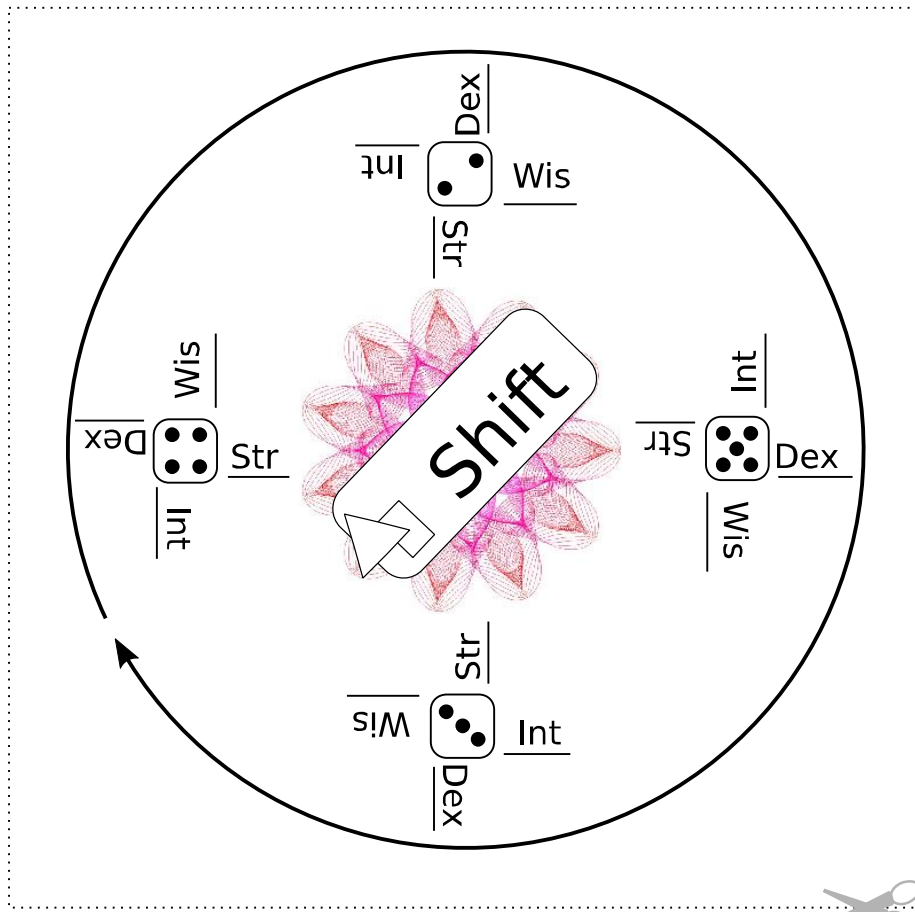


Just like:

- Inception
- Dark City
- Matrix
- Adaptation
- Stranger Than Fiction
- Truman Show



Cliche

- | | |
|------------------------------------|------------------------------------|
| Attitude | Profession |
| <input type="checkbox"/> Lovelorn | <input type="checkbox"/> Farmer |
| <input type="checkbox"/> Whimsical | <input type="checkbox"/> Carpenter |
| <input type="checkbox"/> Distant | <input type="checkbox"/> Guard |
| <input type="checkbox"/> Pragmatic | <input type="checkbox"/> Student |
| <input type="checkbox"/> Punctual | <input type="checkbox"/> Clerk |
| <input type="checkbox"/> Lazy | <input type="checkbox"/> Smith |
| <input type="checkbox"/> _____ | <input type="checkbox"/> _____ |

Anchor Tokens

- PCs start with 2 Anchor Tokens.
- Tokens let you retain memory across Shifts
 - You may give tokens to NPCs
- However,
- Anyone who dies with a token is erased from all versions of all realities.
 - Whereas, someone who died without a token could be restored by a SHIFT.

Overcoming Challenges

- Make a plan involving two stats
 - Roll two six-sided dice:
 - die1 < stat1 = Success
 - die2 < stat2 = No complications
 - Both = Stats = **SHIFT!**
- 1 Combat = 2 Challenges

Shift (everyone rotates stats 90deg)

- | | | |
|--|---|---|
| <p>What's Wrong?</p> <input type="checkbox"/> Deja-vu
<input type="checkbox"/> Double-Take
<input type="checkbox"/> Alien Geometry
<input type="checkbox"/> Goosebumps
<input type="checkbox"/> Messages
<input type="checkbox"/> Visions
<input type="checkbox"/> _____ | <p>Why?</p> <input type="checkbox"/> Simulation
<input type="checkbox"/> Dream
<input type="checkbox"/> Multiverse
<input type="checkbox"/> Fiction
<input type="checkbox"/> Delusion
<input type="checkbox"/> Game
<input type="checkbox"/> Experiment
<input type="checkbox"/> _____ | <p>Change One:</p> <input type="checkbox"/> genre
<input type="checkbox"/> tone
<input type="checkbox"/> timeline
<input type="checkbox"/> technology
<input type="checkbox"/> aliens
<input type="checkbox"/> event
<input type="checkbox"/> _____ |
|--|---|---|

Alter Egos

- | | | |
|--|---|---|
| <p>Shift 1</p> <input type="checkbox"/> Rogue
<input type="checkbox"/> Hacker
<input type="checkbox"/> Wizard
<input type="checkbox"/> Knight
<input type="checkbox"/> Politician
<input type="checkbox"/> Sniper
<input type="checkbox"/> _____ | <p>Shift 2</p> <input type="checkbox"/> Herald
<input type="checkbox"/> Speedster
<input type="checkbox"/> Polymorph
<input type="checkbox"/> Ninja
<input type="checkbox"/> Tank
<input type="checkbox"/> _____ | <p>Shift 3</p> <input type="checkbox"/> _____ |
|--|---|---|

Injuries

- Bruising
- Scrapes
- Gashes
- Limbs
- Dead
- _____

When there's a SHIFT, characters without an anchor token lose all memory of previous realities.