

Welcome to the Timeline of Asynchronicity !

This document acts as a **Core Rulebook** for the '*Asynchronicity: travelers Through Time*' Tabletop Roleplaying Game ! Within it lies all the necessary rules & content required for the creation and facilitation of **Time Travel** themed characters, settings, and stories; while also providing lore and worldbuilding regarding the **Prime Timeline** at large ! Inspired by media depicting investigative and highly simulated portrayals of Time Travel (*such as Doctor Who, Marvel™ 's Loki, and Continuum*) - this **TTRPG** attempts to emulate both the narrative freedom and logical structure of such a genre.

WHAT ARE TABLETOP ROLEPLAYING GAMES (TTRPGs)?

Tabletop Roleplaying Games, often abbreviated to **TTRPGs**, are a hybrid gaming / storytelling device wherein a group of people occupy the '**roles**' of various characters within a collectively shared story - and then have dialogue and make decisions as if they were that given 'role' within that shared story. This '**roleplay**', as it is called, is also accompanied by the influence of gameplay rules and often dice rolls; which both help reinforce the intended feeling or tone of the chosen story. These rules and dice rolls will then be formally adjudicated through the **Game Master (GM)**, who is responsible for the facilitation of the game [*More GM information can be found starting on (page xyz)*]. Every other participating person will instead be a **Player** who will only act as and make decisions for themselves within the shared story and world.

WHAT YOU NEED TO PLAY:

Beyond a few spare hours, friends, and this here document - only a few additional items are required to play. Firstly you will need **Paper**, and a **Pen** or **Pencil**. This is so that you may take notes and record information about your **Timeline** or **Character** as you play. For this reason you may also find it helpful to print separate **Asynchronicity Character Sheets** and **Timeline Sheets** as available on [DrivethruRPG.com](https://drivethrurpg.com). Secondly, you will need some dice. **Two, Twelve Sided Dice (2d12)** to be exact. You will use these dice and only these dice for anything and everything you would roll for in *Asynchronicity*. Finally, while not required, you may find it helpful to have some **Tokens** on hand. Be it small beads, coins, or other similar baubles - these can act as helpful and tactile resource management supplements for both the GM and Players.

YOU ARE A traveler

Wading against the current of eternity, you have discovered true liberation through **Travelling**. Borne of vast technology at the far edge of infinity; the frequency of your very being has been permanently altered via ephemeral cosmic forces - thereby leaving you **Asynchronous**. As a result your perception and movement through time is intensely different from the masses of human history, and allows you relatively effortless traversal across eras. In many circumstances, this is easy and thoughtless. However, certain maneuvers through time might cost you **Lifespan (LS)** - a valuable and almost entirely unreplenishable resource which acts as both a resource, and your remaining years of life left.

Like a twisting rope along the central mast of a sail - your **Personal Timeline** will wrap and coil around both the **Prime Timeline** and itself ! The life of a traveler is often punctuated with meetings of the self - both past and future. These meetings, called **Loops** (*named after the very same rope analogy*), are considered an almost sacred rite of passage in the culture of travelers, and can often heavily influence & redirect the Personal Timeline of the traveler themselves. It is not uncommon for one of these Loops to give travelers their ability to Travel in the first place. **Theoretical Paradoxes** born of this nature, for whatever reason, do not proliferate further Prime Timeline *Asynchronicity*, despite their inherent retrocausation. Scientists & Philosophers within traveler civilization have pursued this mystery at length - to little success.

traveler Civilizations are many - but they exist hidden beyond the veil of time; entirely inaccessible to non-travelers. Some, like **Eden, The Garden of Man** - are smaller hamlets located in times prior to the genesis of humanity. Civilizations of this type tend to be smaller, and varied in their location and placement due to constant chronological nomadism required to sustain the city long term (*as time passes on the Prime Timeline, eventually the Dawn of Man will come. Therefore past a certain point the city, plus its people, must be gone without a trace - to avoid*

calamitous paradoxes.) Other Civilizations, like the metropolis of **Terminus**, instead exist on the other far edge of human existence - past the point of **Prime Human Extinction (PHE)**. These cities tend to be significantly larger - and can have nearly limitless opportunity for those with the right contacts and resources. For more on traveler Civilizations please check the following page here: (pg. xyz). Regardless of their location in the timeline, any traveler Civilization will be hidden & protected from the Prime Timeline, and full of unusual & fascinating fellow asynchronous people - travelers - from across the Eras.

While the frequency destabilization caused by your **Asynchronicity** is the very source of your time-wading abilities; it also threatens to be your greatest danger. As your Personal Timeline grows more and more asynchronous with the Prime Timeline, the risk of becoming wiped away from the time stream (**Snipped**) gradually increases. Therefore, it is important to be incredibly cognizant of the amount of **Paradoxes** you create.

Paradoxes along the Prime Timeline will almost always self-resolve; but the ones that do not will increase your personal Asynchronicity drastically - and may only be finally solved through **Lifespan** expenditure. If you are unsure if an action you are about to do might cause a Paradox - consider if the deviancy in events you will enact might incite wide change in future events - including to yourself. If so, the action will likely cause a Paradox, and should be cautioned against. If still unsure, always feel free to ask the GM for final delegation. Most Paradoxes, however, are largely unplanned and unintentional. As such - whenever a player rolls (**2d12**) for a Skill Check or Time Ability and receives two results on the dice which are **identical** (*such as two threes*), that action has unintentionally created a Paradox, and generates the player who rolled it **1 Asynchronicity**. This does not affect the outcome of the roll otherwise - and the check can still succeed, fail, or crit. For further information on Dice Rolls or Asynchronicity please check the following pages here: (dice rolls pg. xyz) (Asynchronicity pg. xyz).

THE PRIME TIMELINE

Contrary to many perspectives and beliefs - the **Prime Timeline** is more like a living creature or ecosystem than a force of physics. It is instinctual, reactive, and most importantly - homeostatic. Time self-regulates the various systems & organisms within itself to a point of equilibrium and stability through a process called **Snipping**. This process, which is characterized by the slow physical dissolution of an affected target, is a defense mechanism by which the Prime Timeline removes **Paradox** elements contradictory to previously established causation. The removed elements always appear to be purged with the greatest efficacy in resolution, rather than with complete accuracy. The path of least resistance as it were. This is how the majority of travelers are born; their chronal frequencies happen to be brushed by the ambient **Asynchronicity** remaining from snipped Paradox Events - leaving them forever changed, and adrift in the chronal sea.

Asynchronicity is an abstracted quantity of a traveler's paradoxical interference on the **Prime Timeline**. This is tracked through '**Asynchronicity Points**' (**AP**) for players - and can have devastating effects as it grows into higher numbers; potentially even resulting with a character being Snipped in their entirety. Players can always spend some of their **Lifespan** to tediously go back and undo past Paradoxical Influences to reduce this number - but doing so is always exhaustive and time consuming; literally ! Therefore it is in the best interests of Players to avoid creating Paradoxes and accruing Asynchronicity, lest they be abandoned by time itself.

There is, of course, one exception - as there always is. This is in **Branch Timelines**; the proverbial gold mine of the traveler world. Branch Timelines are nascent and divergent timestreams born from the snipping of intensely impactful Paradox events; the result of which creates a rapidly dissolving, temporarily existing aperture into an alternate Timeline that may be spelunked for rare items and resources which simply might not exist in the Prime Timeline. The looted items, knowledge, and sometimes even creatures become unusually stable once integrated with the Prime Timeline, making their value variable based on their relative rarity. Regardless - the ability to potentially acquire otherwise unattainably high value objects with relatively little Paradoxical consequence as to how, makes Branch Timeline exploration a highly lucrative endeavor. It is, however, not without tremendous risk. From the moment an entrance to a Branch Timeline is opened, it is doomed to close. The amount of time any given Branch Timeline aperture is open highly varies - but it is loosely related to the intensity of the progenitor

Paradox and progresses entirely on a timescale of its own baseline with no regard to the flow of time inside or out of it. If a traveler is inside the Branch Timeline when this aperture closes: they are permanently trapped inside as it becomes disconnected from the Prime Timeline, and the traveler is swiftly dissolved into trace choral energy like the rest of the Branch Timeline. For more information regarding Branch Timelines and Branch Timeline Apertures, please reference this page: (pg. xyz).

ROLLING THE DAY DICE

Throughout the gameplay of Asynchronicity Players will attempt both mundane and chronocentric action that may result in varied success; this can be done so through a **Roll** of the **Day Dice** - [2d12]. By adding the results of these two dice together, in addition to any added modifiers to the roll, a player may determine their degree of success on a given activity by comparing it to the assigned **Difficulty Rating**, which is sometimes abbreviated to **DR**. If the result of the roll is below the assigned DR, the outcome of the attempt is a fail. If the result of the roll is equal to or above the assigned DR, the outcome of the attempt is instead a success. If the result of the roll is equal to or more than **10±** the assigned DR, the result of the roll is a critical failure or success respectively.

Critical Failures occur anytime the cumulative result from an attempted **Skill Roll** is less than the **Difficulty Rating** by an amount equal to or greater than **10**. Additional consequences incurred from Critical Failures are up to the **GM** - however a few suggestions include: Loss of **1 Wealth**, Loss of **1 HP**, Gain of **1 Asynchronicity**, and the implementation of unideal narrative circumstances (*such as disfavorable NPC opinions towards you*).

Critical Successes occur anytime the cumulative result from an attempted **Skill Roll** is more than the **Difficulty Rating** by an amount equal to or greater than **10**. Additional benefits incurred from Critical Successes are up to the **GM** - however a few suggestions include: Gain of **1 Wealth**, Gain of **1 HP**, Regain of **1 Item Use**, and the implementation of ideal narrative circumstances (*such as favorable NPC opinions towards you*).

In Asynchronicity there are 12 different skill categories a player can make to influence the world, and they are broken into three groups of 4. These skills can have '**Ranks**', up to a maximum of 5, which are gained through character creation or through level up. Each Rank provides a **+2 Bonus** to all rolls made with that Skill. The first grouping are the Physical Skills: Athleticism, Finesse, Speed, and Tenacity. **Athleticism** is your raw strength and bodily force whereas **Finesse** is about fine motor control. **Speed** is just that - your reactivity and haste, whereas **Tenacity** is your resilience and constitution. The second grouping are the Mental Skills: Natural Studies, History, Technology, and Inspection. **Natural Studies** is the knowledge of things across time which occur in nature such as animals, terrain & environments, and worldly processes. **History** is the human side of that instead - culture, major historical events, names, dates, etc. **Technology** is the knowledge of electronics and digital systems. **Inspection** is your ability to view the world critically - both literally picking up clues & connecting causation to effect. Finally the last grouping are the Social Skills: Intimidate, Charm, Deception, and Empathy. **Intimidation** is your ability to disconcert, threaten, and levy people - whereas **Charm** is the exact opposite: your ability to enchant, fascinate, and allure people. **Deception** is your ability to weave lies and hide truths, and **Empathy** is your ability to see through lies and find emotional truths !

(For example: if John was tasked by the GM with making an Athleticism Skill Roll of a DR of 15, he would roll the Day Dice and reference his skill bonus to Athleticism. Seeing that he has 2 Ranks for a +4 to Athleticism, and his dice rolled both an 11 & a 10 respectively - he adds all these numbers together for a result of 25. Not only does he succeed because his result was greater than the DR of 15, but the action also counts as a critical success because his result was 10 more than the needed DR.)

In addition to their added result, there is one more cause for concern when rolling the Day Dice - this being **Entangled Dice**. Whenever the rolled results of the d12s are the same number (*such as two 4's*), in addition to resolving the regular resulting outcome of the attempt, the player who rolled these mirroring numbers (**Entangled Dice**) will gain **1 Asynchronicity Point (AP)**. This is to reflect the passively amassing Asynchronicity that travelers accrue simply through being unaligned with the Prime Timeline.

SCENES

One of the core mechanical components of Tabletop Roleplaying Games are **Scenes**, and they remain a core component of Asynchronicity as well. Scenes are a division of play time defined by some characteristic or motive. Usually separation between two scenes is denoted by the switching of location, the resolution of an established goal, or the extreme shattering of a previously established status quo. An Example of a Scene would be: *“Five travelers Meet in An Abandoned and Derelict Cloister Under the Shroud of Night”* which would then end when the five travelers go elsewhere, if time were to pass where it would turn day, or if some other extreme change in circumstances occurred. A good rule of thumb to decide if one scene has ended and another has begun is to imagine your session as a TV Show. From there determine if you could fit a commercial between the two deliberating sections. If the answer to that question is a comfortable yes - then it is two scenes. The exceptions to this are Interlude and Conflict Scenes.

An **Interlude Scene** is one which acts as a transient connector between two largely more significant or involved Scenes. The most common examples of Interludes are Travelling and Resting Scenes, however collections of Scenes such as Montages, Timeskips, and Vignettes also might count as Interludes. The main separating difference between Interludes and other scenes is that they often contain much less Rolling and Roleplaying; focusing more on Narration and Exposition.

Conflict Scenes, on the other hand, are engagements where time, and therefore decision making, ‘focuses in’ and slows down - allowing a limited range of action displayed through brief character focused exchanges. When any Scene is deemed to be a Conflict Scene, all Players and Enemies involved must make an ‘Initiative Roll’ by rolling a ‘Speed’ Skill Attempt to determine the order of action. Unlike regular Skill Rolls - Initiative Rolls have no Difficulty Rating and instead are compared to the other Initiative Rolls and an order of Conflict is established from highest number (first) to lowest number (last) - called **Turns**. The participants, in order, then begin to use a single Basic Action or make a single Skill Roll according to their desired goal on that turn. After one participant has finished their Turn, the next participant in the order takes their turn. If two participants have the same sum total for their Initiative Roll they may decide between themselves who goes first - and if they cannot decide on their own they will each roll 1d12 and once they each roll different numbers the participant with the higher value will go first. After all participants have taken their turn, the order then resets from the beginning. This process repeats until Conflict is resolved through defeat, surrender, or other rectifying means.

BASIC ACTIONS

Players will be able to do many things both as regular humans, and even more as travelers ! Basic Actions are a condensed example of the major bulk of these available to ALL players. These options are also all relatively ‘safe’ and, while sometimes requiring little risk or resource, are mostly free.

ATTACK	RETRIEVE	HELP
Cost: Nothing Pick a creature you can see and roll a Skill Roll against a DR of $(10 + (2 \times \text{the target's rank in either Tenacity or Speed}))$. If this Attack is a melee attack then you must use Athleticism for this roll. If this Attack is a ranged attack you must instead use Finesse for the roll. If the attack is successful you may fill 1 Section on the Creature's Health Clock (or 2 HP if another Player).	Cost: Gain 1 Asynchronicity. After the end of the current Scene you may spend 1 Lifespan to remove this gained Asynchronicity. You commit to remembering to assist yourself in the future. As such you gain a single item of your choice that you would reasonably be able to retrieve and keep on your person (such as a <i>Laptop, Handgun, or Local Map</i>). It lasts until the end of the current Scene.	Cost: Nothing Pick a single creature you can see. The next time that creature rolls the Day Dice before the end of the current Scene they may reroll either of the Dice once. A creature may only benefit from a single Help Action at a time.
HINDER	SNIP	OTHER

<u>Cost:</u> Nothing Pick a single creature you can see. The next time that creature rolls the Day Dice before the end of the current Scene they must roll the Dice twice and use the lesser result. A creature may only suffer from a single Hinder Action at a time.	<u>Cost:</u> Gain 1 Asynchronicity Pick a single non-traveler creature or object you can see. You may briefly slip through time to wipe the origins of that creature or object (<i>and therefore the creature or object itself</i>) from the Prime Timeline entirely. In some cases the GM may decide that this requires more than just 1 Asynchronicity.	<u>Cost:</u> Variable Do something not covered by the other Actions, negotiating the cost and cause with the GM.
<u>COVER</u>	<u>FUTURESIGHT</u>	<u>ITEM/ABILITY</u>
<u>Cost:</u> Nothing The next Attack Skill Roll targeting you must be rolled twice - with only the lower roll being compared against your Defense ($10 + (2 \times \text{your rank in Speed})$). If this Action is used during Conflict it instead applies to ALL Attack Skill Rolls targeting you until the beginning of your next Turn.	<u>Cost:</u> Spend 1 Lifespan You quickly slip in and out of time to gain a snippet of easily found information (<i>such as the winning number on a lotto ticket, the name of a local politician, or the date of a well-known tragedy</i>). Describe what you wish to learn and the GM will provide you with that information.	<u>Cost:</u> Variable Use the given ability of an Item or Archetype.
<u>RETRY</u>	<u>TRAVEL</u>	<u>SKILL</u>
<u>Special:</u> Reaction to failing a roll. <u>Cost:</u> Gain 2 Asynchronicity. You commit to remembering to assist yourself in the future. As such a future version of yourself appears on the scene to help in this activity - granting an automatic success on this check instead of the rolled failure. Describe the help of future you on this new success !	<u>Special:</u> <i>Cannot be used in Conflict.</i> <u>Cost:</u> Nothing You slip through timespace to arrive at a moment & space of your choice. Choose a moment and area that you are familiar with; you then appear in that moment and area. If you are unfamiliar with a moment or area it may be appropriate for you to attempt a History Skill Roll against a DR of the GM's determination. On a success your Travel attempt works, and you + all items and objects you are able to 'carry' arrive at that moment! On a failure you have difficulty properly locating when you should arrive. As a result you must spend 1 Lifespan spending time researching that moment in history, immediately after which you arrive safely.	<u>Cost:</u> Nothing Attempt an associated Skill Roll against a set DR of the GM's determination to accomplish a Task. If needed, the GM may decide that this Task requires multiple successes - and will make a <u>Clock</u> to represent your progress. On a success, either accomplish the Task or fill out one section of this Task's Clock.

CHARACTER CREATION

If you are looking to create a traveler character to play as a Player - grab a sheet of paper to write down the coming information (*or a printed **Asynchronicity Character Sheet***) and follow the listed steps below, each of which are also expanded upon in the following pages:

1. Firstly - Draft a character concept. Start by choosing a **Location & Era of Origin**, such as Ancient Athens in Greece or Futuristic India in 'Nu Delhi'. Use this as a base frame work for your character and build a personality from there by deciding on **Motivations**, **Fears**, and **Flaws**. Also use this to pick a name !
2. Next, using the origin story you built during step one - decide on **3 Major Events** which define either your **Past** or **Future** (*if you received a meeting from an older self, or visions of prophecy*). Write these Events in a list

depending on whether they have occurred already (*past*), or have yet to occur (*future*). For each listed Major Event - gain two **Skill Ranks** in associated skills which would be linked to that Major Event.

- a. As you experience **New Major Events** in the story (*as adjudicated and notified as such by the GM*) you may also add them to these Past and Future Lists. You might even move a Future Major Event into a Past one, should it occur. In either case - whenever this happens you may gain **1 Experience Point (XP)**. Each time you gain **3 XP** you lose all current **XP** and gain a **Level Up**.
 - b. Each time you **Level Up** your **HP** increases by **1** and you may choose to either gain **1 Skill Rank**, gain **1 new Archetype Ability**, gain **1 Rank** in an already known **Archetype Ability**, or remove **1 Point of Asynchronicity**.
3. Now you must select an **Archetype**. These are sometimes called *classes* in other TTRPGs; but they are primarily a cluster of abilities and mechanics grouped under a centralized 'theme'. In **Asynchronicity** there are **6 Archetypes**, and they are each themed around ways of utilizing Time Travel. Each of the selectable Archetypes are listed with descriptions and their abilities in the following pages. Upon choosing an Archetype your starting **HP**, **Lifespan**, and **Wealth** values are adjusted by the Archetype's listed modifiers; and you gain the Archetype's listed **Skill Ranks**, its **Starting Ability**, as well as **1** of the listed **Class Abilities** of your choosing from that Archetype.
- a. Select your choice of gained **Class Ability** from Character Creation.
 - b. From now on when you **Level Up**, you may only choose **Abilities** from this **Archetype**.
4. Finally - calculate your starting **HP**, **Lifespan**, and **Wealth** values by adjusting the base numbers (**5 for HP**, **50 for Lifespan**, and **3 for Wealth**) based on any modifiers gained through chosen **Archetype**.
- a. You may also give yourself any reasonably easy to acquire (*Tier 0*) equipment or items, and two specialty items or equipment of (*Tier 1*) that you would be able to carry while Travelling. These items should be able to be concealed or else risk creating **Asynchronicity** merely through being seen by a creature who knows it should not be *there* or *then*.

ARCHETYPES

Within **Asynchronicity** there are **6 Archetypes** (*sometimes called classes in other TTRPGs*), which each use their ability to **Travel** in vastly different ways.

HP, WEALTH, LIFESPAN, & ASYNCHRONICITY

As a traveler there are four primary 'values' or resources that you will keep track of. These are **HP**, **Wealth**, **Lifespan**, and **Asynchronicity**. The amount of each of these resources will vary for each player as they play; as some Abilities and Attacks will cause them to rise or fall. Each Resource is explained in greater detail in the following sections below:

HEALTH POINTS

HP, otherwise known as **Health Points** are an abstract value which represents your current closeness to **death** from physical harm and ailment. As such, certain effects will cause a traveler to lose **HP**. If a traveler's value for this ever reaches **0** it means the traveler is **Clipped** for the remainder of the Scene. A traveler who is **Clipped** is considered '*dead*' for the remainder of the Scene, and may only return to **1 HP** by spending **1 Lifespan** after the **Scene** is over (*as an alternate version of their younger self rectifies their own death*). At any point outside of a **Conflict Scene** a traveler may spend **1 Lifespan** to regain up to **5 lost HP** (*representing a year spent resting and recovering*) - otherwise **Lost HP** is only regained through **Class Abilities** and the expenditure of items which expressly give back **lost HP**. A traveler, upon Character Creation, begins with **5 HP** before additional adjustments from their **Class**.

WEALTH

Wealth is a rising and falling resource managed by travelers which represents an abstract amount of timelessly valuable currency, capital, and other funds held onto by the traveler at any given moment (*raw gold, dollar bills, credit chits, etc*). It may be gained as given out to travelers by the **GM** during Scenes, or gained through spending **1**

Lifespan at any point outside of a **Conflict Scene** to gain **2 Wealth**. Wealth is primarily used to buy items and services throughout time, but Wealth may also be spent in the following mechanical ways:

1. Wealth may be used when attempting any **Social Skill Roll** as a **Bribe**. Doing so costs the bribing traveler **1 Wealth** but they may, upon rolling the Day Dice for the Social Skill Roll, reroll either of the Dice once.
2. Wealth may be used to refresh spent **Items** or **Equipment Uses**. At any point outside of a **Conflict Scene** a traveler may spend **1 Wealth** to regain a number of spent Uses on an item. If the item is (*Tier 1*) it regains all Uses. If the item is (*Tier 2*) it regains half of its Uses. If the item is (*Tier 3*) it regains one Uses.
3. Finally, Wealth may be used as a baseline metric by the **GM** to allow certain interactions or narrative allowances. For example, it might be assumed that regardless of time travelling ability, a pauper (*0 Wealth*) would not be able to secure an audience with a king; whereas a Baron (*10-12 Wealth*) might. A Group of travelers might not be allowed access to certain locations or amenities without having a baseline amount of Wealth on their persons.

A traveler, upon Character Creation, begins with **3 Wealth** before additional adjustments from their **Class**.

LIFESPAN

Lifespan is a finite resource of which travelers only have a limited amount. It refers to an individual's total years of life (*provided they live a life with no complications & die of natural causes*). There are almost no ways to regain expended **Lifespan** - so use it wisely ! That said, do not be afraid of using it entirely. The only thing worse than wasting your life doing the wrong thing, is wasting your life doing nothing. Nearly every resource can be replenished through the expenditure of **Lifespan** in one form or another, and many mechanics use **Lifespan** as a cost - as listed in the descriptions of the Resources and **Class Abilities**. A traveler, upon Character Creation, begins with **50 Lifespan** before additional adjustments from their **Class**. Once a character reaches **0 Lifespan** they do not die instantly, but instead lose the ability to Travel through time - and must remain in their current era and time period until they die of natural (*or unnatural*) causes.

ASYNCHRONICITY

Asynchronicity is a harmful resource which risks the wellbeing of a traveler the more its value rises. It is gained through uncaredful manipulation and mistreatment of the timeline as given by the **GM**, as a cost of using certain **Abilities**, or through the unfortunate chance of **Entangled Dice**. While some abilities may remove **Asynchronicity** the most common way of lowering its value is by spending **Lifespan**. **1 Point of Asynchronicity** may always be removed (*outside of a Conflict Scene*) through the spending of **3 Lifespan**, if not otherwise allowed for removal via a lesser amount of **Lifespan** as clarified in the Action or Ability (*such as spending 1 Lifespan when using the Retrieve Action*).

The primary risk of **Asynchronicity** is that the **GM** may freely call for **Asynchronicity Saves** from each traveler up to once per **Scene**. During an **Asynchronicity Save**, which represents a violent homeostatic backlash against the local era & time period (*which threatens to Snip the travelers themselves for their paradoxical influence*), affected travelers will roll the **Day Dice** against a **Difficult Rating** value equal to their **Asynchronicity** value. On a success the traveler is left unaffected and is immune to **Asynchronicity Saves** until the end of the **Scene**. On a failure the traveler is **Snipped** from all points in the **Prime Timeline** and their character is, in effect, permanently **dead** (*discuss with the GM what possibilities there are, if any, to either continue or resolve your character's story from this point*).

YOUR EXPERIENCE, YOUR PAST, YOUR FUTURE, & LEVELLING UP

Both travelers and regularly synchronous people along the Prime Timeline share the fact that their lives are made up of **Major Events**. These defining moments shape the direction and timber of one's life - and that effect is represented mechanically through a traveler's **Past & Future Major Events**. These **Major Events** are described as loadbearing moments which fundamentally affect the personal timeline of a traveler - and as such they function as **Experience Points (XP)**, which in turn allows travelers to **Level Up**. This means that the life of a traveler is about preserving the **Major Events** of their **Past** and known **Future**. As such, sometimes in doing so will cause the traveler to meet a younger or older version of themselves. These meetings are called **Loops** and they are very

often **Major Events** in their own right - impacting the personal Timeline of a traveler chronologically twice as much as another Major Event !

Each traveler begins with **3 Major Events** (*which do not provide XP as usual but instead offer skills*) - but after that point the **GM** will reward players with additional **Major Events** as they occur. After a traveler has gained **3 XP** - they may erase all their current **XP** and then gain the benefits of a **Level Up** at the end of the current **Session**. When coming up with **Major Events**, feel free to reference the descriptions and examples of both **Future** and **Past Major Events** are listed below:

- **Past Major Events** are cornerstone events which have ALREADY occurred in the natural progression of an individual traveler's lifetime (most of them). Some examples of this would be attending a Baseball game as a child to then later grow up to become a Major League Baseball pitcher, or experiencing the early death of a parent to then become particularly adverse to death and dying.
- **Future Major Events** are pivotal moments which have NOT YET occurred in the natural progression of a player's time as a traveler - but are nevertheless influential through the means of Travelling. Some examples of this would be receiving a prophecy of something catastrophic you have yet to do, or meeting an older version of yourself who influences your life direction.

Throughout gameplay, feel free to also self advocate regarding **Major Events** / **XP** to your **GM** by calling out if and when you feel a beat in the story qualifies as a **Major Event**. The **GM** always has final say; but you will tend to have the best '*instinct*' as to when a moment is a **Major Event**. Otherwise you may also gain **1 XP** anytime one of your **Major Events** is fundamentally altered/erased, or if you move a **Future Major Event** into a **Past Major Event** through experiencing it first hand.

LEVELLING UP

Upon **Level Up** a traveler's **HP** increases by **1** and they may choose to either gain **1 Skill Rank**, gain **1** new **Archetype Ability**, gain **1 Rank** in an already known **Archetype Ability**, or remove **1 Point** of **Asynchronicity**.

EQUIPMENT & EQUIPMENT TIERS

Unlike the difficulty found from taking other people along for the ride, travelers can easily transport items and **Equipment** carried on their person through time. For many travelers, their equipment often is the closest thing they have to a home - as it is the only constant beside them as they move across time. That being said - what one carries with them as they Travel can define them as much as the abilities they use.

travelers have **25 Slots** worth of **Equipment Space** they have on their person, which may be filled with **Equipment**. This is an immutable amount of storage that does not change as travelers level - as it represents the absolute maximum amount of '*stuff*' an average person could pack onto their frame and still function somewhat regularly. That said, there are benefits to packing lightly; and overpacking can be downright detrimental. The full rules for **Equipment Space Slots** are elaborated upon fully below:

- Whenever a traveler only has **10** or **Less Slots** of **Equipment Space** filled; anytime they make an **Athletics**, **Finesse**, **Speed**, or **Tenacity Skill Roll** they may reroll either of the **Day Dice** once.
- Whenever a traveler only has **15** or **More Slots** of **Equipment Space** filled; anytime they receive **Asynchronicity** from **Entangled Dice** they receive twice as much (*as their noticeable bulk of out-of-time equipment makes them more prone to ambient Paradoxical Influence*).
- Whenever a traveler only has **20** or **More Slots** of **Equipment Space** filled; anytime they make an **Athletics**, **Finesse**, **Speed**, or **Tenacity Skill Roll** they must treat the lower result on the **Day Dice** as if it was the result for both **Day Dice**. (*This effect does not automatically cause **Entangled Dice**, but if the original results were **Entangled**, they remain so*).

travelers can always ditch **Equipment** in a given moment for free - but if doing so would result in an item not belonging in the current era to nevertheless remain there; the traveler who abandoned the Equipment will gain **1 Asynchronicity** for doing so. If a traveler can conveniently Travel to an era where abandoning such an item

would be unproblematic, or otherwise neutralize the threat of Paradox from such an item before abandoning it (such as destroying it); then there is no need for such **Asynchronicity**.

There are 5 **Tiers** of items and **Equipment** that travelers can come across. These span from **Tier 0** (mundane items of little significance such as pencils & paper, handheld stones or twigs, a fistfull of electrical wiring, or a granola bar) all the way to **Tier 4** (items of famous significance or staggering impact such as The Hope Diamond, the Presidential Launch Codes, or a Portal Gun). An item of **Equipment** can typically be bought or found within its appropriate era by spending an amount of **Wealth** equal to the Equipment's **Tier**.

In addition to **Tier** there are a few other important pieces of information that need to be elaborated upon regarding **Equipment**. These are the item's **Uses**, its **Size**, and its **Effect**. These are variable based on the GMs implementation & interpretation of a given **Equipment** item (and the circumstances around its acquisition); but some baseline explanations, helpful guidelines, and generalist examples are listed for each below:

- **Uses** determine the amount of times an individual piece of **Equipment** may be utilized. It may be partially influenced by the **Tier** of the item (such as having many uses if an exotic Tier 3 item, or very very few if a particularly useless Tier 0 / extraordinarily powerful Tier 4).
 - **Uses** can range from 1 **Time Use** items to **Unlimited Use** items - but they tend to comfortably have anywhere from 2-5 **Uses**. An example would include a [Medkit (Tier 1/Size 1): 3 Uses | Usage heals a single creature you can bandage and treat for 1 HP].
- **Size** determines the amount of **Equipment Space Slots** an item takes up. Size is sometimes affected by **Tier**, but typically is predominately a reflection of the actual heft & bulk of the item itself. An item too big to be held on someone's person is considered to be **Size 6+** and cannot be Travelled with.
 - **Size** can range from **Size 1** items (1 slot) to **Size 5** items (5 slots); but most items are between **Size 1** and **Size 3**. An example would include a [Katana (Tier 2/Size 4): Unlimited Use | Usage allows you to mark 1 additional section of a creature's Health Clock after you successfully attempt a Skill Roll when using this weapon to take the Attack Basic Action].
- **Effect** is the most variable of all the aspects associated with **Equipment**, and is highly dependent on both the item itself, and its **Tier**. Many items have useful mechanical applications (as listed below); but many also provide narrative boons or affordances (such as a security keycard offering access into a building). Regardless of narrative or Mechanical benefits, both **Players** and **GMs** are encouraged to come up with their own **Effects** for **Equipment** items, but some common **Effects** to use as frameworks are listed below:
 - Usage allows you to mark 1 additional section of a Clock after you successfully attempt a [x] Skill Roll when using this item.
 - Usage allows you to reroll one of the Day Dice when attempting a [x] Skill Roll.
 - Usage provides a (+2-4) bonus to attempted [x] Skill Rolls.
 - Upon failing a Skill Roll, usage allows you to automatically succeed on that Skill Roll.
 - Usage allows you **Onetime Entry** into the [x] area/building/group.
 - Usage answers 1 Question regarding [x] topic/person/time.

GAMEMASTER RESPONSIBILITIES

If you are reading this you are most likely already a **Gamemaster** or at least a prospective one (and if not - thanks for reading anyways !). As such, most of this information is meant to be expansive regarding Gamemastering campaigns and sessions of **Asynchronicity** specifically. If you are looking for more extensive Gamemastering literature in general, feel free to check out the [First Time Gamemaster Guide](#) from [RollforFantasy.com](#), or watch any 'actual-play' Tabletop Roleplaying Game (such as Critical Role or Dimension 20) on [Twitch.tv](#) or [Dropout.tv](#). The following sections below will be structured to provide you with the bare fundamentals necessary to safely GM a TTRPG, with the coming pages elaborating further upon those fundamentals for **Asynchronicity**.

SAFETY

One of the most paramount aspects of any TTRPG, if not the **MOST** paramount, is comfortability and safety. This is because of a spectrum of reasons, the most succinct being that people play TTRPGs to tell a story and have fun;

and doing so is infinitely harder when one feels judged or unsafe. As such, it is perhaps the most important job of the **GM** to ensure that all playing at the table, including themselves, feel supported and protected to engage in what at times can be very emotionally vulnerable play. While acknowledgement and adherence to safety is something that all players at the table must be aware of - and advocate towards during play - it is penultimately the GMs responsibility to facilitate **Safety Conversations** prior to gameplay, and to enforce **Safety Tools** during play. While Safety is a constant pursuit of improvement, the following techniques and suggestions below are encouraged for GMs to implement into their Safety Tools for Asynchronicity:

- **SAFETY CONVERSATION** - A Discussion held either individually or collectively (*or both*) between players and the GM outlining sensitive topics and banned content from the play of the game. These often are used to establish the usage and implementation of the following additional Safety Tools below.
- **LINES & VEILS** - Established topics of sensitivity which are enforced as either limited in scope or outright banned in play due to the uncomfortability caused by their presence. Listed **Veils** are topics which may be included in play, but are measured in their appearance and influence (*examples include murder, kidnapping, drug use, or harm to animals*). **Lines**, on the other hand, are strict barriers which outline what topics & content is barred from appearance in play (*examples include sexual assault, self-harm, and torture*).
 - **Asynchronicity**, while accommodating to difficult and sensitive topics, should **ABSOLUTELY NOT** be used to tell **ANY** story which seeks to harm the disenfranchised, spread bigotry, promote hate, or otherwise emotionally/mentally/socially harm any group of real-life people. This game is meant to lift others up, and to tell rad stories; not to be an asshole. If you are an asshole, don't play this game.
 - Real-life **History** (*which in many ways functions as the foundation for Asynchronicity*) is unfortunately at times a devastatingly messed up and depressing truth of **Reality**. That said, please do not feel that a story needs to include any unwanted historical event or precedent - as the story is not actually **Reality**! A given version of the **Prime Timeline** may include as much or as little real-world impact as one sees fit. In fact, a story does not need to be based on Earth, or the real world timeline at all!
- **X-CARDS** - A helpful physical tool which both the players and the GM may use during play to subtly signal that a scene has ventured into unsafe territory. Every person at the table may have one, and at any point during play - without needing to provide explanation or reason - a participant may raise the card to announce that they are uncomfortable with the direction a scene has taken. The **GM** is then responsible for altering the direction and nature of the scene to accommodate this uncomfortability. **X-Cards** are irrefutable and final; when they are used it indicates that content is unsafe and needs altering immediately.

PREPARATION

In many ways the most variable of the various **GM** responsibilities, Preparation is the GMs obligation to do the necessary creative work required to run sessions of Asynchronicity. This requisite creative work highly varies from GM to GM but might include any combination of writing, researching, practice, communication, and - of course - planning. This work, always done in between sessions, reflects any labor the GM does to ensure that gameplay runs as smoothly & directed as they intend. Oftentimes preparation allows the GM to gently guide and usher gameplay in certain directions to subtly or unsubtly accomplish storybeats and motives. Below are some potential Preparation Techniques that GMs are encouraged to utilize for Asynchronicity:

- **SESSION GUIDES** - Prewritten Documents which serve as outlines for the storybeats of a session.
- **TIMELINE MODERATION** - Updating and adapting notes regarding the wider timeline for reference.
- **HISTORICAL RESEARCH** - Learning about a time period or event to better implement it into play.
- **PLAYER TOUCH-INS** - Checking in with players to ensure that they are enjoying the story, and to see what topics and content they might like to explore in coming sessions.

FACILITATION

The final tenant of **GM** responsibility is Facilitation - or the duty to ensure that active gameplay is being 'run' and adjudicated as needed & necessary. This is highly predicated on the former responsibility (*safety & preparation*) - but also includes the responsibility of **Storytelling**. The GM is required to move scenes along by reacting to player choices and instigating both positive and negative consequences. This means they are also required to keep track of **NPCs** (*non-player characters*), **Locations**, and **Story Events** relating to players. Finally this responsibility also

includes the enforcing and knowledge of **Asynchronicity Game Rules**, as well as finalizing any deliberating rulings.

GM'ING THE TIMELINE

Asynchronicity, as a narrative setting, has many aspects that set it apart from other Time-Travel stories. It is in these unique narrative aspects that **GMs** must be most diligent in their implementation and adjudication. Functions of the universe such as **Snipping**, **Branch Timelines**, and **Asynchronicity** itself require the GM to understand their purpose and scope to be best represented. They are expanded upon in the sections below:

TIMELINE HOMEOSTASIS & SNIPPING

The Prime Timeline acts as the base 'setting' wherein every game of **Asynchronicity** is played. It encapsulates all of time & those who move across it; and it self-regulates against paradoxical elements (*such as influence from travelers*) through the process of **Snipping**. Snipping is a chronal process where the Prime Timeline phases a paradoxical object or creature from the timeline in an attempt to self correct. As a **GM**, the act of displaying these processes are reinforced primarily through mechanics (*Asynchronicity Saves*), but added reinforcement through reminders and warnings is always helpful. Narratively, showing items or creatures being Snipped during scenes is a phenomenal way to drive the point home to players. If a Paradoxical event requiring Snipping is significant enough, it might even warrant becoming a **Branch Timeline**.

BRANCH TIMELINES

Branch Timelines are nascent & decaying Timelines which are in the process of being **Snipped** by the **Prime Timeline**. They are the result of highly impactful and significant paradoxical events beginning the process of becoming Snipped. From their initial inception, their presence is doomed to disappear - but during that time they may be explored and investigated for valuable information. Players might come across the **Aperture** (*entrance*) to a Branch Timeline by stumbling across the time/location of a once impactful paradox - or may cause one themselves through significant enough action. Regardless, it is the **GM** responsibility to properly represent Branch Timelines by reinforcing both their value and danger.

The reality inside a Branch Timeline may be as fantastical and abstract as the GM would like (*potentially including more esoteric elements to display Branch destabilization*) - but is meant to reflect widespread effects that the Paradoxical Event would have had onto the Prime Timeline. Valuable items may be taken out of the Branch Timeline before it closes by a traveler capable of returning back through the Aperture they entered into the Branch Timeline. While the duration of existence for a Branch Timeline is variable - it is often short. As such the GM is encouraged to use a **Clock** (pg. xyz) to measure major choices, actions, and events taken by Players while inside Branch Timeline - and to add an amount of urgency. While players may use **Abilities** and **Actions** that cost them **Lifespan** and **Asynchronicity** as normal within Branch Timelines, they do NOT receive any Asynchronicity from **Entangled Dice** while within the Branch Timeline (*as their mundane actions are not at risk of causing ambient Asynchronicity to The Prime Timeline*).

ASYNCHRONICITY & ASYNCHRONICITY SAVES

While most accrued player **Asynchronicity** will come from voluntary choices and player abilities - there will still be many moments wherein the **GM** will have to adjudicate the bestowal of additive **Asynchronicity Points (AP)**. Be it through a particularly impactful **Snip** player **Basic Action**, an **Archetype Ability**, or through causational change in the **Prime Timeline** made by a player; the GM will be forced to make calls on how much AP to give players. A good rule of thumb is that smallish paradoxes should only accrue **1-2 AP**, with larger ones accruing **3-4**, and disastrous ones accruing **5+ AP**. These values are determined based on the average roll of the **Day Dice (13)**, which serves as a helpful '*expected value*' for determining the potential outcome of **Asynchronicity Saves** - which are the primary danger when gaining **Asynchronicity**.

Asynchronicity Saves are rolls that the **GM** may freely call for from each traveler up to once per **Scene**. During an **Asynchronicity Save**, which represents the timeline attempting to **Snip** the player for their paradoxical impact, affected travelers will roll the **Day Dice** (with no modifiers) against a **Difficult Rating** value equal to their **Asynchronicity** value. On a failure: that traveler is **Snipped** from all points in the **Prime Timeline** and their character is, in effect, permanently **dead**. As such the choice to call for **Asynchronicity Saves** is a dramatically impactful one and can immediately raise the stakes of a **Scene**. Be careful not to call for them too often, though, as all it takes is one particularly unfortunate roll of the **Day Dice** to put a character out of commission forever, and as such its narrative placement should carry deference & weight. **Asynchronicity Saves** are best used at moments of already high stakes to heighten them further, or after moments of great success or failure to punctuate the impactfulness of a moment on the **Prime Timeline**.

MASTERING THE GAME

Beyond administration, responsibility, preparation, and safety - the core of Gamemastering is Storytelling. To that point, while the other responsibilities and labors required to GM may hold priority in terms of importance or laboriousness, the responsibility of actually storytelling it is by far the most enjoyable and fun. Or at least, it very much should be. While below are a variety of important tips and tools regarding the actual engagement of GMing itself, it is important to know that the most crucial aspect of 'Mastering the Game' is to have fun playing it. Your ability to orate and improvise is heavily predicated on your comfortability and joy - so prioritize that as much as you can. Beyond that, the following active 'in-play' suggestions are also suggested for the sake of easing GMing:

- **Go with the flow** - While preparation and planning are certainly helpful to gauge how a session will go, there is ultimately no guarantee as to how player choices will affect your preparation & how a session will play out. As such, try to hold a more 'loose' grip on narrative flow - allowing player interest and energy to redirect your planning if it is more interesting or satisfying.
- **Keep Flow Moving** - Referencing the 'flow' from above, try to keep it flowing! If scenes begin to stall and players are beginning to lose motivation, add in a plot hook to grab their attention again. When the energy of a session halts, it is much harder to get back into the groove. So try not to let it halt in the first place!
- **Flow over the Senses** - A quick hack to player enjoyment is immersion. By appealing to the want to 'be someone somewhere else' (the core of roleplaying) you can heighten the joy your players are feeling. To that point, one of the best ways to increase immersion is to appeal to the senses of your players when describing things. Expanding upon scents, tactile sensations, ambient sounds and sights, etc.

TRAVELER SOCIETY & TIME CIVILIZATIONS

While many travelers are chronally nomadic, many more live in societies prior to the **Dawn of Man** and after **Prime Human Extinction (PHE)**. Composed of folks from all eras, some of whom have been Travelers their whole lives and others who only recently waded across time, these societies serve as **Chronal Landmarks** for Traveller Society at large. While there are many societies - the two largest are expanded upon further below:

- **Eden, The Garden of Man** - A lush 'solar-punk' designed city whose glass greenhouse dome chronally locks all inside in a transient timeloop bubble capable of disappearing & reappearing prior to the **Dawn of Man**. Enormous on a scale never possible during the reign of mankind, **Eden** spans across nearly 1/3 of Pangea. Inside this city the brightest minds within **Traveler** society spend their lives tinkering away at chronal gadgets, paradoxical hypothesis, and branch timeline theory.
- **Terminus** - An industrial refuse called a 'city' for those who live past the end of man, Terminus is an ever expanding - yet woefully empty - metropolis. Sometimes called the capital of *hermits*, Terminus contains the abandoned shells of countless **Travelers** past and future. Not literal shells of course, but homes, ambitions, and lives fully lived and forgotten in the city without custodians. Built atop the shattered ruins of a soot stained New York - **Terminus** is a perfect city for skulking **Travelers** looking for shady business.

TRAVELER FACTIONS

Within Traveler Society there exist three philosophies, or **Factions**, which each relate to different perspectives regarding the role **Travelers** should play in **The Prime Timeline**. Each of the **Factions** coexist (to some degree) within major traveler cities - but sometimes tensions can arise in the field. They are each expanded upon below:

- **The Order of the Moon** - Those who believe that **Travelers** should move entirely unseen and unnoticed within **The Prime Timeline**, acting as a pseudo secret society. This belief is predicated on the fear that Paradoxical Events will cause the **End of all Time**, and ALL Traveler interference is a threat of that.
- **The Order of the Sun** - Those who believe that **Travelers** should usher and guide those upon **The Prime Timeline** towards prosperity and safety, acting as a pseudo religion. This belief is predicated on the participant's courage to overcome the fear of Snipping for the sake of doing something objectively good.
- **Sycondphants** - A radical (and sometimes secret) sect within the other two **Factions** who believe that **Travelers** should discreetly rule those within **The Prime Timeline**. This belief is predicated on the participants thinking that their Asynchronicity makes them superior to those without it.

MAKING / PLAYING NPCs

One of the core parts of the expression TTRPG is Roleplay. This means that you, as the GM, should be doing everything you can to facilitate roleplaying. One of the most tried and true ways of doing so being the making and playing of emotionally compelling and conversationally interesting NPCs. This can be done by taking the time to write backstory and to contextualize an NPC within the story. However planned NPCs only make up a fraction of the NPCs you will need to make. The majority of NPCs will be somewhat improvised, or some even made up by the players themselves ! In these cases the best practice is to pick a few defining traits (goals, fears, quirks, or even a funny voice) to define the character, and to only expand upon further if players actually show extensive interest.

DIFFICULTY RATINGS

Difficulty Ratings (DR) are one of the most core and fundamental aspects of Asynchronicity - as they are used to determine player success versus failure. Some mechanics have predetermined DRs, but most Skill Rolls, Enemy Defenses, and other DRs will need to be determined by the GM at their discretion and based on context. In such cases, the following baselines are to be used as references regarding DRs (based on the average roll of 2D12 (13)):

- EASY DR: 9 or Less
- MEDIUM DR: 10-18
- HARD DR: 19-25
- EXTREME DR: 26+

CLOCKS

Sometimes referred to as or 'Wheels' or 'Tally Marks' in some TTRPGs, Clocks are a means of tracking multiple instances towards an occurrence. Each clock is labeled with a name that describes what will happen when it is entirely filled, and drawn as a circle with a number of uniformly separated sections dividing the interior equal to the desired instances required for the full clock to be filled. Clocks allow players and the GM to track progressive events across Turns, Scenes, or even Sessions. When a player wishes to Mark a Clock closer towards resolution - they must fill one of the sections within the clock. Once all sections have been filled - the Clock is complete. GMs use Clocks most often to denote player progress towards a goal, as HP trackers for NPCs, or to denote the passage of time. Some of the following examples below are uses for clocks:

- A Destabilization Clock to represent the timing and progress of a Branch Timeline Aperture closing.
- An HP Clock for a robotic assassin drone which is actively trying to kill players.
- A Reward Clock to denote how many successful quests Players must complete before receiving rewards
- A Debuff Clock to denote how many rounds or scenes remain until a Debuff expires.

Clocks vary in terms of how many sections they have based on their wanted length or difficulty of completion. For example a simple Clock might only have 4 sections whereas an extremely complicated one might have 12 or more (all the way up to a maximum of 24). Common clock sizes include:

- EASY: 4-6 Sections
- MEDIUM: 8-10 Sections
- HARD: 12-16 Sections

- EXTREME: 17-24 Sections

GM JURISDICTION

While as much of Asynchronicity as possible was fit into these 25 pages - it is inevitable that much of the missing content from the book will fall into the hands of GMs to create themselves. Items, Critical Effects, Enemy Creatures, & stories themselves of course. A good rule of thumb is to trust your players, and believe that they will direct you with what is balanced or unbalanced, and what brings them enjoyment. Mutual trust goes a long way. The remaining space on this page is dedicated to elaborating on Major Events, Making Equipment Items, and an example list of items to pick from and design based on.

DETERMINING MAJOR EVENTS

Knowing when to award players with Major Events is a constantly developing skill. It requires proper timing from both a mechanical balancing perspective as well as a narratively fulfilling one. While many major events might be planned ahead of time by you with the intent of rewarding them to players - many will also likely occur impromptu. It is important to honor both occurrences of Major Events equally, as they each serve a purpose in fulfilling the players. Remember that each Major Event is worth (1 XP) or 1/3 of a level up, and if you intend on levelling up players every 3 sessions, you should be giving them each 1 Major Event per session. It is also helpful to remember that Changing or Removing a Major Event also provides 1 XP - so if players intend on wading into their own backstories, you might owe them an XP. You always have final say as to if an occurrence is a Major Event, but players tend to have a good sense of it - so try to listen to them.

CUSTOMIZING EQUIPMENT

One of the most challenging aspects of GMing Asynchronicity is creating and balancing Equipment Items. This is due for a variety of reasons, but the important part is that 'balance' is only superficial. The benefit (from a GM perspective) of Equipment Items is that they are easily disposable and redesignable. So, if you don't get it right the first time, no worries ! Keep trying. In the interim, below are a handful of example Equipment Items below to give to your players or to inspire you:

- [Medkit (*Tier 1/Size 1*): 3 Uses | Usage heals a single creature you can bandage and treat for 1 HP].
- [Katana (*Tier 2/Size 4*): Unlimited Use | Usage allows you to mark 1 additional section of a creature's Health Clock after you successfully attempt a Skill Roll when using this weapon to take the Attack Basic Action].
- [Pistol (*Tier 3/Size 1*): 6 Uses | Usage allows you to mark 1 additional section of a creature's Health Clock after you successfully attempt a Skill Roll when using this weapon to take the Attack Basic Action].
- [Grenade (*Tier 3/Size 1*): 1 Use | Usage allows you to mark 1 section of each of the Health Clocks belonging to 4 different enemies on this Scene].
- [Keycard (*Tier 2/Size 1*): Unlimited Use | Usage allows you to enter a Keyfob locked building].

CENTURION - A traveler of the Centuries. Skilled combatants and born leaders; these travelers excel at handling all types of conflict with trained etiquette.

STARTING STAT MODIFIERS: HP: +10 Lifespan: +15 Wealth: - -

STARTING SKILL RANKS: +1 Athleticism or Finesse Rank, +1 Tenacity Rank, +1 Charm or Intimidation Rank

STARTING ABILITY: [*Timely Tactician*] - When a **traveler** you can see attempts a **Attack Basic Action**, you may twist time to grant them the benefits of the **Help Basic Action** on that attack. Once you use this **Ability** you may not use it again until the beginning of your next **Turn**, or until the end of the current **Scene** (*whichever is first*).

ABILITY 1: [*Overclocked Combat (4 Ranks)*] - When you attempt an **Attack Basic Action** you may cause your attacks to slip through time and hit multiple enemies. You may compare your rolled result against the various **DR**'s of an amount of enemies equal to **(1+Your Rank in this Ability)**, rather than a single one.

ABILITY 2: [*Efficient Munitions (3 Ranks)*] - When you expend a **Use** of an **Equipment** Item as a part of attempting an **Attack Basic Action** you may roll **1d12**. If the result of the roll is equal to or less than **(3 x Your Rank in this Ability)** you instead do not expend a **Use**.

ABILITY 3: [*Esprit de Corps (1 Rank)*] - When you attempt a **Skill Roll** relating to **War History, Inspiring Courage, Commanding Leadership, Combat Knowledge & Tactics, or Military-Adjacent Hierarchies**; each **Rank** you have in a **Skill** provides a **+3 Bonus** instead of a **+2 Bonus**. Additionally, you also now understand & speak **every** human language fluently.

ABILITY 4: [*Dimensional Disorientation (3 Ranks)*] - When you **Succeed** on an **Attack Basic Action**; if the result of the **Roll** was equal to or higher than the **DR** by an amount **((15 - (Your Rank in this Ability x 5))** the affected creature also suffers the effects of the **Hinder Basic Action**.

ABILITY 5: [*Defensive Flicker (3 Rank)*] - When you would take damage and lose **HP** you briefly blink in and out of time to reduce the effect of impact. As such you may reduce the damage taken by an amount equal to **(Your Rank in this Ability)** to a minimum of **0**. You may also add **(Your Rank in this Ability)** to the **DR** of any attack which targets only **you**.

ABILITY 6: [*Unclippable (1 Rank)*] - **Once** per **Scene** when you would be reduced to **0 HP**, or otherwise become **Clipped** (*temporarily dead*), you instead are reduced to **1 HP** and are not **Clipped**. If this **Ability** would be triggered but you have already used it in this **Scene**, you may spend an amount of **Lifespan** equal to **(the number of times this Ability has already been used in this Scene)** to use it again.

DECADIST - A traveler of the Decades. Enthralling orators and deceitful liars; these travelers are masters of using the spoken word to cut more than a sword ever could.

STARTING STAT MODIFIERS: HP: - - Lifespan: +15 Wealth: +5

STARTING SKILL RANKS: +1 History or Natural St. Rank, +1 Charm Rank, +1 Deception or Intimidation Rank

STARTING ABILITY: [*Improviser*] - When you **Fail** on a **Skill Roll** which uses a **Social Skill** (*Charm, Intimidation, Deception, or Empathy*) you may rewind time to attempt a **Skill Roll** against the same **DR** a second time. Doing so is free but to do so you **MUST** alter your conversational approach to use a *different Social Skill* (*which may require you to roleplay*). If this second attempt also **Fails** you may not use this **Ability** again (*although you may still spend Asynchronicity/Lifespan to use the Retry Basic Action to cause an automatic success*). You also now understand & speak **every** human language fluently.

ABILITY 1: [*Spitting Venom (4 Ranks)*] - Your verbal barbs and insults have grown in scope to affect larger groups. When you use the **Hinder Basic Action** you may select a number of creatures who can hear you equal to **(1+Your Rank in this Ability)** to be affected, rather than just one you can see.

ABILITY 2: [*Haggler (3 Ranks)*] - When purchasing **Equipment** or services, you may reduce the cost of that equipment or service by an amount of **Wealth** equal to **(Your Rank in this Ability)** to a minimum of **1 Wealth**.

ABILITY 3: [*Socialite (1 Rank)*] - Due to your magnetic nature & web of influence, you always know somebody in a new place or time. When Travelling to a new **Location** or **Time** for the first time, you may **Create** (*with the help of the GM*) a single friendly NPC who knows of you (*or a persona you hold*) and regards you as an acquaintance. They must be of middling to lower social importance (*GM gets final say*), and will not put themselves into any form of danger for you; but they can have any **1 unique Occupation**, and are inclined to help you with menial tasks. They are located somewhere in the location/time but must be contacted or found first.

ABILITY 4: [*Silver Tongue (3 Ranks)*] - When you **Succeed** on a **Skill Roll** using a **Social Skill** (*Charm, Intimidation, Deception, or Empathy*) to fill in a **Section** of a **Clock**, you may fill in additional **Sections** of that **Clock** equal to **(Your Rank in this Ability)**. You may also add an amount equal to **(Your Rank in this Ability)** to the rolled result of any **Skill Roll** which uses a **Social Skill**.

ABILITY 5: [*Commandeer (3 Rank)*] - You may use the **Ability Basic Action** to select one human(oid) you can see and utter a single command; attempting a **Charm Skill Roll** against a **DR** equal to **(25 - (5 x Your Rank in this Ability))**. On a **Success**, the chosen creature must obey your command to the fullest of their potential. This ability will not work if your command requires the creature to harm themselves in any way - or if the human was outwardly aggressive/hostile towards you prior to use.

ABILITY 6: [*Profile Casing (1 Rank)*] - You've learned to use time to your advantage when attempting to understand someone. When you spend more than **30** consecutive **minutes** (*in game-time*) conversing with another person (*NPC*), you automatically learn certain fundamental aspects of that individual's personality. The **GM** must tell you truthfully that person's **current disposition towards you**, **their current emotional state**, and their **current motive/goal**. The **GM** is encouraged to generalize, metaphor, and obfuscate these answers as they see fit, as long as the core of the answers remains **penultimately true**.

LOOPER - A traveler of the Annuals. Those who revel & adore the ego, and bask from within fulfilled prophecy; these travelers most treasured & used tool is themselves.

STARTING STAT MODIFIERS: **HP:** - - **Lifespan:** +25 **Wealth:** - -

STARTING SKILL RANKS: +1 Speed or Tenacity Rank, +1 Technology Rank, +1 Charm or Deception Rank

STARTING ABILITY: [*Self-Help Expert*] - When you use the **Retry Basic Action**, you may choose to gain **1 Asynchronicity** instead of the normal **2**. If you do so, the attempted **Skill Roll** becomes a **Success** as usual - but something divergently goes wrong in an unexpected way. You are encouraged to *pitch* ideas to the **GM** as to how this occurs, but ultimately it is their final say as to how the **Skill Roll** is resolved. (*an example would be: using this Ability to Succeed on a Technology Skill Roll to hotwire a car, but the car's sound system becoming stuck blasting music at full volume*).

ABILITY 1: [*traveler Cache (5 Ranks)*] - You have access to a private storage which perseveres across eras. This storage is entirely unreachable to others but yourself, and can hold a number of **Equipment Items** (*of size 4 or less*) equal to **(Your Rank in this Ability)**. **Equipment** within this cache does not count towards your **Slots of Equipment Space** while within, although an **Equipment Item** may be freely retrieved or stored there (*therefore counting towards Slots of Equipment Space while in use*) by using the **Ability Basic Action**.

ABILITY 2: [*Double Time* (2 Ranks)] - You are always inclined to hop across Time to help yourself. Once per **Round** while within a **Conflict Scene**, after an enemy combatant takes their **Turn**, you may spend **Lifespan** equal to (3 - **Your Rank in This Ability**) to immediately take an extra **Turn** this **Round** beyond your first.

ABILITY 3: [*Split Focus* (1 Rank)] - When you & the party separate to accomplish multiple tasks at the same time (*splitting the party*); you may spend 1 **Lifespan** per **Scene** to participate in additional **Scenes** beyond your first. This **Ability** effectively allows you to be present in multiple **Scenes** which are occurring concurrently.

ABILITY 4: [*Snipper* (3 Ranks)] - When you attempt an **Asynchronicity Save** you may add an amount to the **Rolled Result** of the **Day Dice** equal to (**Your Rank in this Ability** x 2). Additionally when you use the **Snip Basic Action** to wipe a creature or object from the **Prime Timeline**, you may reduce the amount of incurred **Asynchronicity** by an amount equal to (**Your Rank in this Ability**) to a minimum of 1 **Asynchronicity**.

ABILITY 5: [*Foretold Events* (3 Rank)] - At the beginning of each **Session** roll a number of **D12s** equal to (**Your Rank in this Ability**). Memorize / write the resulting numbers down somewhere easily accessible during the current **Session**. At any point before the **End** of the current **Session** you may choose to replace **ANY** rolled **D12** with one of the recorded and rolled results (*no action required - can affect themselves, an enemy, or even allies*). When you do so, that recorded & rolled result no longer becomes available to replace another result.

ABILITY 6: [*Prophecized* (1 Rank)] - Completing your predestined future fulfills you. Whenever you convert a **Future Major Event** into a **Past Major Event** through play, you instantly gain the benefits of a **Level Up** without needing to spend any **Experience Points** (XP). This conversion still provides 1 XP as usual, which means that potentially you could also **Level Up** a second time via the usual methods from the same conversion.

LUNITARIAN - A traveler echoing the Phases of the Moon. Those who skulk in shadow & move undetected; these travelers are whispers of legend drifting through the corners of time.

STARTING STAT MODIFIERS: **HP:** +5 **Lifespan:** + 10 **Wealth:** +1

STARTING SKILL RANKS: +1 **Athletics** or **Speed Rank**, +1 **Finesse Rank**, +1 **Intimidation** or **Deception Rank**

STARTING ABILITY: [*Temporal Cloaking*] - You cannot be **Photographed**, **Visually** or **Auditorially Recorded**, or otherwise **Digitally Chronicled** in any way without your consent. This in effect allows you to not appear in photographs, film, security footage, and other digitally recorded files. Written accounts, as well as a-typical recordings (*such as smells, x-ray, heat signatures, and weight measures*), will still function as usual.

ABILITY 1: [*Silver Strike* (3 Ranks)] - When you **Succeed** on an **Attack Basic Action** against the **DR** of a creature who is unaware of your presence, you may **fill** additional **Sections** of that creature's **HP Clock** equal to (**Your Rank in this Ability**).

ABILITY 2: [*Lunar Lore* (3 Ranks)] - When you attempt a **Skill Roll** relating to **The Moon**, **The Ocean**, **Stealth & Hiding**, **Secret Societies**, or **Tracking Something**; you gain a bonus equal to (**Your Rank in this Ability** x 3).

ABILITY 3: [*Mindwipe* (1 Rank)] - You may use the **Basic Ability Action** to spend 1 **Lifespan**; thereby erasing the recent memory of a single non-traveler you can see. The chosen creature forgets everything that has just happened to it in the last **10 seconds** (*or in the last Round if in a Conflict Scene*). This may cause it to become disoriented, non-hostile, or even allow a **second chance** on a failed roleplaying moment.

ABILITY 4: [*Moonstep* (3 Ranks)] - During the hours of **11pm-5am** you may use the **Ability Basic Action** to attune your synchronicity to the frequencies of the Moon; allowing you to phase through certain materials until the end

of the current **Scene**. At **Rank 1** you can phase through wood, plastic, cloth, and other 'soft-ish' materials. At **Rank 2** you can phase through dirt, concrete, stone, and other more durable - yet ultimately brittle materials. Finally at **Rank 3** you can phase through metal, force-fields, and other near impenetrable materials. Any material which would cause you to lose **HP** by touch (*acid, lava, electricity*) will still do so regardless of this **Ability**.

ABILITY 5: [*Cloak Extension (4 Rank)*] - By using the **Ability Basic Action** you may extend the benefits of your **Temporal Cloaking Ability** to a number of allied **Travelers** within the same **Scene** as you for the remainder of the **Scene** or until you use this **Ability** again. The number of allied **travelers** you may cloak with this **Ability** is equal to (**Your Rank in this Ability**).

ABILITY 6: [*Low Gravity (1 Rank)*] - You may use the **Ability Basic Action** to gain 1 **Asynchronicity**, thereby attuning the local resonance to the frequencies of the Moon. Until the end of the current **Scene** this **Ability** allows you and all allied travelers to, whenever they attempt a **Speed, Finesse, or Athleticism Skill Roll**, reroll either of the **Day Dice** once. While this **Ability** is in effect nearby items, you, and your allies all weigh half of what you normally do, and can jump **x3** higher than usual. You may deactivate this ability without use of a **Basic Action**.

SOLARION - A traveler strolling through time Day by Day. Those who uplift others and seek both truth & joy; these travelers are some of the most benevolent to walk the Prime Timeline.

STARTING STAT MODIFIERS: **HP:** +10 **Lifespan:** + 15 **Wealth:** - -

STARTING SKILL RANKS: +1 Tenacity or History Rank, +1 Natural Studies Rank, +1 Charm or Empathy Rank

STARTING ABILITY: [*Prime's Gift*] - You are one of the **Prime Timeline's** favored. At the **beginning** of each **Session** you must select one **Player-Character** (*which may potentially be yourself*). Until the **end** of this **Session** that **Player-Character** is unable to be **Snipped**, and they regain +10 **HP** when spending 1 **Lifespan** to heal outside of a **Conflict Scene**, instead of the usual +5 **HP**. Additionally, the character actively targeted by this **Ability** understands & speaks all human languages fluently while being affected by this **Ability**.

ABILITY 1: [*Suntouch (3 Ranks)*] - During the hours of **8am-2am** you may use the **Ability Basic Action** to attune your synchronicity to the frequencies of the Sun; allowing you to apply intense heat to objects made of certain materials you are touching. At **Rank 1** you can melt or ignite wood, plastic, cloth, paper, and other 'soft' materials. At **Rank 2** you can melt or ignite dirt, concrete, stone, and other more durable - yet ultimately low melting point materials. Finally at **Rank 3** you can melt or ignite any metal, mineral, and other high-melting point materials.

ABILITY 2: [*Solar Lore (3 Ranks)*] - When you attempt a **Skill Roll** relating to **The Sun, Seasons & The Weather, Health & Healing, Religion, or Spreading Joy**; you gain a bonus equal to (**Your Rank in this Ability x 3**).

ABILITY 3: [*Lightseer (1 Rank)*] - You may use the **Ability Basic Action** to gain 1 **Asynchronicity**, thereby attuning the local resonance to the frequencies of the Sun. If you do so - until the end of the current **Scene** this **Ability** allows you to **Control** and **Manipulate** the light present within the **Scene** (*no action required*). You may use this **Ability** to create or destroy light, to make a light brighter or darker, to change the color of light, to shape where lights and shadows appear, or for any other reasonable narrative adjustment to the lighting of a space. This **Ability** also allows you alone to, during its active duration, **see through** any **objects** you are **touching** as if light was passing through them.

ABILITY 4: [*Rejuvenate (4 Ranks)*] - A number of times per **Session** equal to (**Your Rank in this Ability**) you may activate this **Ability** by using the **Ability Basic Action**; thereby touching an allied **traveler** to speed up their natural **healing**. That **traveler** then gains benefits as if they had spent **Lifespan** to heal **HP** outside of a **Conflict Scene**, without actually needing to spend the **Lifespan** or be outside of a **Conflict Scene**.

ABILITY 5: [*Healing Vestments (3 Rank)*] - When you expend a **Use** of an **Equipment Item** as a part of attempting to heal the **HP** of a creature - you may roll **1d12**. If the result of the roll is equal to or less than (**3 x Your Rank in this**

Ability) you instead do not expend a Use. Whenever you restore HP to a creature via an Equipment Item, the amount of HP you restore is increased by an amount equal to (Your Rank in this Ability).

ABILITY 6: [*Sunkissed* (1 Rank)] - You are immune to damage and losing HP from sources of Fire and Heat. This Ability allows you to do things like stand in front of Lasers, swim in Lava, and tank a Flamethrower to the face. Prolonged exposure to heat can still affect your Equipment, Dehydrate you, and make you Uncomfortable.

SYCONDPHANT - A traveler driven by minuta. Those who tediously calculate variables to the exact second & strive for historical perfection; these travelers are precision incarnate.

STARTING STAT MODIFIERS: HP: - - Lifespan: + 25 Wealth: - -

STARTING SKILL RANKS: +1 Technology or Speed Rank, +1 Inspection Rank, +1 Deception or Empathy Rank

STARTING ABILITY: [*Precise traveler*] - You are always considered to be 'familiar' with an era for the purposes of using the Travel Basic Action to arrive there. You always know which Time along the Prime Timeline you are currently within, as well as your Current Location. While within an Era containing a Branch Timeline you always know the direction of that Branch Timeline's closest Aperture (and the exit Aperture while within the Branch Timeline itself). Finally, you can understand, read, write, & speak every human language fluently.

ABILITY 1: [*Practiced Perfection* (3 Ranks)] - You often slip out of time to practice an event at length, right before it happens. When you attempt a Skill Roll you may choose to spend an amount of Lifespan up to a maximum of (Your Rank in this Ability). For each Lifespan you spend you gain a +2 Bonus to that attempted Skill Roll.

ABILITY 2: [*Chronal Cultist* (3 Ranks)] - While you are within a Branch Timeline, a number of times equal to (Your Rank in this Ability) when the Branch's Destabilization Clock would have a Section become Filled, you may instead cause it not to become Filled. Additionally, you gain a bonus equal to (Your Rank in this Ability) to any Skill Checks regarding Branch Timelines, Timeline Apertures, traveler Society, and The Prime Timeline.

ABILITY 3: [*Timestalker* (1 Rank)] - When you meet a human for the first time, traveler or otherwise, you may spend any amount of Lifespan to quickly lurk - as if a stalker - through some of the most important moments of that person's life. In doing so you may ask the GM a number of questions regarding their background & life equal to the amount of Lifespan you spent. For the remainder of the Scene after you use this Ability, whenever you make a Skill Roll regarding them, you may Reroll either of the Day Dice once. A person who has this Ability used on them recognizes you as the ominous figure from their memories - and might be antagonized by seeing you.

ABILITY 4: [*Fine Tuned* (5 Ranks)] - You may reduce the excess success value necessary for a Critical Success by an amount equal to (Your Rank in this Ability). (For Example: Rank 5 in this ability would mean that a Skill Roll would become a Critical Success as long as the rolled result is 5 or more than the set DR, instead of 10 or more).

ABILITY 5: [*Temporal Sacrifice* (2 Ranks)] - By dabbling in forbidden chronal technology, you've learned to project your Asynchronicity onto others. A number of times per Session equal to (Your Rank in this Ability) when you Succeed on an Attack Basic Action against a creature you may 'give' them an amount of your AP (thereby losing it yourself) equal to (Your Rank in this Ability). If you do so you must immediately attempt a Asynchronicity Save, which does not count towards the GM's request for a Asynchronicity Save from you this Scene.

ABILITY 6: [*Indoctrinate* (1 Rank)] - By gaining 3 Asynchronicity, which may only be removed at the end of the current Scene, you may use the Ability Basic Action to touch one Non-traveler and turn them into a traveler. Provided this newly converted traveler is friendly to you (especially after uprooting their sense of reality); going forward you may spend 1 Lifespan to contact a version of them to meet with and assist you in a Scene or with a problem. They (as an NPC under the GM's control) might also attempt to contact you in turn to help with Travelling.