

Having been inducted into the Continuum, we've taken you into the future and taught you mental techniques that allow for time travel. You won't remember this process. You're simply not cleared for that yet. Which brings us to the first big point:

What you know can kill you. If you don't know something happens one way, then it might actually occur a dozen different ways and get the same result. But if you see an event with your own eyes, then it has to happen that way **precisely**. Once you know how a thing happens, it becomes your responsibility to make sure that happens exactly as you know it will.

History won't fix itself. The past won't split off into an alternate universe or smooth itself over. It's up to you and me to make sure history happens as we know that it has to. Things happen like we know they will, because we know that they have to happen that way and then we make sure they do so. Any time you travel in time, you risk Paradoxing yourself and others. Each change you make will accrue Paradox until you wipe yourself out of existence. The temporal theoreticians from the future say that too many unresolved paradoxes will destroy the universe for the rest of us, too.

With just a second's thought, you can disappear from one time or place and appear somewhere else. As a beginning time traveller, you can teleport one mile at a time, just by thinking. You can also travel up to a year in time (backwards or forwards) each day. You can break up that year however you want, travelling backwards or forwards. But if you run out of juice for the day, you better bed down for the night wherever you find yourself.



The good news is, you don't need a time machine. The first thing everyone does when they invent a time machine is: go forward in time until somebody has a better time machine and steal that one. And the best time machine is one that can't be lost or stolen, one that doesn't use any fuel and that never breaks down.

The best time machine is **you**.

Roll a die or pick a value from 1 to 6. That's your **Age**. Your Age is your personal past, which may happen much later in linear time.

Write out that many life events and an important skill you learned from that event. (*It's also the tens digit of your physical age. If you have an Age of 1, you're a kid or a teenager. If you have a 4, you're middle aged.*)

Then subtract that value from 6. This second number is your **Yet**. That is stuff that you know that you still have to do. Write that many events that you know have to happen before you die.

Your Paradox score starts at 1.



Any time you travel in time, you roll your Paradox die. If it is higher than your Paradox score, you slipped up somehow. You get a minor detail wrong and it increases your Paradox score by 1. Narrate how this happens. Some of the time travel tricks might also add an item to your Yet, if it puts something there that you have to get done in the future.

Slipshanking - Make a mental note to have your future self hide a useful item nearby for you to find. Look where you will hide it, and it will be there. This will put a task in your Yet and will increase your Paradox by 1 point until you hide the object there for you to find.

I Knew That Was Going to Happen - If you are ever unhappy a skill your roll's result, you can declare that you sent yourself a warning ahead of time. You may reroll your dice, but your Paradox die must be rolled.

Instant Learning - Master a skill in a moment. You blink out, study real hard for a decade until you master the skill and then blink back a moment later. This increases your Age by 1 and you roll your Paradox die. If you increase your Paradox score on that roll, it might be because you now look older than you did in events in your Yet. (*Getting older also has its own problems, as more and more physical actions will translate into risky rolls for you.*)

Your **Age** is the catalog of everything that you have done in your personal past. This may have happened in the linear past (AKA "Down") or it may happen in the linear future (AKA "Up"). For every major event in your life, you gain one area of expertise.



Your **Yet** is the catalog of your personal future. Due to your time travel hijinks, you're likely to encounter your future self. At which point, it becomes your responsibility to make sure your past self will later on see you doing exactly that.



Each time you remove an event from your Yet, you can lower your Paradox score by 1.

You can't die as long as you have at least one item in your Yet, because you know that you have to live to fulfill your Yet. Instead, any dangerous acts you fail will add to your Paradox. When you would die but don't, you're making yourself a walking paradox, and you have to roll your Paradox die.

Having an empty Yet is dangerous. Any time you fail a roll for something potentially harmful, you might die, just like that.

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Symptoms of Paradox

- 1- Normal for a time traveller
- 2- Minor instances of déjà vu
- 3- Disorientation, and lost time
- 4- Impossible or incorrect memories
- 5- Partial intangibility
- 6- Total ontological dismemberment

Paradox score



To know how well you perform an action, roll:

- One die if the task is within human capabilities.
- One die if you have at least one relevant life event.
- Your **Paradox die**, if you will use time travel in some way to help out at the task. (Use a different color die.)

If you ever roll your Paradox die and its result is higher than your current Paradox, increase your Paradox score by one.

Your highest die shows how well you do. On a 1, you barely succeed. On a 6, you do brilliantly. If you're investigating something, your highest die tells you how much information you get, from 1 (the bare minimum) to 6 (you find everything humanly possible).

If anyone thinks it would be more interesting if you failed at a task, they describe how you might fail and roll a die. If they roll higher than you, you fail. If you roll higher, you succeed. If it's a tie, then a Gemini event or other weird time travel event occurs.

To work together: Everyone who is cooperating rolls their dice. The highest die, rolled by anyone, determines the outcome.

To oppose someone: Everyone who is competing rolls their dice. The highest die, rolled by anyone, determines the outcome. If it's a tie, then a Gemini event or other weird time travel event occurs.