

Time Cellist! Character Sheet

MY NAME IS _____

AND I AM PLAYED BY _____

SOME FRIENDS I HAVE RELATIONSHIPS WITH ARE...

_____ I used my do over with this friend:

_____ I used my do over with this friend:

MY OTHER FRIENDS ARE...

I AM FLAWED BECAUSE _____

I HAVE POTENTIAL BECAUSE _____

I succeeded in my mayhem scene

I got lost in time and space

Time Cellist! Rules Summary

SUMMARY OF ACT I

- The Conductor pre-prepares a speech, leaving in some randomized elements, including as many "Time Mayhem" possibilities as there are PCs.
- The Conductor and players collectively write down ideas for what can fill in the randomized elements on index cards.
- The Conductor gives the evil speech, as The Maestro of Maliciousness, drawing the cards at the appropriate times to fill in the randomized elements.

SUMMARY OF ACT II:

- Each player comes up with possible relationships and qualifiers and writes them down on index cards.
- Each PC then introduces their character, drawing a relationship card and a qualifier card to discover what their relationship to the PC on their right is.
- After all PCs and relationships have been introduced, Time Cellist appears!

SUMMARY OF ACT III

- A PC picks one of the Time Mayhem scenes revealed in Act I.
- That PC and the Conductor frame the scene.
- The Steves cause mischief and the Gang tries to stop them.
- The PC whose turn it is competes in Rock/Paper/Scissors duels with the Conductor to settle conflicts.
- If the PC wins, the Gang advances their goals.
- If the Conductor wins, the Steves advance their goals.
- If there's a tie, it's a time paradox!
- After either the PC, the Conductor, or the time paradoxes have won 2 rounds, that PCs mayhem scene is over.
- Repeat until each PC has had their mayhem scene.

SUMMARY OF ACT IV:

- Time Cellist and the Gang confront the Maestro of Maliciousness to foil his evil plans.
- Everyone plays a game of slapjack. When someone succeeds, they get to narrate how they advanced their side's goal and take their stack of cards.
- When a PC runs out of cards, they are lost in time and space unless someone gives them their cards or someone plays a joker to have Time Cellist save them.
- If the PCs collectively run out of cards, they are not useful in the final battle.
- If the Conductor runs out of cards, the Gang gets to narrate how they help Time Cellist foil the Maestro's plans.

SUMMARY OF ACT V:

- Time Cellist gives the inspirational speech (or a conciliatory speech, if the Gang wasn't helpful in the final battle).
- You use the cootie catcher to do an epilogue for each player.
- You come up with a coda.