Apparently, in the space of a day, a fortune in diamonds was discovered within the circus and then lost, presumed stolen. The diamonds were discovered at the grounds of a small Circus, Colonel Sebastian T. Rawhide's Circus of the Spectacular, just before it was sold to the Bungling Brothers.

Well, you knew who had to be at the root of those two unsolved crimes: you. So, late one night, you snuck into the prototype time machine storage room activated it and were gone before the rent-a-cops responded to the alarms. Of course, now you cannot return to your own time, but you've grown to live your strange, old world.

You arrived here a couple of years ago, and immediately sought out and joined Colonel Rawhide's Circus. You billed yourself as a gypsy fortune teller and with a few accurate predictions managed to land a plum role. You like it here, travelling in the circus. Showmanship must be in your blood, because you were a natural, although you do have some help.

First off, you have your snake. You do a clever snake-charming act as part of the sideshow. Of course the reason that your snake is so easily manipulated is because it is a robot that you brought with you from the future. Your snake robot is voice activated, and tuned to your voice so nobody else can activate it by accident. Unfortunately, the voice recognition software is sketchy at best, so it doesn't always obey perfectly. Still, it obeys better than a trained snake.

But what really helps you is your scanner orb. It looks like a crystal ball, but it will scan your target and give you a readout based on the target's DNA and image. The scanner orb has a database of almost every historical figure, and you have been able to use it to tell a great deal about your clients. You did come prepared.

Still, there are things about the current times that make you miss “home.” Besides the practical things like air conditioning, you deplore the treatment of women in these times. You cannot believe that women don't even have the right to vote! You are aware of the current suffragette movement and are

working to give the vote to women. But it isn't as easy enlightening people as it might sound.

So far, you have only managed to gain one ally in the fight for suffrage. Susan Wildes, the strong woman, is an eighteen year old runaway, but she is a nice young lady and she understands about empowering women. You have been working with Susan, and have been trying to convince others to join you. Susan has been very enthusiastic about this.

However, you really need to work on convincing Washington DC to amend the constitution to give women the right to vote. And for this, you need to convince Senator Hiram Bungling, the most powerful man in Washington. His whims determine the country's leanings. If you can convince just one man, then the country will follow.

Of course, Senator Bungling wouldn't listen to a gypsy fortune teller, and if you tried to explain that you were from the future, he would think you were mad. Also, you don't want to have too much publicity. Nobody had ever heard of Señora Mysterioso in your time and if you want to be a successful jewel thief, you'll have to keep it that way.

Luckily, you have someone much more accessible to convince: Jack Bungling. Jack is co-owner of the Bungling Brothers Circus and the eldest son of Hiram Bungling. Jack doesn't have a very pleasant reputation, but you think that if you work hard, you can convince him. If worst comes to worst, you can try to hypnotize him.

You started learning the arts of mesmerization from Preston the Prestidigitator, although you are not very good at it. Preston could get someone to go into a trance nearly immediately. Unfortunately, while the circus was on the tail end of its European tour, somebody sabotaged Preston's act. A panel swung open while he was sawing a woman in half. It revealed the illusion and he was booed offstage. Colonel Rawhide had to fire him.

You were sorry to see Preston go. He was teaching you slight of hand (which you are still no good at) and how to hypnotize people (which you have some skill at). However, you are also worried that there is a saboteur in the circus. You may be a thief, but you don't want anyone to get hurt. You should keep your eyes open.

Getting back to the European tour, it took place as scheduled. About six months ago, the circus headed to France, then toured the continent. While the circus was performing in Freedonia, you took the opportunity to use your snake to steal the crown jewels. As was written in the history books, the crime was never solved and you now own the crown jewels of the Independent Republic of Freedonia.

While in Europe, the circus picked up a number of new acts, including Zelda the Clown, Bobo the Dog Faced Boy, the knife thrower, and the Masked Rider. They all seem to be nice people, although the Masked Rider and the knife thrower are fairly solitary people. Of course, the circus does have its share of misanthropes. The Credenza Brothers and Zimmie the Clown both keep to themselves as well.

The sabotage started at the end of the tour, while the circus was in France. First, someone did something to the large Unicycle Uma used to ride. She fell off and severely twisted her ankle. She is resting in France under doctor's care. Then there was what happened to Preston. You're still waiting for the third shoe to drop.

And the diamonds. You're waiting for the diamonds. Your research indicated that that diamonds were discovered and stolen within six months of the circus' return from Europe, just before it was sold to the Bunglings. Since Jack Bungling has been sniffing around the circus, you believe the time will be soon and then you'll have the wealth you deserve.

ITEMS

Robotic Snake: Obeys your commands

Crystal Ball: You can use this to scan people

The Freedonian Royal Jewels: A scepter, signet ring, and a large gemstone.

Diamond Engagement Ring: A family heirloom.

ROLEPLAYING HINT

You are wise and clever and able to think your way out of most situations. You are greedy, but like to think of yourself as a good person.

THE OTHER CHARACTERS:

Colonel Sebastian T. Rawhide: The current owner of the circus. He is a good man, but not a very good judge of character, based on some of the shady folk, such as yourself, that he lets work for him. Worse yet, he seems to trust the Bungling Brothers.

Daisy Belle: Colonel Rawhide's fiancée. She doesn't care for the circus, and especially dislikes your snake. You don't care for her

Jack Bungling: The older of the two Bungling Brothers, owners of the Bungling Brothers Circus. His father is a rich and powerful man in Washington DC. You believe that if you can convince Jack to have his father support women's suffrage then the amendment will pass soon.

The Flying Credenza Brothers: They keep to themselves a great deal. They have their own private wagon, and they don't let anyone else in. There is

something odd about them, but you haven't figured out what yet.

Herman Binkowicz, "Binky" the Clown: Binky was one of the original performers. He is a very funny man and always makes you laugh.

Susan Wildes, The Strong Lady: Your ally in the cause of women's suffrage. She is young and enthusiastic and unnaturally strong.

Franklin Winters, The Lion Tamer: He does like to drink. You don't mind a drink or two yourself, but in these days, women aren't supposed to drink strong drinks. Franklin doesn't mind if you share some of his though.

The Townshed Brothers: They were also part of the original circus. They are nice people, but they constantly argue.

Helena Ferez, the Bearded Lady: You can tell that she is hiding something, but you aren't sure what.

Peter Wainwright, the Fire Eater/Sword Swallow: He has a very flashy act, including some slight of hand. Perhaps he could give you some pointers.

Bobo the Dog Faced Boy: He joined the circus in Europe. He's only eight years old. He seems to be scared of you for some reason.

Zelda the Clown: She is a mute who joined the circus in Europe. She is a good clown, but you wonder if she was born mute or if she simply does not talk.

The Masked Rider: Also joined the circus in Europe. You don't know too much about The Masked Rider, but the Rider's talent riding horses cannot be denied.

The Knife Thrower: The Knife Thrower also joined the circus in Europe. The Knife Thrower likes privacy, but is very talented.

Lydia the Tattooed Lady: She joined the circus just before it left for Europe. She's a very nice person and very patient with you when you try to communicate.

Zimmie the Clown: He also likes his privacy. He also doesn't like your snake.

The Great Zamboni: He arrived today asking for a job. Colonel Rawhide decided to give him a chance. He might be another opportunity to learn more about sleight of hand.

WELL KNOWN CHARACTERS NOT IN GAME:

Senator Hiram Bungling: He is the father of the Bungling Brothers. He is the most powerful man in Washington. The saying goes, "as goes Bungling, so goes the nation."

John Bungling: The younger of the Bungling Brothers. He might also be someone to influence his father, but he hasn't been around..

Uma the Unicyclist: While in France, on the return part of the tour, Uma slipped off her high unicycle and severely twisted her ankle. You suspect sabotage.

Preston the Prestidigitator: His act also was ruined while in France. While he was sawing a woman in half, a panel swung open revealing the illusion. He was booed out of the tent and Colonel Rawhide had to fire him. This is a shame as he was teaching you hypnotism and sleight of hand.

ABILITIES

Combat: 8 cards.

Crystal Ball: You can use your crystal ball to get information on the other characters. They must stand (or sit) in front of the ball for at least five minutes. You can then open your envelope about that person. This must be voluntary on their part, or they must have been defeated in combat.

Retroactive Research: You have done some research on members of the circus. You can tell what became of them after they left the circus. Note that this may change depending on how you change time, so if you use the ability on the same character at different times in the game, you may get different results. You can do this five times during the game.

Hypnotize: If someone is placed in a receptive state of mind, you can convince them to perform a task for you or you can awaken lost memories. You can only do this for a willing subject.

Lockpick: You have a good chance of getting into any locked room or strongbox. This may take time. You may escape from a locked room or from being bound in five minutes instead of ten.

Snake: You can give your snake simple commands or have it fight alongside you in combat. It has simple voice recognition software and the intelligence of a child. The snake has 5 combat cards.

Paradox: If something happens that significantly changes world history as you know it, you may be given additional, memories of two worldviews happening at the same time. Significant conflicts may cause insanity.

Binky the Clown: You find Binky so hilarious that after a few minutes of listening to him (or interacting with him in any way), you must burst into laughter, no matter what the topic of conversation is. You cannot stop laughing until he leaves, and afterwards, you cannot clearly recall what he was talking about (or doing), but – gosh – that Binky sure is funny.