

## BACKGROUND (CHOOSE ONE):

### THE SLEEPER PLOTTER:

When you call upon your abilities, tiny translucent screens of light appear around you, as if orbiting you like a star. These display all manner of data and information you need to construct your Lie.

As a sleeper Plotter, you can use your info-displays to keep tabs on the other members of your team as long as they're in the same Improbability Zone as you. Your implants serve as communicators, translators, and data storage devices. Nanomachines in your blood and tissues allow you to remove one Injury Die for every ten minutes of rest.

### THE SCION PLOTTER:

You close your eyes to Lie to reality, peering back through the folds of time. As you do so, visible lines of energy flow like lightning bolts across your flesh. Scion Plotters are Good at actions to resist the effects of Stress from Lying to reality. Spending ten minutes of silent meditation allows you to remove one Injury Die.

SPECIAL GEAR

ADVANCEMENTS

NOTES

# PLOTTER

NAME

STORY POINTS

TRAITS

DIE TYPE

SKILLS

DIE TYPE

DETRIMENT

SIDE GOAL(S)

**Plotters use knowledge.**  
**Plotters Lie to the past.**

A Plotter gets through a locked door by changing the past so that the person with the key forgot to lock it in the first place.

A Plotter's focus is time—specifically the flow of events of physical reality over time.

Plotters are sometimes called clockwatchers.

You have the following limits on the Lies you tell.

- At first, a Plotter can't affect any event farther in the past than about a day. You'll be able to improve that with practice.
- The person or object affected must be visible to you in the present.
- You can't affect the past of another Liar.
- You can manipulate only events, not matter. You can't make the car stop running, but you can perhaps make it so the driver forgot to fill it with gas.