

○ Insertion Roll

The Matrix

Time: _____

Location: _____

Anachronometrics

Threatens Paradox

I	○○	○○○○○○○○○○
II	○○	○○○○○○○○○○
III	○○	○○○○○○○○○○
IV	○○	○○○○○○○○○○
V	○○	○○○○○○○○○○
VI	○○	○○○○○○○○○○
VII	○○	○○○○○○○○○○
VIII	○○	○○○○○○○○○○
IX	○○	○○○○○○○○○○
X	○○	○○○○○○○○○○
XI	○○	○○○○○○○○○○
XII	○○	○○○○○○○○○○
XIII-XIV	○ ○	
XV-XVI	○ ○	
XVII-XVIII	○ ○	
XIX-XX	○ ○	

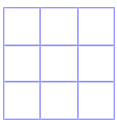
First Paradox Die
All rolls risk Paradox,
Players have an extra die
whenever they roll.

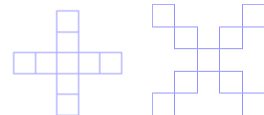
Second Paradox Die
Anomalies escalate.

Third Paradox Die
Anomalies escalate.

Fourth Paradox Die
Nothing ever was.

Synchronic Sets

9 unique numbers in a square 

2 cross bars, each with 5 unique numbers 

7 consecutive numbers in a row 

Anomalies

- Déjà Vu – Temps may use bonuses to re-roll.
Anomalies escalate.
- _____ _____
Anomalies escalate.
- _____ _____
Anomalies escalate.
- _____ _____ _____

Anomaly Escalation

Choose one each time anomalies escalate.

- Ephemeral becomes persistent.
- Benign becomes hostile.
- Subtle becomes obvious.