



Where now his son's like a glow-worm in the night,

The which hath fire in darkness, none in light:

Whereby I see that Time's the king of men,

He's both their parent, and he is their grave,

And gives them what he will, not what they crave.

- William Shakespeare, Pericles

THE GAME

The Time Traveler's Child is a playbook for The Time Traveler's Life by William Lentz that adds a third player to the game. This player will take the role of the child of the Time Traveler and their Significant Other. To play you will need a copy of The Time Traveler's Life, a d20, and three d6s (one for each player).

The game is divided into a series of rounds. At the start of each round, all players roll their d6s. The Child checks to see if their d6 matches the value of either parent's d6. If the Child's d6 doesn't match either parent's d6, then the Child will take their own turn this round. If the Child's d6 matches one parent's d6, then the child will not take their own turn, but instead will share a moment with the parent they matched with. If all three match, then all three players reroll their d6s.

On rounds when you have your own turn, roll d20 to determine which of your own moments you will undergo. If you roll a prompt you've rolled before, you'll experience that moment from a different perspective or point in life through time travel. Next add 1 to your Distortion value. Speaking of distortion...

DISTORTION

You start the game with a Distortion value of 0. Each time you land in a moment with a parent, you increase your Distortion value by 1. Any time you increase your Distortion value, you then roll your d6. If you roll equal to or above your Distortion value, then you safely return to your present after your moment. If you roll below your Distortion value, then you have distorted the timeline too much, and erased yourself from the timeline.

DOSE

You start the game with a Dose value of 4. When you land in a moment with your time afflicted parent, you administer a dose, reducing your Dose value by 1. If you administer a dose when their Time value is 0, you have cured them. If you administer a dose when their Time value is not 0, then they add/subtract 1 from their Time value towards 0. You may choose to dose yourself anytime you have safely returned to your present, provided you have at least 1 dose left, but you will no longer be able to time travel once you have done so.

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SECOND
GUESS
SYSTEM

THE TIME TRAVELER'S CHILD

BY BRIAN HAZZARD

A PLAYBOOK FOR THE TIME
TRAVELER'S LIFE

THE STORY

One of your parent's suffered from a mysterious ailment where they would uncontrollably become detached from time. They ultimately succumbed to the dangers of time travel, and died tragically, but not before having a child, you. Now scientific progress has demystified the rare disease known as Solutus Tempus, and a cure is available. Through research, it is also now possible for those suffering from the illness to take small items with them on jumps.

And so you hatched a plan to give your parents an impossible gift, a life lived together in the same direction. You've infected yourself with Solutus Tempus, and have 4 doses of the cure. You'll fall through time hoping to land in the same moment as your time afflicted parent, cure them, and return safely to your present to cure yourself.

This is your story.

YOUR MOMENTS

1. You jump to The Significant Other's childhood, at the edge of their school grounds. Why don't you approach them?
2. It's true that stress causes jumps. What stresses you out more than you realized?
3. You find some The Time Traveler's journal. One entry makes you feel a powerful emotion. Ask The Time Traveler what the entry was about. What emotion did it make you feel?
4. You jump to a time when The Time Traveler is sobbing after an uncontrolled jump. Can you empathize with what they're going through?
5. You find some of The Significant Other's journals. One entry makes you feel a powerful emotion. Ask The Significant Other what the entry was about. What emotion did it make you feel?
6. Someone close to you notices that something is different, and you've been gone a lot lately. Who is this person? Do you tell them everything?
7. You jump to an extremely important date that you have memorized. Why is it so important?
8. You lose something important thanks to a jump. What and how?
9. You jump and see another version of yourself with someone you love. What do you do?
10. Extremely shocking news causes you to jump. What was it? When and where do you go? +1 Distortion
11. You indulge in a vice to take the edge off. Why is this a bad idea?
12. You tell someone what you've done (infected yourself). Why do you do this, who do you tell, and how do they react?
13. You realize that The Significant Other knew something about the world that you didn't until now. Ask the Significant Other what that was. How does this realization affect you?
14. You jump and learn something about The Significant Other that feels invasive, like you had no right to know it. Ask the Significant Other what that was and how you learned it. What do you do with this knew knowledge?
15. You have a day with no jumps and realize how difficult it must have been to have a child while living with Solutus Tempus. How does this affect the way you feel about The Time Traveller?
16. You remember a time that you were headed down a dark path and The Time Traveller brought you back into the light. Tell The Time Traveller what dark path you were headed down, and ask them what they did that set you straight.
17. You do something you regret. What do you wish The Time Traveller would have taught you, that they never did?
18. You jump to a particularly brutal fight with your parents. What do they not understand from your perspective?
19. You jump to the day that The Time Traveller died. How did you experience that?
20. Post jump, you witness something disturbing. What was it? +1 distortion