



The Ethereal Plane

The **Ethereal Plane** is one of several overlapping dimensional planes that exist in simultaneous superposition with what we consider normal reality (the others include the **Wyld** through which teleporters and spacecraft travel, and the **Weave** the data reality). As an agent you may well encounter the Ethereal Plane during your investigations, either directly or while trying to capture an Ethereal Form Echo.

Helpfully **SO-20 Ripper Division** have produced a FAQ on the Ethereal Plane:

How does time work in the Ethereal?

Time passes normally in the Ethereal.

What happens to anything or anyone left in the Ethereal?

They almost always stay there. Over time many things have found their way to the Ethereal plane, such as the ruins of old London and piles of skeletons from the days of the Chaos. There are rumours of entire cultures that live in the Ethereal. One thing is for certain, many Ethereal Form Echoes have been surprised by what they found in the Ethereal.

If you are trapped in the Ethereal Plane without a way back you are in serious trouble. Try to **stay calm** and return to the spot where you entered the Ethereal and wait there. Once Agency Central is aware of your disappearance all attempts will be made to get you back.

How do senses work in the Ethereal?

Sight and sound work roughly as normal, though things look different (see below), however there is a permanent fog that limits your senses. A normal (non-Echo) can only see about fifty metres in the Ethereal. Echoes with other powers can see about one hundred metres, while an Ethereal Form Echo can see as far as they can in our reality on a clear day.

Sounds tend to have a muted quality with one distinct feature: sounds do not echo in the Ethereal, giving everything a flat, dead tone. This can be surprisingly disconcerting.

What do things look like in the Ethereal?

Everything that is actually in the Ethereal appears as solid and behaves as normal. Walls in **the Ethereal** will stop you just like walls in our reality.

It is things still in our reality that appear and behave differently. You can move through walls, doors and non-living structures in our reality as if they are not there.

It is not uncommon to see hallucinations in the Ethereal such as mysterious figures, strange buildings or other such ephemera. **Ignore these.**

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