

# Three Kinds of Time Travel in Pathfinder



## **Description:**

Time travel adds an exciting layer of complexity and intrigue to a Pathfinder RPG game. Here are three different rules, each with its own unique take on time travel, to help manage the potential messiness:

## **1. Fixed Timeline Rule**

Under the Fixed Timeline Rule, any actions the players take when they travel back in time have always been part of history. This creates a stable and consistent timeline, where players cannot alter significant events but may realize their past involvement in them.

## **Key Points:**

Players can travel back in time, but whatever they do has already happened in the future they come from.

Any paradoxes are resolved by ensuring that the players' actions are predestined and consistent with historical events.

Players might encounter clues or artifacts in the present that they recognize only later as being from their own future time travels.

**Example Scenario:** The players travel back 100 years to stop an assassination. Upon arriving, they realize that they themselves were the assassins all along, coerced by a powerful entity to ensure the timeline remains intact.

## 2. Branching Timelines Rule

In this rule, every time the players travel back and change something significant, a new parallel timeline is created. This allows for more freedom and creativity but also requires careful tracking of multiple timelines.

### Key Points:

Each significant action in the past creates a new timeline branching off from the original.

The original timeline remains unaffected, and players can potentially travel between different timelines.

This rule allows for a "multiverse" of parallel realities, each with different outcomes based on the players' actions.

**Example Scenario:** The players travel back to prevent a cataclysmic war. They succeed, creating a peaceful timeline. However, they now need to find a way to navigate back to their original timeline, which remains war-torn, to prevent another impending disaster.

### 3. Echo Effect Rule

The Echo Effect Rule posits that changes in the past send ripples through time, gradually altering the present and future. The larger the change, the more significant and immediate the effects. This rule introduces a delay before the full impact of time travel is felt, adding suspense.

#### **Key Points:**

Small changes in the past cause minor, immediate alterations in the present; larger changes take longer to manifest fully.

Players have a limited window to correct or mitigate unintended consequences before the new reality solidifies.

The Echo Effect can introduce gradual changes, such as slowly shifting memories or evolving physical environments.

**Example Scenario:** The players go back and save a village from destruction. Initially, they notice small, positive changes in the present. Over time, however, they realize this act has led to the rise of a powerful tyrant, and they must race against time to return to the past and correct their well-intended mistake.

### Conclusion

By choosing one of these rules, you can create a coherent and engaging time travel mechanic that fits the style and complexity of your Pathfinder RPG game. Each rule offers a distinct approach to handling the intricacies of time travel, ensuring your story remains captivating and manageable.