

SPLINTERED

If a player is looking for an unconventional character to play, they could take inspiration from Scaroth and play someone who's been splintered across time and space. The character only becomes aware of his splintered status after coming into contact with other time travellers. In each new adventure, the rest of the characters encounter a new incarnation of the splintered character – and after that encounter, that incarnation can psychically communicate with the other 'active' incarnations. Playing a Splintered character like this is a Special Good Trait, costing 3 Character Points. The Gamemasters should assign suitable Traits to each incarnation to reflect their new situation.

[good](#), [special](#), [characters](#)

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