

SERIES NAME

Mundane Name

an anachronistic name — a clever name

True Name

an historic name — an ominous name

Role

Background

Obligation

Promises

One promise must involve your fated person and their fate

a forgotten promise

a paradoxical promise

Look

Stress

ECLIPSE

When you eclipse—You've known all along that changing fate was impossible, yet here you are. So much wasted effort, wasted time. If this fate was inevitable, why not embrace it? You set aside caution for instinct, and pursue a direct course of action, heedless of consequence.

You escape eclipse when your fated person defies your predictions and shows you they can alter the course of fate. Change either your fated person, their fate, or both.

Transcendence

Harm

RECOVERY

3

need help

2

-1d

1

less effect



ARMOUR

SPECIAL

Links

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Spend links on allies:

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- You or linked protag recover 2 stress
- They ignore 1 harm tag
- Grant +1d to ally's action
- Prevent their eclipse on a 4/5 result

Time Traveller ✨

Fated: You travelled through time to change another protagonist's fate. What perilous fate are you here to prevent? Whose fate is it?

- **Dark omen:** When you use your impossible knowledge to persuade someone, gain +1 effect level. If a fate you warned of comes to pass, mark xp.
- **Saw it coming:** You can expend your special armour to resist any consequence relating to surprise or misfortune, to be in two places at once, or perform some similar feat of time manipulation.
- **Oracle:** You can **perceive** the myriad timelines leading from past to future. When you gather info, gain +1 effect level. If it relates to your fated person, take +1d as well.
- **My very best friend:** When you connect with your fated person, gain +1d. When they connect with you, mark +1 link.
- **Out of time:** You are outside the regular flow of time, and injuries fade from you quickly. Permanently fill one segment of your recovery clock. Other players roll +1d to help you recover.
- **Rewind, return:** You have been through this timeline at least once before. Flashbacks cost 1 less stress than normal. How did this go wrong the first time?

VETERAN ABILITY

choose from any playbook

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TRANSCENDENT ABILITIES

- ◆ **Clock stopper:** If ever there is a question of who acts first, it's you. Once per mission, when the director advances a clock, you may say "no" and the clock does not advance.
- ◆ **On the other side of time:** When you push yourself choose one of the following additional benefits: You trade places with your fated person - you briefly remove an ally or foe from the flow of time
- ◆ **Lost cause:** Once per transcendence, when an ally suffers severe consequences, you may choose to abandon this timeline for a better one. Consequences they would have suffered are replaced by your suffering level 3 harm: Traveller's despair. Your relationship to the person you save is different in this timeline, they will tell you how.

XP

PLAYBOOK

Each time you make a desperate roll, mark 1xp in that action's attribute.

At the end of each session, for each item below, mark 1xp (in your playbook or attribute) or 2xp if that item occurred multiple times.

- You addressed a challenge with foresight or revelation
- You expressed your beliefs, drives, role, or background
- You struggled with issues from your promises or obligation
- You embodied your Eclipse, or displayed the contents of your heart

Sun

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Defy

Empathise

Express

Moon

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Confess

Forgive

Perceive

Stars

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Analyze

Conceal

Flow

BONUS DIE

Push yourself (take 2 stress) or accept a **Poisoned Promise**

TEAMWORK

- **Assist** a teammate
- **Set up** a teammate
- **Lead** a group action
- **Protect** a teammate

GATHER INFORMATION

What do I remember about [X]?
What really happen(s/ed) here?
What defies the flow of time?
What is already in motion here?
What might happen if I [X]?
What is different about [X] this time?

PLAYER AGENDA

Play to find out what happens
Be a fan of the other players
Reveal your inner world
Hold on, but lightly
Keep hope in your heart
See things through a queer lens
Explore the darkness