

# A STITCH IN TIME

TIME TRAVEL MISADVENTURE  
FORGED IN THE DARK

NAME

CREW

LOOK

PROVENANCE: Far Past - Past - Modern Day  
Future - Far Future - Unknown

INDUCTION: Castaway - Groundhog - Savant  
interloper - Thrillseeker

DEFRAG: Pleasure - Drifting - Sanitation - Prosaic -

FRAG  PARADOX  Untethered - Overwhelmed - Cautious - Paranoid  
Fractured - Disengaged - Stubborn - Forgetful

CONDITIONS

MILD ☐ INJURED ☐ WATCHED ☐ TIRED

MAJOR ☐ DEAD ☐ TRAPPED ☐ LOST

ARMOUR USE

ARMOUR ☐

HEAVY ☐

SPECIAL ☐

NOTES

# HOPPER

A MOBILE AND  
DARING DEFIER  
OF CAUSALITY

SPECIAL ABILITIES

- ☐ **FIND THE PATH:** You are not affected by **quality** or **tier** when you bypass security measures or physical obstacles.
- ☐ **UNTETHERED:** Reduce the stress cost of [flashbacks] within the score's era by 1, to a minimum of 1.
- ☐ **NEWCOMER:** When you crash into a new situation with no plan, take **+1d** on your first action.
- ☐ **JUST IN TIME:** Two times per score you can **assist** a teammate without gaining frag. Say what you left behind where you just were.
- ☐ **LIFE IN PARALLEL:** You can **push yourself** to spin out a half-dozen copies of yourself, letting you engage a small gang on equal footing. At the scene's end, take harm appropriate to the most wounded copy.
- ☐ **REWIND:** You may expend your **special armour** to resist a consequence from detection or security measures, or to **push yourself** to perform a feat of precision or athleticism.
- ☐ **ONLY HALF HERE:** Penalties from harm are one level less severe (though level 4 harm is still fatal).
- ☐ **CAUSALITY SPLICER:** Once per score, when you resist a consequence with **RAMPANCY** you may pass the resisted consequence onto someone else within arm's reach. Take 0-2 Frag depending on the implausibility.
- ☐ ☐ ☐ **VETERAN:** Take a move from another playbook.

PLAYBOOK

INSIGHT

☐ ☐ ☐ ☐ ARCHIVE  
☐ ☐ ☐ ☐ BOOTSTRAP  
☐ ☐ ☐ ☐ WEATHERVANE  
☐ ☐ ☐ ☐ CUT-OUT

RAMPANCY

☐ ☐ ☐ ☐ JAUNT  
☐ ☐ ☐ ☐ RUIN  
☐ ☐ ☐ ☐ SLICE  
☐ ☐ ☐ ☐ TERMINATE

PROJECTION

☐ ☐ ☐ ☐ PUSH  
☐ ☐ ☐ ☐ BLEND  
☐ ☐ ☐ ☐ SUBORN  
☐ ☐ ☐ ☐ ASSESS

MEMORIAL  
MOMENTS

CONTACTS

ITEMS

BOXES ☐ 3 FEW ☐ 5 SOME ☐ 6 MANY

XP