

NAME

Names: *Ti Aria, Merrin,*
Nox, Rastin, Ticker, Urtok,

SPECIES

LOOK

Hourglass Pupils, Covered Eyes, or Wizen Eyes
 Hourglass Figure, Impossibly Old, or Ticking Heartbeat
 Strange Body, Narrow Body, or Small Body
 Flowing Robes, Iron Plates, or Mummified Wraps

Assign these scores to your stats: 16 (+2), 15 (+1), 13 (+1), 12 (+0), 9 (+0), 8 (-1)

STRENGTH	DEXTERITY	CONSTITUTION	INTELLIGENCE	WISDOM	CHARISMA
☐ WEAK -1	☐ SHAKY -1	☐ SICK -1	☐ STUNNED -1	☐ CONFUSED -1	☐ SCARRED -1
STR	DEX	CON	INT	WIS	CHA

DAMAGE 

ARMOR 

HP 

YOUR MAX HP IS
4+CONSTITUTION

DRIVE

What drives you in your eternal search? Choose one:

☐ RECOGNITION

Make someone acknowledge the effort you've put forth

☐ FAVORABLE FUTURES

Manipulate events in a way that favors you or your friends

☐ TO CHRONICLE HISTORY

Go out of your way to find or witness something historic

FLOW OF TIME

Choose any race, then tell us how you experience the flow of time.

☐ AGING BACKWARDS

You were born old and grow younger every day. You find that slowing things down or going back a bit just comes naturally to you. **When you spend Tock**, you may choose to gain an equal amount of Tock instead of gaining Tick. **When you Rewind multiple times**, assume you rewind infinite times and only resolve the new timeline once. **When things still go wrong**, assume everything would have gone worse otherwise.

☐ STOPPED CLOCK

Your body is frozen in time, unable to age or truly change at all. You can never suffer a permanent injury, such as a lost limb or broken bone, and your debilities heal after only a short rest.

☐ OUTSIDE OF TIME

You exist outside of our traditional conception of time. Skipping around just comes naturally to you. **When you spend Tick**, you may choose to gain an equal amount of Tick instead of gaining Tock. **When you Time Skip multiple times**, reduce the duration of a long journey down to moments.

BONDS

Fill in the name of one of your companions in at least one:

I know all about _____'s past.

_____ will play an important roll in future events.

I have trouble understanding _____.

STARTING MOVES

TICK TOCK

Adjusting the flow of time is like a fine balancing act - with every skip forward, you need a rewind, and with every slow down, you need to speed up. You begin the game with one Tick and one Tock held. **When you spend Tock**, gain an equal amount of Tick. **When you spend Tick**, gain an equal amount of Tock. **When you take a short rest**, you may reset your Tick and Tock to 1 each.

You can spend 1-Tick to do one of the following:

- **Fast Forward:** When you or an ally are waiting for something to happen, it happens immediately.
- **Time Skip:** Move yourself anywhere you could get to by mundane means within Near range. You get there in an instant.

You can spend 1-Tock to do one of the following:

- **Rewind:** Pull back time a moment to take back a single thing you did or said. This doesn't let you re-roll if you go back to before you made a move - if you change what you did, apply the old roll to the new action.

GIVE ME A MOMENT

When you slow time to a crawl to give yourself a moment to react, spend 1-Tock and hold 2. You can spend 1-hold to do one of the following:

- You walk around - move somewhere within Reach of you.
- You notice something you can use to your advantage.
- Roll +INT to Defy Danger instead of what the GM tells you to roll.

ETERNAL WITNESS

When you return to somewhere you've visited before (your call), tell the GM how long it's been since you were last here - decades, centuries, or eons. Tell us what it was like way back when, and the GM will tell you one thing that hasn't changed.

PERFECT TIMING

When you want to arrive somewhere at a certain time, you are always exactly on time. **When you Aid Another at just the right moment**, you may roll +INT instead of +Bonds.



Speed Up



Slow down



THE CLOCK MAGE

 LEVEL
 XP

Your Load is 7 + STR. You start with dungeon rations (5 uses, 1 weight).

Choose two:

- ☐ A sword in the shape of a clock's hand (close, 1 weight)
- ☐ A clockwork crossbow (near, reload, 2-weight) with 3-ammo (1-weight)
- ☐ Adventuring gear (5 uses, 1 weight)
- ☐ Clockwork armor (1 armor, 1 weight)
- ☐ A clockwork spider or bird, which can spy on things for you. It is 1-weight.

When you send it somewhere, it will report back when you next Make Camp, telling you everything it saw in the place you sent it.

ADVANCED MOVES

When you gain a level from 2-5, choose from these moves.

☐ ACCELERATION

When you Volley, you can spend 1-Tick to have your shot arrive the moment it's fired. **If you do**, roll +INT instead of +DEX, and the attack gains 2-Piercing.

☐ ETERNAL VIGIL

You do not need to eat, drink, or sleep. **When you Take Watch**, the night passes in an instant, and anything coming arrives in the morning, after everyone has fully rested.

☐ FORECAST

When you Make Camp, the GM will tell you about one hazard, enemy, or obstacle you are likely to face tomorrow. You take +1 forward against it.

☐ INSTANT STRIKE

When you attack immediately after a Time Skip, you deal +1d4 damage.

☐ STOP THE CLOCK

When you reset to Tick-Tock while you had 2-Tick, you get a glimpse of the immediate future - the GM will tell you what is about to happen, and you take +1 forward when acting on the answer. **When you reset to Tick-Tock while you had 2-Tock**, you get a glimpse of the area's past - the GM will tell you what has happened here recently, and you get +1 forward when acting on the answer.

☐ SYPHON TIME

You can steal a person's lifespan for your own benefit. **When you drain the time from a helpless or defenseless creature**, spend 2-Tick and roll +INT. No matter the roll, they crumble to dust, their remaining time wiped from history. **On a 10+**, choose two. **On a 7-9**, choose one:

- Rearrange your Tick and Tock however you like.
- Heal yourself 10 HP or remove one debility.
- A witness does not declare eternal vengeance upon you for your horrific crime

☐ TEMPORAL ARMOR

When you Defend, you can spend 1-Tock to roll +INT instead of +CON. **When you do**, you can redirect the attacks to anyone Close to you other than the attacker, instead of redirecting them to yourself.

☐ TIME STOP

When you completely stop time, spend 2-Tock and roll +INT. **On a 10+**, choose two. **On a 7-9**, choose one. Regardless, you can Time Skip during this move for free, as often as you like.

- You interfere with someone else's action - tell us how
- You deal your damage to someone within range
- You aren't in harm's way when the flow of time returns

☐ TIME TWIST

When you Rewind to before you made a roll, you can re-roll your new course of action, but only if you change what action you took.

☐ WORLDLY

Gain a move from a playbook none of the other players are currently using.

DEATH MOVE: BORROWED TIME

When you die, you stop the clock. Your last moment lasts for eternity, and you can go anywhere in the world and do anything you want for this one moment. Nothing will react to your actions until your moment is over, but you can accomplish as much as you like, wherever you like. **When you are fully satisfied with your final, eternal moment**, you pass away, dissolving into the sands of time.

CURRENT LOAD

When you gain a level from 6-10, choose from these moves or the level 2-5 moves.

☐ BREAK CONTINUUM

Requires: Time Twist

You can spend 1-Tock to re-roll a move you just made. You can only do this once per roll.

☐ ENDLESS EIGHT

When you kill an enemy, instead of killing them, you can spend 1-Tick and 1-Tock to trap them in a time loop. Instead of dying, they will relive the last day of their life, over and over. Time flows normally for everyone who has not been sucked into the time loop, so they can stand back and watch that day play out from the sidelines. You can never be sucked into the time loop, but anyone who tries to interfere or interact with the time loop will become trapped in the loop, interfering in the same way every single day from that point on.

☐ ETERNITY CHAMBER

When you prepare a room with special time rituals, it becomes an eternity chamber. **While that chamber is completely sealed off from the outside world**, each year that passes inside the chamber correlates to only one day outside of the chamber.

☐ HISTORY UNRAVELED

Requires: Syphon Time

When you syphon someone's time, their past is also wiped from history, and it is as if they never existed. The GM will tell you what major change to the present this causes.

☐ INEVITABLE STRIKE

Requires: Instant Strike

When you attack immediately after a Time Skip, you deal your damage before rolling Hack & Slash, and you deal +1d6 damage instead of +1d4 damage.

☐ IGNORE CAUSALITY

You can spend 1-Tick to do the following:

- **Blink:** You can spend one Tick to move anywhere within Reach, ignoring anything in between you and your destination.

☐ OTHERWORLDLY

Requires: Worldly

Gain a move from a playbook none of the other players are currently using.

☐ THE WORLD

Requires: Time Stop

When you stop time, on a 12+, all three.

☐ TIME TRAVEL

You gain the ability to time travel. **When you travel through time**, spend any amount of either Tock or Tick. **For each point of Tick you spend**, you and each person touching you can move forward in time up to 1 day. **For each point of Tock you spend**, you and each person touching you can move backwards in time up to 1 day.

☐ WHERE DO YOU THINK YOU'RE GOING?

You can spend 1-Tock to do the following:

- **Reorient:** You can move someone with Reach of you to anywhere else within Reach of you, facing in any direction you please. They continue what they were doing before you moved them, before realizing what happened.