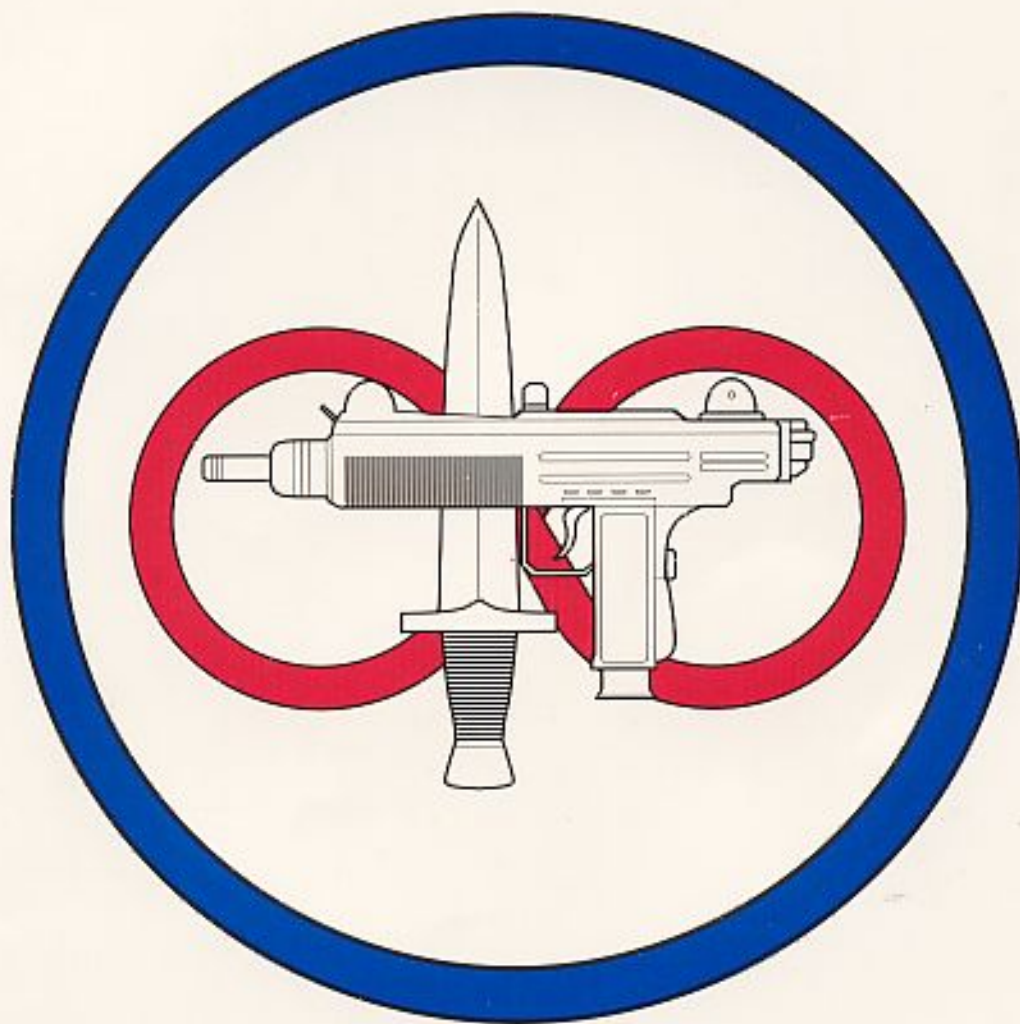

TimeLords



Adventure into forever...

BTRC

Greg Porter

What it's all about - Welcome to the second edition of **TimeLords**, the role playing game of the past, present, future, and everything else. In **TimeLords**, your characters can wander through probability, as well as time and space, and there are several versions of this game that can be played. The first involves the players running characters that represent themselves, with their own attributes and skills, accidentally thrown from world to world by a strange device they found. Eventually they may gain enough skill with it to return, but by then...will they want to? The second game involves the players playing members of the Time Patrol, going through time to straighten out kinks in the time lines caused by people from the first game, organizations trying to alter time to their own ends, interdimensional crime, etc. There is a third possibility also. This game is built around the idea of time and dimension travel. This necessarily involves a character generation and combat system that can handle both modern and archaic characters and weapons equally well, and at the same time. You may find that **TimeLords** is a system where you can take any character or group off to any continuum you desire, play an extended campaign there, and return back to wherever they call "home". Quite literally, any place your characters desire to go is now within their grasp, as is anywhere you have wanted to send them. If you had a really interesting campaign idea, but couldn't find a system to use with it, try **TimeLords**. It's the most realistic universal system available.

Designer's Notes - This is the "new and improved" version of **TimeLords**, possibly the original time travel/any genre role playing game, and probably the most successful time travel/alternate dimension RPG, since most of the others to date have gone belly-up for various reasons (not a good sign for the genre, one must admit). However, **TimeLords** has been a success, and as a result you now hold the 2nd edition rulebook. The basic system has been slightly altered from the 1st edition. It has been streamlined, organized and made even more realistic, thanks to lots of research and no little statistical consulting on the combat system. In addition, there is a small but vocal core of **TimeLords** players who over the years have made comments and suggestions, all filed away, waiting. Their contributions are less obvious, but no less important.

I am a firm believer in realistic rules, and I try to design what I preach. In the never-ending battle between realism and playability, I have chosen the realism side, with the following caveat: **If you don't like a rule, don't use it.** I have never been a fan of rules set in stone, and I feel that gamers should play at a level they enjoy. For those who like to play "killer" campaigns, the damage system has a built in way to increase or decrease the effects of any weapon or effect, so the effects can run from realistically brutal to easily survivable, however you like to play it. Most of these minor rules changes are also available in **WarpWorld**, the fantasy version of the **TimeLords** RPG system, and it elaborates on many of the more low-tech aspects of adventuring that are only given basic coverage in **TimeLords**.

A lot of rules in **TimeLords** will only be used by die-hard rules fanatics. This is okay. Once you know the basic rules, most of the information you will need to know will be on the character sheet and aid sheet. For those that feel intimidated by large amounts of rules, certain sections have been simplified. There are now basic and advanced variants for the more complex rule topics, and sidebars to provide background and elaboration on questions relevant to that section of rules, or notes on running the game in general.

TimeLords is different from most other RPGs in that it has a dual character generation system. The game was designed mainly to be played by characters representing the players (got it?), but also by characters representing members of a Time Patrol. Playing "you" is the Primary Game, and other character generation is under the Secondary Game, which is also used for creating characters for other genres you wish to play in.

While many parts of **TimeLords** will be familiar to veteran role-players, there are some differences. The biggest difference between **TimeLords** and most other games is the abandonment of two antiquated concepts: Straight additions and subtractions for "to hit" or skill modifiers, and a fixed number of Hit Points that you can take in damage. In addition, most of the rules have a consistent core that gives the game an overall "solid" feel, and makes unofficial expansion and addition by GM's a lot easier. Have fun!

About the BTRC - The BTRC was conceived in June 1982, as a result of dissatisfaction with the currently existing crop of RPG's (the same reason that many other RPG's are designed). The object was a realistic set of rules that could integrate all forms of combat (melee and guns), had realistic skill modifiers that worked for both novices and experts, avoided the pitfalls of conventional damage systems, had a range of stats and skills appropriate to any era or type of campaign, and allowed players to generate characters representing themselves. In September 1982 the first draft of **TimeLords** was ready, and proved popular, but still very rough.

To make a long story short, it got polished over the next few years, sent out to lots of game companies, and ultimately rejected by same (again the reason many other game companies started up). So, the BTRC was born in 1985, and **TimeLords** was finally published in 1987, and reprinted in 1988.

But it wasn't perfect. Good enough perhaps, but there is always room for improvement. So, after a lot of work, the revised edition you now hold.

TimeLords is the core game of a trilogy of RPG's, the other two being **SpaceTime** and **WarpWorld**, respectively the science fiction and fantasy versions of the system.

TimeLords is the "core", but the other two games each have specialized rules not included in the others. However, all overlap to the extent of character generation, skills and combat. So, if you know one system, you know all three, except for the genre-specific rules each specializes in.

The BTRC is always looking for new material, for **TimeLords**, or any of our other products. If this game inspires you to write your own epic adventures, and you want to share them, write the BTRC and ask for a submission form and guidelines (please enclose a self-addressed, stamped envelope). We make no guarantees, but the people who play games today are the ones who will be designing them tomorrow, and we'd just as soon have you on our side. The BTRC needs your support, and the best way to get it is through a quality product. We hope you like it.

Background - In the Beginning was the End, and at the end were the Designers. The Designers were the last race in the universe to develop intelligence, and they came by it very late. The universe was a cold and lonely place by the time they looked up from their cryogenic seas in self-awareness. Most of the stars had gone out, no new ones were forming, and every other intelligent race had been extinct for millions of years.

Despite this late start, they still developed an awesome level of technology. Very slowly, for they were careful, and wasted nothing, for they had nothing to spare. They developed interstellar travel, and journeyed the galaxy, but found nothing but the bones of long-dead cultures, and races vanished in antiquity. They quantified all the laws of nature, and unified the sciences into equations known as the Grand Descriptive. But this only gave them the capability of predicting how long before their feeble sun finally expired, and how long they could survive on their fusion fuels until the Final Night came.

Some few gave up, and ended their lives in despair, but not many, for the Designers were above all, patient and stoic. They continued to work, to advance their knowledge, simply for the sake of doing so. Their Grand Descriptive predicted the existence of a finite number of discontinuities, produced during the Big Bang, and subsequently scattered throughout the cosmos. Using massive hyperdrives as nets, they captured some of these for theoretical study, and through experimentation found that they could be shifted nearly instantaneously from one containment field to the next. And, the more they captured, the easier it was to bring new ones into the vicinity. This was more an intellectual curiosity than anything else...until the day when an experiment went wrong. One of the discontinuities disappeared, and took a large part of the experimental apparatus with it. The entire mechanism appeared some time later, at an entirely different location on the planet. Enough of the machinery survived the fall to the surface to recover the data of the trip. It showed that different amounts of time had passed for the equipment and the rest of the universe. It took some time for the Designers to realize they had an exit from their trap at the end of the universe. With the Discontinuities, they could go back in time, to a universe with a limitless supply of energy.

Being cautious and thorough, their first experiments were unmanned probes, sent to remote, empty regions of the galaxy, enough to prove that it could be done. As the work progressed, they became more bold, sending manned temporal scout ships to search for a new location to move the race. The equipment, once entire ships of superadvanced gear, was placed within the space-bending confines of the Discontinuities themselves, and cradled firmly in the cores of their hyperdrives. Each of these super-condensed devices was known as a Matrix.

Eventually, they risked all. Gambling the sure fate of their race against the prodigious energy expenditure of the final experiment, they Moved. Their entire solar system was transported back in time approximately 15 billion years, in the most massive feat of engineering in all of history. They phased into one of the spiral arms of the Milky Way, and set up shop.

For generations, things continued much as they always had. They had limitless energy, but their racial conservatism did not let them exploit it to its fullest. They explored all the star

systems within a reasonable radius, but having no more need for time travel, simply stopped using it. The Matrices in their starships were used only for travel through space, not time. To do otherwise was unthinkable. It had been decreed. But gradually, things began to change. A new generation of Designers chafed at the bit. They had never known the hardship of their elders, and were frustrated by the plodding pace of their life, especially when even the most extravagant or impractical projects could be hazarded with impunity.

Some of the younger Designers finally got approval to create a living monument to Designer science, an impractical waste of time and energy that would have been unthinkable a few generations before. They took semi-intelligent lifeforms from nearby systems, and made them into demigods, the first of which became known as the Destroyer. An alien, somewhat humanoid, they made him totally sufficient unto himself. Built-in links to all the Designer knowledge repositories, his biosystem totally reworked, strengthened and enhanced, a wide variety of psionic, technical and scientific equipment packed into the remaining space, and the whole system powered by the output from a single Matrix in his skull. The Destroyer was to be the crowning achievement of their science, a lasting monument, a strong and benevolent demigod to do their bidding. He was also a murderous psychopath. The Designers were fairly new to bio-engineering, having had little to work with before they moved, and something went horribly wrong. The Destroyer waited, and fit the kind and gentle mold they had planned for him, until the time was right. Then, he struck. The Designers had little need for security. They all conformed to the laws and rules of their government, and to act in an antisocial manner was a concept they could not even grasp. The Destroyer took them totally by surprise. Their global network of AI's was destroyed instantly. He killed millions more with psionic blasts, and used their own equipment to shatter the crust of the homeworld. No cries for help escaped. Then, in a megalomaniac display of power, he forced their small red sun to go nova, incinerating all traces that they had ever been. Afterwards, he used his Matrix to seek out the research colonies, and obliterated them one by one, destroying the minds of the inhabitants a few at a time to further savor the destruction. One of these small colonies was doing research on another captured primitive species, *homo sapiens*. A lone human, raised by the Designers and trained to its full potential, was undergoing field testing with a specially locked Matrix. When the Destroyer began to psionically blast the planet, a dying Designer deactivated the locks, and the scared hominid was free. The Matrix sensed his fear, and interpreted it as a desire to go elsewhere.

And he was gone. The Destroyer sensed the jump, and thwarted, vaporized the entire planet. But the human was free. Alone and naked on an inhospitable world in a random place and time, he did what he had always done. He survived. His implants and augments were nowhere near Appolyon's, but he still had a vast store of knowledge at his disposal. With this knowledge he began to fashion the framework for his existence...revenge. He called himself the Lightbearer. In other places and times, he would eventually be known as Lucifer. Physically immortal, he had plenty of time. Over decades he

recruited fine minds and bodies from throughout the future histories of his planet, and staged daring raids onto the long-dead research colonies to recover more Matrices. Thus equipped, he and his followers used the finest technology to track down the Destroyer. He had filled his years with paranoid destruction, levelling young civilizations, destroying all traces of intelligent life, and even sterilizing planets on the off-chance that intelligent life might someday evolve there and threaten him.

Nonetheless, he was surprised by the arrival of Lightbearer and his fleet of time fighters. Lightbearer's troops only suffered 50% casualties as a result, and were forced to retreat after inflicting minor injuries to the Destroyer.

There followed a time of reorganization. Lightbearer lost many of his finest people in the combat, and many more to desertion afterwards. Only a few remained loyal. The rest simply took their Matrices and left. The Destroyer realized for the first time in his existence that he could actually be hurt, and strove to make for himself a hiding place immune to such ravaging energies. This he did, by finding loopholes in the universe where a Matrix could not go. This was his undoing, for while it made him safe from surprise, most of his powers were Matrix-based, and useless inside as well.



Lightbearer, who had cautiously tracked the Destroyer through the decades since the attack, noticed his disappearance, and deduced the cause. Cautious exploration confirmed this, and with this new knowledge, he sought out the other TimeLords and made a plan. Thousands of low-tech soldiers were recruited under religious banners throughout history, taken through time and trained with modern weapons. The next time the Destroyer used his secret hiding place, they struck. A massive conventional assault was made on the computerized defenses of his sanctuary. Thousands of fanatical followers were slain in the first few minutes by Appolyon's robot defenses, but this provided sufficient diversion for most of the TimeLords to make it through. Once inside the dimensional wormhole, a quick and grisly battle was fought. A handful of power-armored TimeLords, any one of which could have won WWII, fought against the weakened Destroyer. In the end, the Destroyer slumped to the ground, unconscious. Lightbearer personally ripped out most of Appolyon's augments, and sealed him in an impenetrable force bubble. With his nearly self-contained metabolism, it would take the Destroyer some thousands of years to die of thirst and starvation in his invisible prison, and he would be alive and aware of it every second. Lightbearer thought it was fitting punishment, and they left.

With no coherent goal to hold them together, the original TimeLords went their separate ways. Lightbearer was eventually killed by his protégé, Zhanken the Snake, and another TimeLord named Azazelo has been hunting him for thousands of years, seeking revenge. Many of the original TimeLords have found other Matrices, and with their knowledge, reprogrammed them for human use. As these TimeLords died or retired, the Matrices passed into other hands. Some are found by accident. Others are revered as religious artifacts with strange powers, a few are in the hands of modern societies, which have tried (largely unsuccessfully) to set up temporal police organizations. Zhanken regularly scavenges old Matrices, imprints them with his mental pattern and foists them upon unknowing individuals, who find themselves suddenly transported to new times and places. Azazelo cannot distinguish these jumps from Zhanken's until the new owners imprint the Matrix through their own use. In this way, Zhanken has stayed several jumps ahead of Azazelo for millennia.

Most TimeLords in existence are third or fourth-generation. Lightbearer was the first, his followers were the second. Those trained by his followers were the third, and those who stumble across Matrices left by careless (that is, dead) third-generation TimeLords are the fourth. With each generation, the exact knowledge of how to use a Matrix is lost, and more and more is replaced by instinct, and the knowledge residing in the Matrix computers becomes more and more attuned to humans. Some TimeLords claim to talk to their Matrices, others claim it can't be done. Both are right.

This is the background your characters will be in. Accidentally dropped into random places, times and probabilities by an artifact of unknown origin and power. They must survive long enough to learn to use their Matrix, but in order to learn, they must use it to jump into the unknown. By the time they learn enough to get home, odds are they won't even want to.

Things you will need - Before you get into character creation, you will need several items besides these rules. Among them are pencils, paper, perhaps a calculator, and dice. For those of you who have just started role-playing, the following section will help explain what you will be getting into.

What is Role-Playing? - For those of you embarking on the adventure of role-playing for the first time, *TimeLords* is one of a large number of games that fall under the heading of Fantasy Role Playing, or FRP. Defined simply, it is escapism through imagination. As a Gamemaster, you create the world, the framework in which the players adventure. Yours is the challenge of creating a believable, interesting world for the players. As a player, you sit around playing a character, who explores, battles, overcomes challenges, lives with defeat, and generally adventures in ways that are not possible for most of us. Even if it were possible for us, a lot would rather stay home anyway than risk our necks out in the great unknown. Face it, if given a choice between the status quo, or being dropped in a strange country with only the clothes on your back, \$20 and the knowledge that there is no one in the world who cares whether you live or die (that is, a "1st level character"), most of us would choose the status quo. Some few of us would relish the challenge, but not many. If your character dies, it hurts, but you can create a new one. If you buy it, it is usually more permanent. What you do when you are role-playing is writing chapters in a book, or ad-libbing an adventure movie. You don't have a script. You have to think on your feet, relying on your wits and the abilities of your character. How interesting and exciting it is depends heavily on both the GM and players. At the close of each adventure, another chapter ends, but the story never does. Even if your character dies, others will take their place, and a new plot will emerge.

The Gamemaster - The Gamemaster (or GM) sets the stage for this story. The GM sets up the scenery and the plot, and lets the characters take it from there. The GM does all the supporting roles, speaks for all the non-player characters (NPC's) in the group, and keeps track of the larger things that the characters either don't know, or take for granted, like weather, timelines, and plots the characters have yet to stumble across. The measure of how well any game plays is on the shoulders of the GM. A good GM can make almost any game fun, while a bad GM can ruin even the best of games. It is very important that the players be of the same quality as the GM. If the GM overestimates the players, things the characters need to find out may be too subtly hidden, conflicts may be overwhelming, and the characters may never get anywhere. If the GM underestimates the players, they may not have enough of a challenge to enjoy the game. The balance point is where the characters *think* they know what is going on, but you actually know better. Style is important also. If the players are heavily into realism and asking why and how things happen, they will need a GM that can field their questions. Realism gamers are probably the most brutal. If their gun can't hit someone and they think it should, they will want to know why. If a satisfactory answer ("Because the rules say so" is not sufficient) can't be

given, they may get petulant and threaten to wring your neck. On the other side, if the players are just out for some "hack and slash" and don't care how it is done, a realistic GM may get frustrated by the cavalier attitude of their players. The point is that the GM and players should be well matched. This comes through familiarity and experience.



Things to remember:

Atmosphere - The GM is the senses of the characters. If there is an impression you want to get across, a "feel" for a situation that is important, you need the characters to be aware of it.

For instance, a group of characters has been dropped into a post-holocaust setting, a world where WWII took place. Needing supplies and eager to get any form of useful equipment, they venture into the basement of an old building. If the GM simply says, "It's cool and dark, and it smells old", that doesn't provide much of an atmosphere, or give a feel for what is (or might be) there. A better description would be, "You step inside. Temporarily blinded while your eyes adjust, you feel the cool darkness, tinged with the smell of decay. No cool breeze wafts across your face, just a stagnant chill unabated by tendrils of warm air from outside. As your eyes adjust, you see the floor is covered with a thin layer of slime. Broken pipes and conduits hang from the ruined ceiling, some of them still dripping water from an unknown source above."

What does this say? The characters are temporarily blinded while their eyes adjust. Smart characters will realize they could easily have been ambushed and will take precautions against this in the future. There is no breeze, so there is probably no other opening to the surface, a feeling which is confirmed by the dead, stagnant air. There are pipes dripping water from above, so there are probably levels to explore overhead, and the slime means that any perishable items in here have probably done so, and the floor will be slick besides. This tells the players a lot about where they are exploring, and gives them the information they need to ask intelligent questions.

Rewards - Players usually want one of three things, intellectual puzzles to solve, physical challenges to overcome, and rewards for their efforts. Bringing up hints of these is a good way to get the attention of the players, to trap them in their

own vices, or lead them further into whatever web you have spun for them, especially if characters have different desires or goals. However, the goal is *not* to pit characters/players against each other.

For example: You know that the characters have been on short rations. So, you provide some "bait". "The basement was a total loss. After making your way up the fire stairs, you come across what might have been a snack bar. Crumbling plastic furniture litters the sagging floor, and scraps of moldy acoustic tile drape over a wall of vending machines, some of which undoubtedly contain canned food or drinks."

What you haven't told the characters is that the floor over there is unstable. You've hinted at it by saying the floor sags in spots. While it will probably support the weight of single person, a group might cause a collapse, as would any significant movement of the 400kg vending machines.

You have an intellectual challenge "How do we get these out and how do we pry them open?", physical risk "You don't want them to fall through the floor on you!", and rewards for success "Junk food for everyone!"

Intrigue - Try to outthink the players. While it is fun to outsmart them, or leave them with only part of the answers they are looking for, this is not what is meant. Try to anticipate what they are going to ask you. If you drop them into a new world that will have immediate hazards, describe everything else *first*. "The flashing lights caused by temporal relocation subside faster than the churning in your stomach and head. Leaning up against a rock for support you see that it is early evening...wherever you are. On top of a grassy knoll, the clear sky gives you a perfect view of the wooded hills all around. The smell of woodsmoke draws your attention to the campfires and gaily colored tents on the plain below you, and the sight of a dozen armed horsemen rapidly headed your way." You've gotten all the descriptive information out of the way, and given the characters all the knowledge they will need (maybe) to make their next decision. If you had described the horsemen first, you would have trouble describing the rest of the scene, because everyone would be fixated on the potential threat.

The Player - The player is the person who sits at home while their alter ego (i.e. character) goes adventuring throughout the world the GM has created. The character is the puppet of the player, although many characters will seem to develop a life of their own. The player determines the responses of the character when confronted with what the GM says is happening. In many games, the player knows many things beyond the knowledge of the character they are playing. This is less of a problem in *TimeLords*, since the characters *are* the players. If playing a Time Patrol character, the *characters* will have knowledge of all sorts of skills the *players* have no experience in. Either way, the GM needs to lay down ground rules for using real-world knowledge in the game. One of the benefits of role-playing is that it lets you use your knowledge in new and creative ways. The interaction of several players with differing fields of knowledge provides insights for all, and a good game should give you the feeling that you know more going out than you did going in. Now, if only your classes could be made this enjoyable...

The Character - The character exists only in the imagination of the players and the GM. The character does all of the actual work in the game. It is the character who gets sore muscles, stabbed, shot, beaten, and bruised. Unfortunately, it is only the character who gets to see sights never seen before, gain untold riches, and travel to exotic places. So it balances out in the end, I guess. The character is defined by the parameters of their attributes, skills, and personality. The first two are shown on the character sheet, and the last is determined in one form or another by the player, whether written down or played from a conception in memory. In most role-playing games, the character doesn't necessarily mirror the personality of the player (although it does in *TimeLords*).

Some players like the challenge of making a character's personality different from their own, like male/female, weak/strong, good/evil, etc. and vice versa. Like the player, the character has much knowledge that is unknown. Few players outside the SCA, Markland or other medieval recreation groups will have any knowledge of swordplay other than poorly choreographed movie fights. Likewise, smugglers, mercenaries and wizards all have their own secret knowledge. Face it, if any of you knew how to cast spells in the real world, you probably would have better things to do than play this game. The GM needs to take this into account. If a *character* has an expert level of Climbing skill, asking most *players* the exact sequence of actions the *character* will take is pointless. The *player* does not have the proper knowledge. The *character* does, which is reflected in their skill rating. However, it would not be inappropriate for a GM to make a player read up on the skills their character knows, just so they can discuss what the character does in an intelligent manner. High levels of *character* skill are never a substitute for *player* common sense.

The NPC's - These are all the inhabitants of the world that aren't represented by the players. The GM controls most of the NPC's, although trusted henchmen and the like may occasionally be controlled by a player. It is very important to remember that NPC's are people too. While many are nameless, faceless nobodies, there to be killed, or haggled with, or to serve you drinks in a bar, they are still more than one-dimensional cutouts with labels like "Good" or "Evil" stenciled on their foreheads. Interaction with NPC's is at the heart of many adventures, and the more like a "real" person an NPC is, the more likely interesting and unpredictable things are likely to happen. The closer an NPC's will be to characters, the more detail is needed. For instance, the characters hire an NPC guide, not knowing that he has been told to lead the characters into an ambush. This is a simple setup, with few options available. But what if the guide is only doing it because his family was threatened if he didn't? Or what if he has qualms about how he is going to avoid being in the crossfire? If the GM sets up a situation where the characters save the life of the guide, then he will be torn between fear for his family, and gratitude to the characters, leaving open the possibilities for the characters helping to save the guide's family, avoiding the ambush, and making an enemy of a local faction, on top of trying to get wherever they needed a guide to reach in the first place. Throw

in a relative of the guide who is a member of that faction, and is willing to risk trouble for relatives, and the situation becomes remarkably more complex than the simple "lead the characters into an ambush" plot.

While many NPC's are simply used up and thrown away, NPC's that will be important to an adventure should have basic personality notes on what motivates them, and where their interests lie. Out guide might be: religious, devoted to family, sense of honor and fairness. These three items are the major facets of his personality. Naturally, he wants to make a decent living, but the pursuit of money is not an obsession. If it were, we might add greedy or miserly. If he went on regular binges, we might call him debauched or alcoholic. But, he isn't, so the fact that he gets drunk on occasion and just wants to make a decent living is subsumed under his more visible personality traits. The world is full of NPC's, and each one has a story to tell, and a part to play.

The Rules - The world is governed by physical laws that determine how (or how well) certain things work. The rules try to quantify these so their effects can be determined by dice rolls and comparisons. This allows everyone involved in the game to make the judgments and comparisons that their character's lives depend on, like "Am I really good enough with a sword to beat this guy fairly, or should I just hose him with my M-10?" Every last contingency cannot be included in the rules, but they should be flexible enough to allow modifications. Theoretically, a role-playing game needs no rules at all. The GM has enough knowledge to adjudicate situations, and the players know their character's abilities well enough to accurately judge what they can and cannot do. Sometimes this is the case. You can have an extremely challenging evening and never open a rule book or roll a single die. Rules are for situations where you cannot do this, guidelines on simulating reality in the game framework the GM has created. Notice that they are guidelines, not mandatory orders. A GM does not have to exactly follow these rules, and departures are encouraged. You will no doubt find situations that aren't covered, or covered in a way that you disagree with. Modify the rules, change the rules. The main point of gaming is to have fun, and if you find that a given rule decreases your enjoyment of the game, by all means do something about it. We might not agree with your rules or your reasoning, but it is *your* game, and so there would be no logic in trying to stifle your imagination.

There are also situations in gaming where the consequences are determined more by words instead of actions. The friends and enemies the characters make through their travels may save or cost them their lives at some later date. That beggar you just insulted might be an assassin in disguise, and he might remember to return the favor someday. While these situations are just as important, not as many rules are included, for they are best left to the personalities of those involved, and the specific circumstances of the encounter. Personality is something that can't be played in terms of numbers on a character sheet, or levels of skill or experience. This is something that comes from the players, and interpreted by the GM in context of the situation the characters are in.

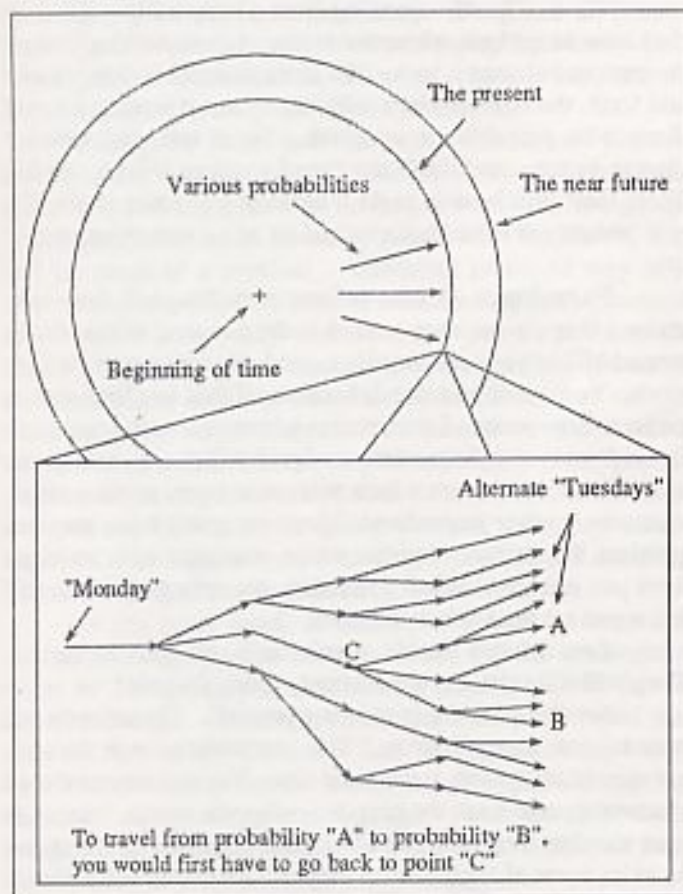
Conventions - Before you get into the details of time travel and character generation, you should familiarize yourself some terms that will be used frequently in the rules. The most common ones are below. Whenever a die roll is indicated has a number in front of it, like 1d6, it means to roll that number of the given die and add the results together, like 2d6 means to roll two 6-sided dice and add the results. If the die type has an addition or subtraction after it, like 1d6+1, it means to add or subtract that amount to the final total. These can be combined, like 2d6+1, which would be the sum of two 6-sided dice, plus 1.

Term	Meaning
d2	Roll 1d6, 1-3 equals 1, 4-6 equals 2.
d3	Roll 1d6, 1-2 equals 1, 3-4 equals 2, and 5-6 equals 3.
d4	A 4-sided die.
d6	A cubical 6-sided die.
d8	An 8-sided die.
d10	A 20 or 10-sided die with the numbers 1-10, or more commonly, 0-9, where 0 counts as 10.
d20	A 20-sided die with numbers 1-20, or roll 1d6 and 1d10. On the d6, 1-3 means 0, and 4-6 means add 10. This is the most common die used in the game.
d50	Roll as d% and divide tens digit by 2(d).
d%	Roll 2d10. The first die is the tens digit, and the second is the ones digit. This generates numbers from 1-100 (00 counts as 100).
(u)	Round up. Round the number up to the nearest digit indicated. If none is indicated, round to the nearest ones digit.
(d)	Round down. As round up, but numbers round down instead.
(n)	Round nearest. As above, but round to the nearest digit. .5 or larger rounds up.
m	Meters. 1m equals 39.37 inches
m ²	Square meters.
m/sec	Meters per second. 1m/sec is 2.2mph or 3.6kph.
km	Kilometers. 1km equals 1000m or 5/8 of a mile.
kph	Kilometers per hour. 1kph is about 5/8mph.
kg	Kilograms. 1kg equals 2.2 pounds.
hex	One hex on the Combat Display. 1 hex is 1m across from side to side, and has an area of .75m ² .
BP	Body Points. The amount of lethal damage a character can take, as a function of their mass.
DL	Damage Level. This is a result showing the severity of a wound, as a fraction of a character's total BP, in 5% increments (DL2 is 10% of BP, etc.).
DV	Damage Value. A value representing the potential of an attack for damaging characters or equipment.
AV	Armor Value. The defense of an object, generally the amount of damage it can take before suffering penetration or structural damage

Other terms will be introduced in specific rules sections where they are necessary, but the terms above are used commonly throughout the game, and you should become familiar with them if this is your first experience with role-playing games, as many are used in other RPG's as well.

Time Travel - Time travel has been explained in many ways by many people, but for game purposes one consistent way is needed, and the rules are based on the following explanation.

First, imagine a point. Now attach a straight line going out to infinity. That point is the beginning of time (say the Big Bang), and the line is the path the universe would have taken had *nothing* ever happened. Call it Limbo. Whenever anything happens, a branch appears on this line, and from that point on becomes an independent universe. Some early lines led nowhere and became minor versions of Limbo. Some of the lines developed life, and one of them was ours. There is a multidimensional spherical wavefront of probabilities extending from the beginning of time out to infinity. All the probabilities that existed, exist, or might exist are within that volume. What we call the passage of time is the second by second movement outward on that line. On the grand scale, what happens to the Earth is not going to affect the universal line very much, so we go to a more local scale, namely the volume of space involving the Earth and the solar system. With billions of people and countless minor life forms, our tiny section of the line is constantly changing and sprouting new lines as each event and its outcomes microscopically change the overall picture. Rather than consider this as billions of slightly different worlds, it is better to lump all similar worlds into the same space/time area, with a gray area around the "edges" where main-events (events that significantly change worlds) can occur. So, for similar worlds, you can say that they are nearly identical overlapping continuums, with the non-overlapping parts the only means of distinguishing them.



Most events that significantly change a worldline are going to be in the gray area. A significant enough event will bend the time line enough to create a new continuum. Once again, there is a matter of scale. A small event can be very significant to a person, but be insignificant on a worldwide scale. The death of an individual is very significant to that person, but unless that person (or their descendants) is very important to the overall scheme of things, the significance of the death may be small from a global standpoint, and have no measurable effect.

For bookkeeping purposes, there is a construct called Event Class. This is a numerical designation of how important an event is. Examples are below.

Event Class	Meaning
0	No significance to event and its ramifications.
1	No significance to event for 100,000,000 years.
2	As above, but 10,000,000 years.
3	As above, but 1,000,000 years.
4	As above, but 100,000 years.
5	As above, but 10,000 years.
6	As above, but 1,000 years.
7	As above, but 100 years.
8	As above, but 10 years.
9	As above, but 1 year.
10	As above, but .1 year (36 days)
11	As above, but .01 year (3.6 days)
12	As above, but .001 year (8 hr, 45min)
13	As above, but .0001 year (53 min)
14	As above, but .00001 year (5 min)
15	As above, but .000001 year (30 sec)
16	As above, but .0000001 year (3 sec)
17	As above, but instantaneous

Here are some examples of various Event Classes:

- Event Class 0** - .1% variation in the number of crickets chirping in an uninhabited area.
- Event Class 5** - Small asteroid nudged into collision orbit with Earth, impact in 10,000 years.
- Event Class 9** - World leader is assassinated.
- Event Class 10** - Outbreak of virulent new disease.
- Event Class 14** - Nuclear war starts.

The Event Class is dependent on the scale involved. The listed scale is for the Earth. If the President was assassinated, to him it would be Event Class 17, but to the little green octopoids from Betelgeuse, the significance would be very small. In general, the scale shows the importance of the act as perceived by the culture being influenced. It also depends on the speed of communications. For instance, it took decades for the Plague to spread across Europe, based on foot travel. What about now?

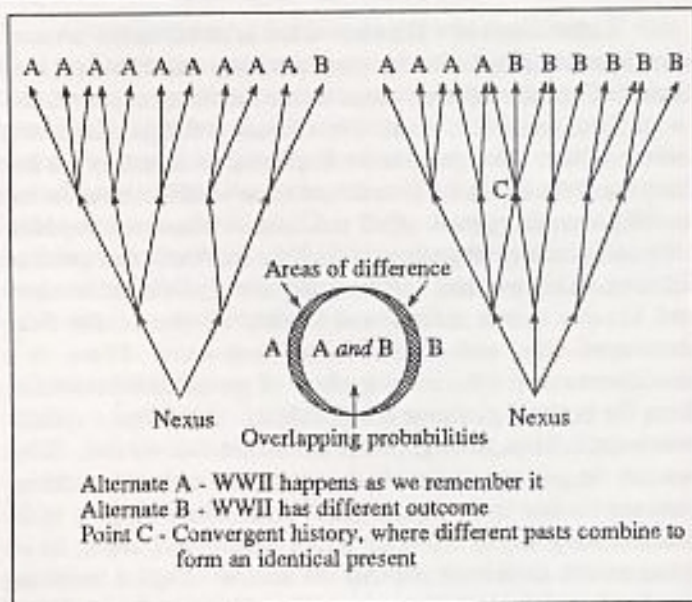
As more than an academic construct, Event Class is useful if a GM sets up a campaign with a limited number of alternate worlds to adventure between. As a result, characters will be visiting the same worlds repeatedly, at different points in their respective histories, and Event Class can be used by the GM to chart the effect of previous visits on the future of that history.

Example - The characters, through their actions, cause a certain religious leader to fade into obscurity. The GM says this was an Event Class 7 event in that world. So, the characters make another visit to that world a hundred years later, and find that things are radically different since Mohammed never made Islam into a major force. What major change took place as a result? Were there any Crusades? Did this affect the spread of the Arabic number system? Would the magnificent library at Alexandria have been burned?

Event Class allows you to chart changes characters may make in a continuum, in case you wish to have them visit it at a later time, perhaps to clean up after their own actions, or from a Time Patrol standpoint, to know how far back a break in the normal flow of history occurred, or how much time is left to make a repair. Normally, an action of an equal Event Class is needed to set things right, if done immediately. Obviously, the lower the Event Class, the easier this is. For each 10 percent of the time elapsed from the event to when the ramifications occur, the Event Class needed to right things increases by one. Take the case of the nudged asteroid. The closer the time to impact, the more energy is required to divert it from its course. The longer you wait to contain the outbreak of a new disease, the more difficult it gets to control. This can also be done in reverse. One could go back to a time well before the event occurred, and create a minor event that would nullify the problem before it occurred. This is generally *not* a good idea. While it is easy to see the causes of an event *after* it happens, it is not so easy to predict all the results of an event *before* it occurs. By stopping the assassin before he kills a head of state by preventing his birth, you don't know what that leader would do with the rest of their career. They might start a major war. Or a scientist whose work was funded by that leader's *successor* might not develop the wonder drug that saves mankind from a plague 100 years from now. Stick with hindsight unless there is no other way.

Now, as far as time travel goes, *all* the probabilities are out there, but for practical purposes the major area of non-events is not worth visiting, because you are already there. What you need to do is to go back, find a gray area, where a major branch appears, like a decisive point in history, and then go forward along a different line. This is how probability travel works. From any point in the present, there is only one past, only one set of events that produced things exactly as they are. You just stay on your own line to visit your own past. However, the future has infinite possibilities, any number of events or events that might happen if other events occurred first. The majority create the worldline perceived. The rest make up the gray area. Now, once in the past, to *you* it is the present, and all those infinite possibilities that never occurred are once again reachable, if you take the right path back forward. A branching point in time is called a *nexus*. If you go off the main worldline far enough, any probability (or improbability) can show up. This means that if you can imagine it, somehow, somewhere, whenever, it exists.

Changing history isn't that hard. Lets say you are at a nexus and that if you repeated the key event 10 times, 9 out of 10 times it would happen again, and the 10th time it would take another branch. This could be due to random factors influencing that event, like the weather. Look at the figures below.



The rightmost A is where A barely happened, and the leftmost is where it easily happened. To change history, all you need to do is hurt A or help B. After you do this, the diagram might look like the above figure.

There are still probabilities with A, but if you were from the fifth A and went home, it would be a B in all respects, and no one there except you would have any memory of A. The farther back you go, the smaller the Event Class needed to change the same future, but also the less control of the outcome.

The Time Patrol in its various incarnations has its work cut out for it. Usually operating from a temporally stable area, they have to go back whenever someone or something changes the past, and change it back. The more an event is changed back and forth, the more likely it will stay where it was, as a sort of damper on probabilistic whiplash. So, if temporal terrorists change history, and the Time Patrol changes it back, the less likely they will be able to do it again at that point, so the TT's will probably abandon that area and try again somewhere else.

Paradoxes - Sooner or later, something will show up to throw a king-size monkey wrench in the temporal works. Going around killing your ancestors is a good one for starters. It don't work. You'll still be around, because all that has been done is create a large series of continuums where you were never born. Since there is an infinite number of probabilities, there is always at least one continuum where you *were* born, so your actual existence is never jeopardized. However, going home may be a problem, for most continuums where you came from no longer have you as a part. When you return, the only people who will know you are your fellow travelers.

Your driver's license, credit cards, etc. will be useless. They will still exist, but are now only clever forgeries.

Another problem is meeting yourself. The universe will only tolerate so much abuse. You can never exist in the same universe in two places at the same time. You can assume that all characters come from the gray area of major events, because as time travelers they can have a profound influence on things, and so as an event of significance, they are not duplicated endlessly.

in the normal infinite probabilities that weave the normal worldline. Also, since Matrices exist outside the framework of normal space and time, they are *not* duplicated endlessly among the alternate worlds. Of all the versions of you that could possibly exist, only *one* has a Matrix. Among the other ramifications of temporal exclusion, this means that a character cannot travel to a time where they are alive (before they start time traveling, but after they were born). Also, they can only visit a place if they have not been there before at the time they make the visit. There is no problem in leaving 1990, going for a 6 month trip into the past, and coming back the instant after you left. Should your characters wish to tempt fate by going to a time right before they were actually there, and then waiting, bad things will happen. They might drop out of existence all together. They might also be frozen in time, or catapulted to where they were previously, or someplace entirely random. It is up to the whim of the GM. Characters may also have the chance to run into near copies of themselves, in a "what if" kind of situation. What if Germany had won WWII, and you were still born. You wouldn't be the same person as you are now, but you would be very close in many ways.

As any two examples of a person get closer together, probability shifts to keep them apart. The car you are traveling in may break down unexpectedly. A flash flood may wipe out a bridge you had to cross. A swarm of tornadoes decides to sit in your path. Eventually a critical improbability level will be reached. Depending on how alike the people are (build, history, personality, etc.) this can range from a kilometer or more to actual contact. The less alike they are, the closer the distance. At this point, the fabric of space/time will rip and all people involved will be precipitated 1-1000 years away from each other, in totally different continuums. Bummer. However, this doesn't stop you from using the phone to call yourself up.

Altering the future is a real pain. The saying "you can never go home" can be too true. If killing your ancestors is bad, deliberately altering your own future can really foul things up. Until a good measure of control is gained with the Matrix, this isn't too much of a problem. Accidental problems may still occur. Later on, when the players start opening bank accounts for themselves before they were born, then you get into trouble. Money is nice, but smart characters will eventually get more than they know what to do with, so much so that simply transporting it in usable form can be a burden. An experienced TimeLord can wreck the economy of any world, given enough practice, like taking synthetic diamonds to a world where they can't tell the difference, or going out and collecting a few hundred Cullinan Diamonds, or raiding Fort Knox and dumping it all on the market at once (a difficult feat, admittedly).

On the other hand, if you open a bank account for yourself, finding that one bank in all the infinite continuums might be like finding a needle in a haystack. As far as repercussions go, would the characters ever have found the Matrix if they were filthy rich? And then again, simply being high-profile wealthy has its disadvantages, like kidnapping, blackmail, high powered enemies, etc. There are all sorts of strange things that can foul you up if you try to anticipate your future actions to your advantage using time travel.

The Matrix - The Matrix is the name of the device the characters will use on their adventures to get from one space/time/probability to another. The Matrix is a featureless metallic dodecahedron, looking amazingly like a metal 20-sided die, but for some reason it is generally referred to as the "Cube". Although it is the same size as a d20, it is quite massive, weighing in at half a kilo. It is much bigger inside than it is on the outside, containing the massive amounts of machinery needed to hold and tweak the captive temporon singularity at the center. This inner volume is inaccessible to characters. Presumably, the Designers knew how to bridge the spatial distortion caused by the singularity, but that knowledge was lost with their demise. Despite its complexity, a Matrix is quite indestructible. The outer surface is much thicker than it appears, and made of the toughest energy reinforced materials the Designers were capable of producing. However, nuclear blasts and the like will still tend to tarnish it.

As far as the characters know, it's just "the Cube". Its history is scanty, but it is most likely the artifact of an extremely advanced civilization. From the future or past? Our future or another? Who knows? You do, but not the characters. The version the characters will get is best described as a "tourist" Matrix. It has an unreliable but distressingly frequent tendency to put the characters at key points in whatever continuum it is directed at, or relatively near to another Matrix which has been static for any length of time. This usually means excitement, and sooner or later, violence, or at least the potential for it.

Matrix Operation - The basic Matrix will generate a spherical field 6 meters in *diameter*. All contents of the sphere are moved by the Matrix along the lines of space, time, and probability. This travel is instantaneous. All infectious micro-organisms, viruses, etc., that could be remotely harmful to the inhabitants of the destination area are killed by the field to prevent accidental interdimensional plagues. The field is operated by pressing or touching certain combinations of the facets of the Matrix while thinking about the destination chosen. The Matrix "reads" the minds of the operators, performing the necessary calculations and correlations, and deciphering the destination information from all the other extraneous thoughts and feelings going on at the time. The operators are aware of this mental probing, but only dimly. These calculations will take 1 Combat Turn (10 seconds), at the end of which the field pops in. The field starts as a reddish glow around the Matrix, which rapidly accelerates through violet, followed by expansion of the glow to the radius of the field and transport to the destination. The glow seen is a small fraction of the emissions of the Matrix, which covers most of the electromagnetic spectrum during the buildup of the field. Anyone seeing a Matrix appear at its destination will see a brilliant blue-white flash at the field boundary, dissipating almost immediately to reveal the objects transported. This flash also occurs over most of the electromagnetic spectrum also, and can momentarily disrupt communications for several kilometers. Non-living objects will be cut off at the field boundary. Living objects (animals or other intelligent creatures) will stay on the side of the field that has the greater portion of their mass (vicious GM's can simply cut off *everything* at the

field boundary). Whatever is at the new location will be transported back to the space previously occupied by the party. Due to constant changes in history, reusing the same combination of facets will not get you to the same location. The ability to deliberately determine a destination comes intuitively with practice.

Characters can perform other feats with a Matrix, if they have the time and inclination to experiment. While the default method of transport is a sphere, there are other options.

The first of these is the time door. A circular opening can be created to afford two-way transport to another place and time. It has all the properties of the basic field, but you can see the destination ahead of time. And, the size can be varied. The base door is 6 meters across, and lasts for 10 seconds. If the size is doubled, the time is quartered, and vice versa. This is useful for transporting vehicles from one continuum to the next.

The second of these is the space hop. You move only in space, rather than time. This is useful for quick transport from point A to point B, and may be combined with the time door.

The third of these is the Matrix charge. A charged Matrix may be directly discharged into another, making it instantly ready for use, but draining the first in the process. This is good if you have a better chance to operate one than the other.

The last is the Matrix program. You can pre-program a Matrix destination or series of destinations, if you are good enough (-5 modifier to roll for consecutive jumps).

All of these options require a successful Matrix skill roll by the user before the destination skill roll is made.


More - The Matrix will not teleport the party to an instantly lethal area, like a vacuum, or the floor of an active volcano. A dormant volcano that will erupt the next day, maybe. The Matrix can accurately scan only the exact time and place the party is going to, and may occasionally cause trouble by putting the party into situations that only become dangerous because of the Matrix itself. There seem to be recurring problems in forests. The lower half of a tree will go back to where the party was, and the top half will fall among the party upon arrival, crushing random equipment and wreaking all sorts of havoc. This is an annoying but useful way to take things away from the characters, whenever they overstep any bounds you have set for them. Perhaps this problem has to do with the way the minds of the Designers worked, or they didn't have this problem. Also, the Matrix will usually not transport the party to a "time" (position on the probability wavefront) ahead of their own. This doesn't preclude civilizations that have become more advanced in the same amount of time, or someone from the future using the Matrix to transport the party forward. This may be a "bug" in Matrix programming left by the Designers. Since they began at the end of time, this would never have been a problem to them.

A useful optional trait is the ability to temporarily imprint languages on anyone passing through an active Matrix field. Characters who are in the Matrix field will have knowledge of any language used within 100km of the landing site. This will be at a skill level of 10, and will decrease 1 per week. This is implanted by the Matrix computer, and was a useful function for the early Designer explorers, who contacted several other races before their extinction. The knowledge is semi-conscious at

best. The characters will think a word in their native tongue, but the sound will be in another. What they hear will be another language, but when their brain is through processing it, it will sound like the language they have spoken all their lives. The characters might not even notice this until they wonder why their lips are moving in an unfamiliar way, or what they hear isn't matching the lip movements of who they are listening to. By concentrating, the characters can consciously use any language they want, perhaps to hold a secret conference in plain English, in a place where it is unknown.

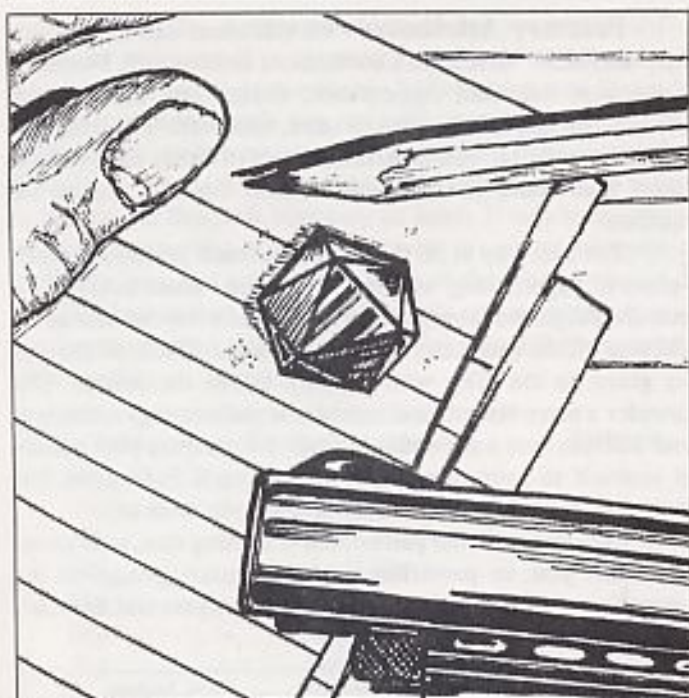
The Matrix has its own renewable power source (a Matrix will stop neutrinos, if this helps), but it takes time to recharge between uses. The number of hours this will take is roughly equal to $30 \times \log_{10}$ of the years jumped. The minimum recharge period is 20 hours. If probability jumping also, multiply the time by 1+1d3. Base recharge times are below.

Years Jumped	Days	Hours
5	0	21
10	1	6
20	1	15
50	2	3
100	2	12
200	2	19
500	3	9
1,000	3	18
2,000	4	3
5,000	4	15
10,000	5	0
20,000	5	9
50,000	5	20
100,000	6	6
200,000	6	15
500,000	7	3
1,000,000	7	12
2,000,000	7	21
5,000,000	8	9
10,000,000	8	18
50,000,000	9	15
100,000,000	10	0
500,000,000	10	21



and so on... These times are generally long enough that a group can leave fairly soon should they want to, but long enough for the GM to get them in all kinds of trouble.

Anyone in possession of a Matrix can detect the use of any time travel device within $(\text{Matrix skill} \times 5)^2$ km. This ability is somewhat directional (30° arc) and is felt as a momentary flash of *deja vu*, with possible flashes of the start and/or destination locations. With repeated uses, rough triangulation is possible, and distance can be gauged to within 10 percent. Likewise, Matrix users may be able to detect any other Matrix users in the same area, when a Matrix is used. This ability is also directional. Both of these effects relate to the Matrix using human (or other) minds for some of its calculations. Anyone used will have a dim awareness of the others used, so this is a two-way street.



Matrix Skill - Each time the Matrix is used, the skill can be improved as any other skill. Most jumps will be a successful use of the skill, although the GM may find circumstances which change this. Matrix Skill has no Governing Attribute, no difficulty modifier, and no Aptitude. It applies only to a *single* Matrix. Any other Matrix found and used will only be counted as a Closely Related skill (p.16). With improved skill, some determination of when/where you go can be made. To use the Matrix most efficiently, all characters in a group should be in physical contact, and all should be concentrating on the same destination. It need not be a place they have been, but the more accurate and consistent the description, the better.

Destination Choices

Matrix Skill	Time	Location	Probability
1-3	None	None	None
4-6	Forward/Back	None	None
7-8	Within 1000yr	Within 5000km	None
9-10	Within 200yr	Within 1000km	Close
11-12	Within 50yr	Within 200km	Close
13-14	Within 10yr	Within 50km	Different
15-16	Within 2yr	Within 10km	Different
17	Within 6mo	Within 2km	V.Diff.
18	Within 1mo	Within 40m	V.Diff.
19	Within 1wk	Within 10m	Bizarre
20	Within 1 day	Within 2m	Bizarre

Matrix skill lets you use all of the categories listed in that row, so a person with a skill of 12 could make a jump to within 50 years, 200km and to any close alternate probability. You cannot specialize in this skill, but you can increase your effective level in *one* area if the other two are lowered by the same amount, in the previous example, say a 14 in one area, and 10 in the other two.

Any number of people may add their Matrix skill together. The operator of the Matrix gets full skill, and everyone else gets one-fourth(d) of their skill. All of them must remain in contact for the entire Combat Turn of calculations or the results will be entirely random. Only one person in contact is considered to be operating the Matrix and will get attempts to improve their skill. With low or no skill, these destination limits mean that early in the campaign, the GM essentially has free choice as to when and where the characters go. Note that the characters will have some say in their destiny as they get better, and the GM should be ready with an adventure should they go exactly where they want to. This is best done by asking an adventure in advance what the players want, so you have some time to prepare. The very high skills needed for precision traveling almost necessitate the cooperation of several characters to get anything done. If the characters have a high enough skill to get somewhere, but secretly try to impose their personal preferences on the destination, rather than an agreed upon group choice, the results of the jump may be skewed.

Other uses of the Matrix - The Matrix is more than just a time/space/dimension travel device. It has other properties known in various continuums through experimentation or accidental discovery. Many of these will be left for you to determine, while others may appear in further adventures or game supplements. One of them is as a power source. The energy used for the actual jumps through time and space is huge, and certain devices made by the Designers can tap the fantastic recharging power of the Matrix for mundane use. Given one of these, the Matrix is capable of a constant output of about a megawatt without affecting the recharge rate. If the cube is used at full capacity, the constant output is about ten megawatts (about 14,000 horsepower). The item itself is nearly as indestructible as the Matrix, and about the size of a small loaf of bread. Like the Matrix, these devices are highly prized items, and very rare. Incredible lengths will be gone to, just on the remote chance of obtaining one.

Other devices are left to your imagination, but suggestions include: Weapons (naturally), Matrix effect modifiers, psionic powers, temporal communications, or short range teleporting.



The Primary Game - You have now reached character generation for the Primary Game. In this game the players play themselves, thrust into unknown worlds by a gizmo of some sort, called the Matrix, that they have little or no control over at first. The characters will start off with what the *players* have on their persons, along with anything else that might get dragged along (see The Matrix, p.9). So the characters start with little equipment, useless (probably) money, and no idea of what is going on. In other words, they begin as "first level" characters.

Note - If you have not yet reached physical maturity or have some other reason not to play yourself, you would do better to play the Secondary Game or design your character from the rules in that section, with any modifications the GM desires for play balance (see notes on character points on page 35).

Generating Yourself - This RPG is different from others in that you can play *yourself*. So, the character generation system is designed not based on points, or random rolls, but on objective or subjective tests of your abilities. This section is designed as guidelines. If you can find a better way to rate your players or yourself, do so.

Your Attributes will range from 1 to 20, in the following categories: Strength, Constitution, Intelligence, Dexterity, Willpower, Bravado, Appearance, Perception, Stamina, and Power. These Attributes will also generate secondary statistics, and secondary statistics may also be based on your height, weight or other physical parameters.

The Character Sheet - Your character is defined by this piece of paper. Your current condition, attributes, skills, and possessions should be listed on this sheet. Use only pencil on the sheet, and don't lose it. You have permission to photocopy the blank character sheets as much as you need to for personal use. The major sections are described below.

Character Name - Simply your name, for purposes of keeping track of whose character is whose.

Age - Your current age.

Height - Your height in centimeters. 2.54cm equals 1 inch.

Weight - Your weight in kilograms. 1kg equals 2.2 pounds.

Race - Whatever race you are. This can unfortunately be of importance in the Primary Game.

Background, etc. - A few words of background or dominant physical or personality traits.

Physical/Mental Speed - Your Speed. Leave blank for now.

Level/Apt/Bank - These represent your base attribute, any adjusted value due to game effects, your Attribute Bank (number of points saved towards increasing that attribute), and your Aptitude. For most purposes, you will deal only with the base Attribute and your Aptitude.

Primary Attributes - All characters will have 10 primary attributes: Strength, Constitution, Intelligence, Dexterity, Willpower, Bravado, Appearance, Perception, Stamina and Power. The last will be seldom used, however. The following guidelines will let you determine each of these for yourself. Place your score in the Base column for the appropriate Attribute.

The best way to do this is to write each person's name on a sheet of paper, along with each Attribute. Since many of the tests are subjective, everyone secretly rates everyone else as the GM lists off the categories in those attributes. Then, all the slips are given to the GM, who secretly tallies the totals. This provides a more honest (and sometimes unflattering) estimate of your abilities than a self-rating would. To compare your opinion of yourself to everyone else's, rate yourself *before* the GM announces the final totals and see how far you were off.

This system is *not* perfect, but if nothing else, your scores will rank you in proficiency *within your group*, so the comparisons will be valid for your fellow players and this GM's campaign.

TimeLords™				Character: <u>Joe Nossie</u> Player: <u>Joe Nossie</u>	
p.13 Character Sheet				Age: <u>19</u> Height: <u>175cm</u> Weight: <u>72kg</u> Race: <u>Human</u>	
				Background: <u>Freshman college student</u>	
Level	Apt.	Bank	Phases		
Strength	8	2	1 X		
Dexterity	11	3	2 X		
Intelligence	15	4	3 -5		
Constitution	10	3	4 -5		
Willpower	10	3	5 X		
Bravado	12	3	6 -5		
Appearance	10	3	7 -5		
Perception	10	3	8 X		
Stamina	8	2	9 -5		
Power	7	2	10 X		
Max Load	Current	Skills/Speed	Running		
6.5 kg	8.1	0	0/00		
12.8 kg	8.2	0	1/00		
19.1 kg	8.3	0	2/00		
25.4 kg	8.4	0	3/00		
31.7 kg	8.5	0	4/00		
38.0 kg	8.6	0	5/00		
44.3 kg	8.7	0	6/00		
50.6 kg	8.8	0	7/00		
56.9 kg	8.9	0	8/00		
63.2 kg	9.0	0	9/00		
69.5 kg	9.1	0	10/00		
Physical Speed	15	Body Points	28		
Mental Speed	15	Maria Lag	5		
Pos. perceiving sense	1	2	3	4	5
Damage Level: Head	1	4	7	10	13
Torso	1	3	4	6	7
Arm/Leg	1	3	4	5	6
Level	Rank	Status			
1 Matrix operator	0				
2 Thief	1				
3 Rifle	1				
4 Rifle	1				
5 Rifle	1				
6 Automobile	1				
7 Planning	1				
8 Military Science	1				
9 Mechanical Engineering	1				
Victor (event)	DV	Str/A	Length	Max	
1. Backstab	20	41	1	20	34
2	1	1	1	1	34
3	1	1	1	1	34
Range (event)	DV	Str/A	RC	ROF	Shen
1	1	1	1	1	34
2	1	1	1	1	34
3	1	1	1	1	34
Planning Grid					
Character Advantages, Disadvantages and History					
Freshman college student, wants to major in mechanical engineering. Average looking guy, low physical stats. Fascinated with weapons but has little opportunity to use any, aside from a few experiences on his father's farm during hunting season. Has gotten into a few fights (lost) and prefer to outfox opponents. Plays a lot of war games, both strategic and role playing. Equipped with the clothes on his back and the contents of his day pack: pencils, paper, calculator, notebooks, lunch, a few starting tools and maybe a pack of matches or a lighter.					

Strength - A measure of how strong you are, naturally.

For game purposes, it is assumed that muscle development in your arms and legs is proportional. To determine your Strength, find the maximum weight you can hold straight out to one side of your body with one arm for 5 seconds. Then consult the following chart. If a weight set is not available, a large water-tight container like milk jugs may be used. It may be helpful to hang on to something with your free arm to counter the stress on the lifting arm, but either all or none of the players should do this. It is best to start with a small weight and work your way up to a larger one, rather than risk straining yourself by trying too great an effort.

Weight held	Equivalent measure	Strength
1kg	1qt/1 liter	1
2kg	2qt/2 liters	2
3kg	3qt/3 liters	3
4kg	4qt/4 liters	4
5kg	5.5qt/5 liters	5
6kg	6.5qt/6 liters	6
7kg	8qt/7 liters	7
9kg	10qt/9 liters	8
10kg	11qt/10 liters	9
11kg	12qt/11 liters	10
12kg	13qt/12 liters	11
14kg	15.5qt/14 liters	12
17kg	18.5qt/17 liters	13
21kg	23qt/21 liters	14
26kg	28.5qt/26 liters	15
32kg	35qt/32 liters	16
39kg	43qt/39 liters	17
47kg	51.5qt/47 liters	18
56kg	61.5qt/56 liters	19
65kg	71.5qt/65 liters	20

Don't worry if your initial Strength isn't that high. It will improve naturally as your character gains experience.

Constitution - This sums up your resistance to disease and poisons, how fast you heal, your ability to fight off infection, and the regenerative processes of your body in general. This is a little more general than Strength. Find the range you fall into and roll 1d3 to determine the actual number, adding the result to the lowest number in the range.

Constitution	Description
5-8	Poor - Your immune system has serious flaws and you catch a lot of colds, flu, and other annoying diseases.
8-11	Average - You catch a few colds a year. You consider yourself about average and caught 1 or 2 of the normal childhood diseases like chickenpox or the measles.
11-14	Above Average - You rarely catch any disease of any type, and have never caught anything serious.
14-17	Excellent - Not been sick a day in your life.

Intelligence - A measure of your logical faculties, how

quick you are on your mental feet, and how well you use information presented to you. There are several methods to use for determining your Intelligence. If you have taken an IQ test, divide the result by 9(u). If you have taken any intelligence test that ranked you on a percentile basis on a national scale, see Table 1. If you have taken the SAT, see Table 2. If you have been a full-time college student for at least a year, multiply your 4 point QCA by 4.5. If a high school student, do the same. Pick the highest score if you can use several of these methods. If none of the above apply and you can figure out a logical, accurate way of determining your Intelligence, use it and add 1 for being resourceful.

Tests for "intelligence" are usually based upon certain norms, usually being the society the test was made for. An illiterate person could be a genius, but would not rank on most of these measures, simply because they could not read the test. For them, different tests would be necessary. Keep cultural differences in mind when doing any "intelligence" comparisons.



Table 1

Percentile	Intelligence	SAT	Intelligence
1	1	400-409	1
2	2	410-429	2
3-4	3	430-459	3
5-7	4	460-499	4
8-12	5	500-529	5
13-18	6	530-559	6
19-26	7	560-599	7
27-34	8	600-649	8
35-43	9	650-699	9
44-56	10	700-774	10
57-65	11	775-849	11
66-73	12	850-924	12
74-81	13	925-999	13
82-87	14	1000-1074	14
88-92	15	1075-1149	15
93-95	16	1150-1199	16
96-97	17	1200-1324	17
98	18	1325-1399	18
99-99.5	19	1400-1499	19
99.5+	20	1500-1600	20

Dexterity - A direct measure of your manual skill, balance, eye-hand coordination, and the ability to coordinate the various parts of your body. Most combat skills will default to a fraction of your Dexterity. Everyone starts with a base of 10, altered up or down according to any of the following additions or subtractions that apply.

Amount	Reason
-2d2	You admit that you're a klutz.
-1d2	Hold your arms out and spin in place at least 30 times in as many seconds, and then stop abruptly and close your eyes. If you cannot balance for 10 seconds without shifting either foot, you get this minus.
+1d2+1	You are the best in the area at any arcade game. (Either this or next modifier is used)
+1d2	You stay in the top 10 in the area at any arcade game.
Special	You can juggle. Add the number of items you can juggle for 30 seconds, and subtract 2. Maximum of +5.
+1d3	You are a tightrope walker, race driver, ballet dancer or member of any profession that requires constant use of Dexterity in order to be good in that profession.
+1d2	It is agreed that you can do something that requires above average Dexterity and has not already been mentioned.

Willpower - This is a measure of your mental fortitude, and is generally used to determine your reactions after being struck for damage, like being stunned or knocked unconscious. It may also apply to resisting the effects of certain drugs, interrogation, overcoming psychological limitations or magical or psionic powers. As with Dexterity, everyone starts with a base of 10, with additions and subtractions for the following conditions.

Amount	Reason
-2d2	The sight of blood or gore makes you dizzy or ill.
-1d2	You feel ill or find it difficult to eat while someone relates to you graphic details of a new horror film, accident, etc.
-1d2	You can't stay on a diet, exercise, or study program, no matter how hard you try.
+1d2+2	You are a combat veteran.
+1d2	You are in a profession where pain is a way of life. (college student doesn't count, but graduate student might).
+1	You can constantly do something that is uncomfortable or perform well under physically demanding conditions (see above).
+1	You have your teeth drilled without anesthesia (unless it is because you hate hypodermic needles).
+1d2	It is agreed that you can have experience or training in something that requires or gives above average Willpower, and has not already been covered.

Bravado - Guts, chutzpah. This shows how well you can fake it, or deal with unfamiliar and/or unpleasant situations. It is a measure of self-image and confidence, and is a mixture of courage, ego and lack of wisdom. Again, everyone will start with a base of 10, and add or subtract any of the following items that apply.

Amount	Reason
-1d2	You are a born sucker.
-1d2	People can read you like a book
-1d2	You are gullible or always downgrading yourself.
-1d2	The way you play other characters shows a severe lack in the risk taking department.
+1d2	You are voted to have a good poker face.
+1 per	You have talked your way out of getting a legitimate speeding ticket. Maximum of +3.
+1d2	You can lie through your teeth.
+1	You are voted to be totally unpredictable.
+1d2	You have a demonstrable lack of respect for authority.
+1d2	It is agreed that you have pulled off something not already covered that requires more Bravado than the average person.

Note - Don't incriminate yourself in front of anyone you don't trust.



Appearance - This is a combination of manner and looks, a measure of how you carry yourself, and how you act in your dealings with other people. It is not a measure of how polite you are, as you can be brusque and still well liked, or of your character, as you could have a high Appearance, but still be a depraved psychopath. Everyone starts with a 10, and it is modified as follows.

Amount	Reason
-1d2	Person is voted to be below average in physical appearance for some reason.
+1d2	Person is voted to be above average in physical appearance for some reason.
-1d2	Person tends to get on your nerves at times.
+1	Person leaves a good first impression.
+1	Person is a good conversationalist.
+1	Person can blend well into any group of people.
+1d2	Person draws a crowd at gatherings.
+1	Person is generally friendly and interesting (not necessarily pleasant) to be around.

Perception - This attribute covers how observant you are. It is used for spotting hidden or concealed items, and is used for all the senses of the character. It also covers intuition or hunches, and the "I've got a bad feeling about this" syndrome. Start with a base of 10, and add or subtract the following.

Amount	Reason
-1 to -4	This is a temporary minus to Perception due to loss of glasses or contacts by a person who needs them. Someone with good vision should look through the glasses and give a rating of -1 to -4 for how much the glasses affect vision. In the case of contacts, the wearer should give an honest opinion.
-1d2	Things that are obvious to everyone else go unnoticed by you.
-1d2	You aren't that perceptive because you just don't look.
-1d2	You have over a 25% hearing loss.
+1	You have 20/20 vision or can hear the high frequency whine of TV sets.
+1	You are a consistent top 10 video game player.
+1	You abuse games by finding loopholes in the rules.
+1	You have a job where perception of subtle cues is important to being successful at it.
+1	You spot things before everyone else. (At best, a 1/3 of the group gets this)
+1	You can prove above average Perception by a means not already mentioned.

Stamina - The Stamina a character has is a measure of how much physical exertion they are capable of before collapsing from exhaustion. Stamina is used whenever a greater than normal exertion is made, or a moderate exertion is continued for an extended period. A strong person might not be able to keep going as long as a weaker one, if the weaker one had a higher Stamina. Start with the base 10, and add or subtract as follows.

Amount	Reason
Special	Tighten your abdomen and grab a piece of flesh directly above the navel. Subtract 1 for every inch above the first that sticks out.
-2d3	You smoke (anything) regularly.
-1d2	You smoke (anything) on occasion.
Special	If you have quit smoking, add 1 for each 3(d)years quit, with a maximum of the amount that cancels your smoking losses.
Special	Take the number of hours each week you spend in physical activity. Multiply by the following: x.5 Walking, light activity x1 Backpacking, jogging, workouts x2 Dedicated athletics Add the square root(d) of the total to your Stamina and subtract 2 from the result.
Special	+1 for every point of Strength over 16.

Power - Characters will not need this Attribute unless the GM wishes to allow the optional rules for mental powers and/or magic. Everyone has a score of 1/4(u) their BP (see below) in the Primary Game. If mental powers are used later in play, characters may have a chance to improve this Attribute.

Matrix Lag - Jumping from continuum to continuum has a disorienting effect on the nervous system, somewhat like being torn to atoms and being put back together bit by bit with a soldering iron. Typical reactions include dizziness, nausea, muscle cramps or partial unconsciousness. Each player should roll 1d20 and place the result under Matrix Lag. This number is the number of phases (seconds) the character will be stunned and virtually unable to act after a jump. They will take a minus to all rolls equal this roll, a minus which decreases by 1 per phase.

Example - A character rolls an initial Matrix Lag of 13, so after each jump, they start off with a -13 to all actions. After 5 seconds, they are only taking a -8, and after 13 seconds, they are acting at no penalty.

As the characters gain experience, they will learn to tolerate this better and the Cube will slowly make adjustments to decrease the discomfort as well. Matrix Lag can eventually be lowered down to 1, but no lower.



Secondary Attributes - Each character will have certain characteristics based on their primary Attributes or other character stats.

Speed - Physical Speed is the average of Strength and Dexterity, rounded down. This attribute is important for combat sequencing and determines how often you can act without a minus. Each character will also have a Mental Speed, equal to Intelligence. This is used when performance of mental actions is important, for instance in the use of psionic or "magic" powers.

Body Points - Your Body Points (or BP) are a measure of how much damage your body can absorb. Body Points are not lost when you take damage. Rather, damage is taken as effects, and the severity of the effect is based on the percentage of your BP that were done in a hit.

Example - If a character with 30BP were to be hit for 10 points of damage, effects would be at the 33% level, but a character with 40BP would only take effects on the 25% level. Subsequent hits of that amount would still be on the same table.

Body Points are a function of mass, and are roughly the square root of the mass in kilograms*3.3(u). A table to convert your mass into BP is below. This table or formula may also be used for most creatures.

Mass	Body Points	Mass	Body Points
10-11kg	11	83-88kg	31
12-13kg	12	89-94kg	32
14-16kg	13	95-100kg	33
17-18kg	14	101-106kg	34
19-21kg	15	107-112kg	35
22-24kg	16	113-118kg	36
25-27kg	17	119-125kg	37
28-30kg	18	126-132kg	38
31-33kg	19	133-139kg	39
34-37kg	20	140-146kg	40
38-41kg	21	147-153kg	41
42-45kg	22	154-161kg	42
46-49kg	23	162-168kg	43
50-53kg	24	169-176kg	44
54-57kg	25	177-184kg	45
58-62kg	26	185-192kg	46
63-67kg	27	193-201kg	47
68-72kg	28	202-209kg	48
73-77kg	29	210-218kg	49
78-82kg	30	219-229kg	50

Aptitude - All characters will have aptitude with certain skills. In the AP column for an attribute, place 1/4(n) of the attribute. This is your *minimum* skill in a skill based on that attribute. If you have no training in an area, this is the level of skill you are assumed to have by reason of natural talent.

Example - An attribute of 9 will have an aptitude of 2, but a 10 will have a 3. This represents your inherent ability because of your level in the governing attribute. A strong person with no training can swing a sword better than a weak one, simply because they can move it faster and with less effort. A more dextrous person who has never fired a gun will have an advantage over a clumsy person, etc.



Skills - Everybody has skills in something, or areas of expertise that they are well informed about. Skills in one area usually apply to similar skills, and somewhat to less related skills. For example, knowing how to fly a light plane means you can probably fly any light plane. A Boeing 747, though far from a light plane, is still an aircraft, so you would stand a better chance to fly it than someone who couldn't fly at all. All characters have a base skill, or Aptitude with a particular skill. Aptitude may not be used multiple times on the same skill, but the character may use the highest Aptitude if more than one Attribute applies. Every skill falls into one of three areas as regards other skills. These are Closely Related, Related, and Unrelated. If you use a skill that is not rated, but is Closely Related to another, your chance of using it is half(u) the chance of using the main skill, but is at least your Aptitude+1.

Example - If you had a skill of 12 at driving cars and tried to drive a large delivery truck, the GM would probably say it is a Closely Related skill, and give you a skill in that area of 6, or half your skill with a car.

Related Skills are still connected to the original skill, but not as close. Using a Related Skill adds 1 to your Aptitude for that skill, *if your skill is at least twice your Aptitude*. Using our driver of before, we put him behind the controls of a bulldozer. The GM would probably say this is a Related Skill. If the character had a Dexterity of 12, they would have an equivalent Aptitude of 3, for a skill of 4 in operating the bulldozer.

Unrelated Skills are just that, and the character only gets their base Aptitude for that skill.

On the following chart, Related skills are enclosed by a rounded rectangle, and Closely Related ones by a rectangle.

Example - Crossbow and Rifle are Related, while Rapier and Sword are Closely Related.

Determining Initial Skill Ratings - Skills are rated on a non-linear 1 to 20 scale, where 1 is no familiarity whatsoever with the skill, and 20 is incredibly good. Skills of higher than 20 are possible. This may be through a specific skill, or knowledge of a skill that is almost specific by itself. Extremely specialized professions are good examples of the latter. An example of this would be tightrope walking. A Skill rating of 5 is poor (introductory), 10 about average (journeyman), and 15 a professional (licensed) level of skill, meaning that the person could probably make a living off of it. **Example:** In academic skills, a 14 represents a B.S., a 17 a M.S., and 18, a Ph.D.. In the realm of athletics, anything above a 17 is Olympic potential.

If your skill falls in a certain range, roll dice as indicated to get your Skill. Only rate skills that you feel are important at this point, starting with your best skills. Remember that a lot of the lower rated skills may be subsumed by the level you get for Closely Related and Related Skills. Skills in the same category in the Skill Listing are probably Closely Related or Related. For large numbers of players, the fastest way to go through this section is to start at the beginning of the skill list and go through them aloud. If a player thinks they have a skill of 5 or better, they should speak up when you mention the skill. They will be rated, and then you continue to the next skill. When you get through the skill list, all players will have their skills.

Skill Ratings

Rating	Experience	Education in Skill
Aptitude	Little or none	Little or none
Aptitude+1	Used once or twice	Pre-high school
6+1d2	Used several times in lifetime	High school or up to 1 year
8+1d2	Used infrequently, used actively a few times a year	College Freshman or up to 2 years
10+1d2	Used often, used actively a few times a month	College Soph., Junior or 3-4 years
12+1d2	Used constantly, used actively at least once a week	College Senior or 5 years
14+1d2	Used professionally, used actively almost every day	Bachelors Degree or 6-7 years
16+1d2	Used professionally, among top 10%	Masters Degree or 8-9 years
19	Used professionally, among top 1%	Ph.D. or 10-12 years
20	Used professionally among top .1%	13-20 years experience

Important Note - The level for experience is meant for the level of skill you have *used* over that period. Just because you have had a driver's license for 10 years does not mean you have a skill of 19. You have 10 years of experience at whatever skill level you use in your average driving. A new driver probably has a skill of 3-5. An average driver with several years experience might be a 6 or 7. If you drive like a maniac, constantly challenging your skill, you will be higher. Only the time spent using your skill at the limits of your ability counts for experience on this table.

Specific Skills - Skill may be acquired specific to a certain application of a skill. Skill with a rifle may be specific to a certain type or brand of rifle, or driving skill may be specific to the type of car you own. A good example is being able to play a certain musical instrument as a specific part of Music Skill, or an advanced degree being a specific aspect of a more general field. Specific skills should be described under the main skill applicable. Specific skill levels may not exceed the normal skill in that area, so you could not be fantastic with driving one vehicle, and a total klutz with all others. A specific skill is bought as a separate skill, and added to the base skill when used.

Example - Joe Doe has a Skill of 6 with Pistols, and a Specific Skill of 3 with semi-automatic pistols, so when using a semi-automatic pistol, his skill is 6+3=9. Specific skills start at a level of 0, and do not have Aptitude. If a character has a level of skill that should be divided between a base and specific skill, make sure this is done. A reasonable split is 3/4 base skill, plus 1/4 specific skill. Specific skill may be bought or learned to nullify off-hand minuses. Each point of this skill negates 1 point of penalty for off-hand use, and applies to all weapons. Specific Skill plus normal skill may exceed 20, but may not exceed 40.

Archaic wpn loading Autoweapon

Pistol
Rifle
Heavy machinegun
Light rocket
Grenade launcher
Flamethrower
Heavy rocket
Archaic artillery
Modern artillery
Light mortar
Heavy mortar

Bow

Crossbow
Sling
Slingshot
Shuriken
Throwing knife
Throwing axe
Dart
Bola
Thrown spear
Boomerang
Blowgun
Sm. siege weapon
Med. siege weapon
Lg. siege weapon

Ax

Polearm
Sword
Shield
Rapier
Knife
Club
War hammer
Staff
Whip
Flail

Brawling

Boxing
Martial arts
Wrestling

Demolitions Anarchy

Motorcycle
Automobile
Large truck
Tractor-trailer
All-terrain vehicle
Tracked vehicle
Rail vehicle
Hovercraft
Snowmobile
Dog sled
Beast riding
Team handling

Glider

Ultralight
Light aircraft
Medium aircraft
Heavy aircraft
Light helicopter
Heavy helicopter
Balloon
Dirigible

Small sailboat
Medium sailboat
Sail ship
Powerboat
Motor yacht
Ship
Minisub
Submarine
Sm. man-powered
Lg. man-powered

Blacksmithing
Butchering
Carpentry
Cartographer
Cooking
Drafting
Electrician
Farmer
Glassblower
Jeweler
Machinist
Mason
Plumber
Potter
Seamster
Secretarial
Tanner
Weaver
Welder
Woodcarver

Area knowledge

Drinking
Fishing
Gambling
Hunting
Navigation
Running
Swimming
Tracking
Trapping
Survival, warm
Survival, cold
Survival, dry
Survival, urban
Camping

Electrical repair
Electronic repair
Mechanical repair
Hydraulic repair

Aerospace eng.
Agricultural eng.
Chemical eng.
Civil eng.
Computer eng.
Electrical eng.
Materials eng.
Mechanical eng.
Mining eng.
Nuclear eng.
Oceanic eng.

Art
Biology
Computer science
Economics
Geology
History
Business law
Criminal law
International law
Linguistics
English
Military science
Music
Philosophy
Physics
Psychology
Religion
Sociology
Writing

Veterinary med.
Human med.
First aid

Bribery
Catfall

Acting
Disguise
Con man

Climbing
Detective work
Disguise
Forensics
Forgery
Locksmithing
Pickpocketing
Prying
Searching
Security systems
Stealth
Torture/interrogation
Wounding

Key:

Closely related skill
Related skill
Unrelated skill

Skill Listing - The skill listing follows. Skills are listed with all information the players will need to use the skill. This includes, in order: The skill name, an abbreviated form of the name, the governing attribute or attributes, the difficulty rating (for Secondary Game, see p.37), and a brief description of the skill. While large, this is not a comprehensive skill listing. Skills a character may want might not be here. It is up to the GM to design these skills for the player. This adds to the individuality of your campaign, and once done, serves as a future reference for the other players.

Combat Skills - All combat skills are rated for use in combat. You may be a great marksman, but unless you can hit the target when the target is shooting back, your skill is pretty much useless. In non-combat or low stress situations, you can effectively double your skill *before* modifiers, or automatically succeed at tasks of a given difficulty. So, for example, a hunter shooting at an unsuspecting deer 200m away would be able to double their skill (*before* modifiers), but a sniper whose hiding place is being peppered with enemy fire would not. The same might apply to a green soldier who has never killed before, or a cold-blooded assassin on a routine assignment. Sometimes this is a GM call, and should be made taking into account the personalities of the characters involved. For instance, a character might have to make a Will-power roll in order to get their full skill when performing an especially distasteful act for the first time, or if they have time to think about it in detail before doing it.

Likewise, non-combat skills are generally rated for use in *low-stress* situations. It would be perfectly reasonable to halve such a skill if the character was forced to use it in a combat situation. Some skills are more prone to this than others. For example, running skill might be *enhanced* if you were being shot at, but lockpicking probably would not (although your desire to succeed certainly would).

Modern Projectile Weapons

Archaic Weapon Loading(AWPL)(DEX)(+0) - This skill is the ability to load archaic hand weapons such as flintlocks, matchlocks, and percussion weapons. The skill must be rolled at the end of the standard reloading time. If the roll is failed, the character is not done reloading, and must wait an equivalent time period before rolling again. This continues until the weapon is successfully loaded. Characters may fire archaic weapons using the modern version of the weapon skill, like using Pistol for flintlock pistols, etc.

Automatic Weapon(AUTW)(DEX)(-1) - This skill allows the controlled use of hand fired auto weapons such as machine pistols, submachine guns or auto rifles. This skill is averaged(d) with the character's skill with the non-automatic version of the weapon. Remember that the character *will* have an Aptitude with this skill.

Pistol(PIST)(DEX)(+0) - This skill covers the operation of all modern pistols, including single shot, revolvers, and semi-automatics.

Rifle(RIFL)(DEX)(+0) - This skill covers the operation of all rifles and shotguns, including single shot, bolt-action, lever or pump action, and semi-automatic.

Heavy Machine Gun(HMG)(DEX)(+0) - This skill covers the operation of automatic weapons designed to be vehicle, bipod, or tripod mounted. These weapons are generally too large to be carried into combat by one person.

Light Rocket(LRKT)(DEX)(+0) - This skill covers the operation of man-portable rocket launchers and recoilless rifles.

Grenade Launcher(GLCH)(DEX)(+0) - This skill covers the operation of grenade launchers used for explosive rounds and includes rifle grenades.

Flamethrower(FTHR)(DEX)(-2) - This skill covers the operation of all types of flamethrowers, but not incendiary rockets, which is Light Rocket skill.

Heavy Rocket(HRKT)(INT)(+2) - This skill covers the use of tactical battlefield rockets, such as the modern Lance or Pluton, and rockets in this size range, generally up to 1000kg. Larger rockets are beyond this game.

Archaic Artillery(AART)(INT)(+0) - This skill covers the operation of muzzle loading artillery of all types. In order to reload one of these weapons, the user must roll 3 times this skill or less in each phase of the reloading. A failed roll means no progress is made in the reloading.

Modern Artillery(MART)(INT)(+2) - This skill covers the operation of modern artillery, including advanced indirect fire systems.

Light Mortar(LMRT)(INT)(+0) - This skill covers operation of man-portable mortars, usually of less than 90mm bore.

Heavy Mortar(HMRT)(INT)(+1) - This skill covers the operation of non-man-portable mortars and fire control systems, usually of greater than 90mm bore.

Archaic Projectile Weapons

Bow(BOW)(DEX)(+1) - This skill covers the use of any type of bow.

Crossbow(CBOW)(DEX)(+0) - This skill covers the use of any type of crossbow.

Sling(SLNG)(DEX)(+2) - This skill covers the use of simple slings.

Slingshot(SLST)(DEX)(+0) - This skill covers the use of elastic powered weapons such as slingshots and spearguns.

Shuriken(SHRK)(DEX)(+0) - This skill covers the use of shuriken and other generally useless weapons that always strike blade first, such as the chakram.

Throwing Knife(THKN)(DEX)(+2) - This skill covers the use of single bladed throwing weapons that are evenly balanced.

Throwing Axe(THAX)(DEX)(+1) - This skill covers the use of bladed throwing weapons that have their weight distribution heavily biased towards the blade.

Dart(DART)(DEX)(+0) - This skill covers the use of any hand thrown dart or stabilized thrown weapon.

Bola(BOLA)(DEX)(+1) - This skill covers the use of the bola or similar entangling weapons.

Thrown Spear(TSPR)(DEX)(+0) - This skill covers the use of thrown spears and similar weapons. At-at's or other force multipliers are a separate, Closely Related skill.

- Boomerang(BMRG)(DEX)(+2)** - This skill covers the use of boomerangs of all types.
- Blowgun(BLGN)(DEX)(+0)** - This skill covers the use of any type of blowgun.
- Small Siege Weapon(SSGW)(INT)(+0)** - This skill covers the use of small siege catapults, ballista, sprengals, and the like.
- Medium Siege Weapon(MSGW)(INT)(+1)** - This skill covers the use of larger versions of the above weapons.
- Large Siege Weapon(LSGW)(INT)(+2)** - This skill covers the use of very large rock throwers such as the trebuchet, and applies also to siege towers and battering rams.

Melee Weapons

- Ax(AX)(STR/DEX)(+0)** - This skill covers the use of cleaving hand weapons less than 150cm long.
- Polearm(PLRM)(STR/DEX)(+0)** - This skill covers the use of long-hafted(150cm+) cutting or thrusting weapons.
- Sword(SWRD)(STR/DEX)(+0)** - This skill covers the use of one or two-handed bladed weapons 30cm or more in length.
- Shield(SHLD)(STR/DEX)(+0)** - This is the skill used when using a shield to actively block melee blows, as opposed to just hiding behind it.
- Rapier(RAPR)(DEX)(+0)** - This skill covers the use of one-handed thrusting weapons like the epee, generally in a fencing style, which may have specific maneuvers not allowed to users of Sword skill (GM discretion).
- Knife(KNFE)(DEX)(+0)** - This skill covers the use of one-handed bladed weapons less than 30cm long.
- Club(CLUB)(STR/DEX)(+0)** - This skill covers the use of one or two-handed blunt weapons that have no specific striking surface, such as clubs or maces.
- War Hammer(WHMR)(STR/DEX)(+0)** - This skill covers the use of one or two-handed blunt or pointed instruments that must be oriented properly for best effect.
- Staff(STAF)(STR/DEX)(+0)** - This skill covers the use of two-handed blunt instruments like a quarterstaff or spear used in this manner.
- Whip(WHIP)(DEX)(+1)** - This skill covers the use of any totally flexible weapon.
- Flail(FLAL)(STR/DEX)(+1)** - This skill covers the use of articulated or partially flexible weapons such as the morning star, chijiriki, or war flail.
- Improvised Hand Weapons(IMHW)(STR/DEX)(+0)** - This skill covers the use of anything that would not normally be considered a weapon. Such items are generally unbalanced, and not as durable as a normal weapon. Dinner plates, beer bottles, rocks and pool cues are examples of such weapons. Such weapons may also be thrown with this skill. A regular weapon may be used with this skill, counting it as a Related skill.

Unarmed Combat Skills

- Brawling(BRWL)(STR/DEX)(+0)** - This skill covers general free-for-all infighting. Hands, feet, teeth, knees and elbows may be used. It may not be used to block or parry with.
- Note** - All unarmed combat skills only get half the off-hand minus to hit.
- Boxing(BOXG)(STR/DEX)(+1)** - This skill covers the use of fists as weapons in a more controlled setting than is usually found in a brawl. Boxing skill may be used to block with.
- Martial Arts(MRTS)(DEX)(+2)** - This skill covers the use of any martial arts form the character wishes to learn. Specialized forms will have different specific skills associated with them, like blocks, parries, throws, etc. Characters with martial arts may block or parry most attacks. A character with martial arts skill also gets a +2 modifier to their Strength for purposes of damage from their hands or feet *per level* of skill. A black belt is roughly a skill level of 14. A 10th dan black belt is around a 17 or 18.
- Wrestling(WRTS)(STR/DEX)(+0)** - This skill is like boxing, in that it is more a sport than anything else, but it can be used to immobilize an opponent without hurting them too much.

New Skills - You are not restricted to just this skill list. You should feel free to make up your own skill or skills if there is a certain field you feel is not adequately covered. However, remember that many "skills" are actually combinations of separate knowledges. For instance, a medieval armorer would know elements of blacksmithing, leatherworking, woodworking and a few other trades. These combine to give the person an overall knowledge of how to fit a person with comfortable armor, the materials to make it with, and how to prepare them. In practice, an NPC simply needs to have a certain "overall" expertise, but a character might find the separate skills useful on occasion.

Also, for new skills, note that many can be related to existing skills, changed only by Tech Level differences. For example, Motor Yacht skill might be the modern equivalent of Large Man Powered Boat skill, while Machinist or Welding could be modern counterparts to Blacksmithing skill.

The **TimeLords** skill list is fairly complete, and should cover most of the skills that characters or NPC's will need for normal campaigning. Esoteric or seldom-used skills are up to each individual GM to determine for their particular game world.

General Modifiers - Some skills will have a list of modifiers to go with them. This is usually to make things easier for the GM, or to give a better degree of accuracy with use of the skill. For most skills, you can apply quick general modifiers to their use:

Modifier	Amount
Extremely easy	+20
Very easy	+10
Easy	+5
Average	+0
Hard	-5
Very Hard	-10
Extremely hard	-20

Extremely easy tasks are those where even total incompetents can succeed fairly often, while extremely hard ones are almost impossible, and usually require mitigating circumstances or luck to succeed at.

Combat Related Skills

Demolitions(DEMO)(INT)(+0) - This skill is used in the placement of explosives in constructing or removing obstacles. The GM should make a roll for the character to determine how much explosive is needed. If the roll is failed, the amount missed by is taken as a modifier to the amount used. Whether too much or too little is randomly determined. A roll should also be made when planting the charge. If failed, the effect vs. the target gets a negative modifier equal to the amount missed by, so it is possible to use too much explosive and still get the desired result by accident.

Anarchy(ARCY)(INT)(+3) - This skill covers the construction of dangerous items from household materials or easily available legal substances. These range from explosives to poisons to zipguns and anything else that can be thought of. It does not cover the use of such items. If a character wishes to make something, it is up to the GM to figure out what the character can do with what is available. If the roll is failed, the project does not work as intended, and if a 20 is rolled, may quite literally blow up in the character's face.

Vehicle Skills, Land

This particular class of skills (vehicles in general) is very useful, but you need to know the limits of the skill, and how to use it in play. Modifiers to use of a vehicle (or riding) skill depends largely on circumstance and type of vehicle. For instance, ice would be a severe modifier for a car, but no modifier at all for a hovercraft. For vehicles, you are generally competent for public use of the skill with a level of 5 or better, although we have all encountered people who obviously have less. You get positive modifiers for good conditions, and traveling at less than the maximum safe speed, and negative modifiers for the reverse. For instance, the US Interstate system used to have a speed limit of 75mph, which was considered safe. This meant that you could actually drive safely on it at speeds well over that. Now, with a 55-65mph speed limit, you would get a significant bonus to your roll in any emergency situation, because you are so far under the maximum safe speed for the road conditions. The low average skill is offset by the skill bonus and normally safe condition of the roads.

Automobile(AUTO)(DEX)(+0) - This skill covers the operation of vehicles that have 3 or more wheels, are self-propelled, and weigh less than 3000kg.

Motorcycle(CYCL)(DEX)(+1) - This skill covers the operation of any type of conveyance with 2 in-line wheels, such as bicycles, mopeds, and motorcycles, although the GM may wish to split these skills if it is felt necessary.

Large Truck(LGTR)(DEX)(+0) - This skill covers the operation of any non-articulated vehicle weighing more than 3000kg, like a school bus or armored car.

Tractor-Trailer(TRTR)(DEX)(+1) - This skill covers the operation of articulated vehicles that weigh more than 3000kg. Note that such a vehicle *without* a trailer would be counted as a large truck.

All Terrain Vehicle(ATV)(DEX)(+0) - This skill covers the operation of any wheeled vehicle designed for use in areas impassable to other vehicles, such as swamp or mud.

Tracked Vehicle(TRKV)(DEX)(+0) - This skill covers the operation of any tracked vehicle, such as tanks and bulldozers and some types of ATV's.

Rail Vehicle(RAIL)(INT)(+0) - This skill covers the operation of rail vehicles, such as trains and related equipment.

Hovercraft(HVCR)(DEX)(+0) - This skill covers the operation of any type of air-cushion or surface effect vehicle. Grav vehicles may use this skill on the ground, but must use the appropriate aircraft skill when airborne.

Snowmobile(SNMB)(DEX)(+0) - This skill covers the operation of self-powered vehicles designed for operation only in snow.

Animal Handling Skills

Dog Sled(DGSD)(DEX)(+0) - This skill covers the operation of sleds pulled by animals for operation in snow.

Beast Riding(BSRD)(DEX)(+0) - This skill covers the riding and controlling of horses and other creatures used for transportation. A skill of 1 is sufficient to stay on a walking horse, 3 for a trot, 5 for a canter, 7 for a gallop, and 8 for a full run. For flying beasts, an aircraft skill must be bought or a specific skill for that creature is needed.

Note - The ability to ride one beast may only count as a related skill for other beasts. An example of this would be horses and camels.

Team Handling(TMHD)(DEX)(+1) - This skill covers the ability to handle animal teams for pulling vehicles. Again, different types of animals may count as a related skill.

Vehicle Skills, Air

Ultralight(ULTA)(DEX)(+0) - This skill covers the operation of any aircraft which can be foot launched and/or weighs less than 100kg.

Light Aircraft(LGTA)(DEX)(+1) - This skill covers the operation of aircraft that weigh between 100kg and 1000kg, like a Piper Cub. This skill includes operation of gyrocopters or autogyros.

Medium Aircraft(MEDA)(DEX)(+2) - This skill covers the operation of aircraft that weigh between 1000kg and 10,000kg, like a Learjet or P-51 Mustang.

Heavy Aircraft(LARA)(DEX)(+2) - This skill covers the operation of aircraft that weigh over 10,000kg, like a airliners, cargo planes, or even many modern fighters, like F-15's.

Glider(GLID)(DEX)(+1) - This skill covers the operation of unpowered aircraft and is closely related to Ultralight Aircraft skill.

Light Helicopter(LHEL)(DEX)(+2) - This skill covers the operation of rotary wing craft that weigh less than 3000kg.

Heavy Helicopter(HHEL)(DEX)(+3) - This skill covers the operation of rotary wing craft that weigh more than 3000kg.

Balloon(BALL)(INT)(+0) - This skill covers the operation of unpowered lighter-than-air vehicles.

Dirigible/Blimp(BLMP)(INT)(+2) - This skill covers the operation of powered lighter-than-air vehicles.



Vehicle Skills, Water

Small Sailboat(SMSB)(DEX)(+0) - This skill covers the operation of sailboats up to 10m in length, and may be applied to sail powered land vehicles.

Medium Sailboat(MDSB)(DEX/INT)(+1) - This skill covers the operation of sailboats between 10m and 25m in length, including all aspects of sailing needed to run a vessel of this size.

Sail Ship(SLSP)(DEX/INT)(+2) - This skill covers the operation of any sailing craft longer than 25m. This includes all aspects of its operation.

Powerboat(PWBT)(DEX)(+0) - This skill covers the operation of powered water vehicles up to 20m in length.

Motor Yacht(MTYT)(DEX/INT)(+1) - This skill covers the operation of powered water vehicles between 20m and 70m in length, including all aspects of its operation.

Ship(SHIP)(INT)(+2) - This skill covers the operation of powered water vehicles over 70m long.

Mini Sub(MNSB)(DEX)(+0) - This skill covers the operation of submersibles less than 25m in length.

Submarine(SUBM)(INT)(+2) - This skill covers the operation of submersibles over 25m long.

Small Man Powered Boat(SMPB)(STR/DEX)(+0) - This skill covers the operation of canoes, rowboats, kayaks, and the like. The base speed of the vehicle is modified by 1 per point of skill and per point of Strength above or below 10.

Large Man Powered Boat(LMPB)(INT)(+1) - This skill covers the operation (as captain) of any water vehicle propelled by more than 4 beings, including such vessels as biremes or triremes.

Trades

Trades is a broad category, generally covering "non-degree" manual or intellectual skills. In low-tech societies, these are the major ways of making a living, and characters needing to find employment would be better off if they knew something about one or two. In more modern timelines, they are still useful and necessary professions, however, the tools and techniques may have changed.

Another useful aspect of trades is that of complementary skills. Sometimes a practical knowledge of a trade can be very useful for seemingly unrelated skills. For instance, using a survival skill to build a shelter might be enhanced by Carpentry skill, or finding edible plants might be enhanced by a level of Farming skill. In addition, remember that high skill in an area gives a bonus to Perception rolls when trying to spot something related to that skill. For instance, a blacksmith would be better able to appraise the strength of some metalwork than a person with an untrained eye for such things.

Blacksmithing(BLSM)(STR/INT)(+0) - This skill is the ability to turn raw metals into useful items, mainly dealing with iron, and using no power tools in their construction. Most manual skills or trades allow the character to make rough determinations of the age, quality, and place of manufacture of an item made with this particular skill.

Butchering(BTCH)(INT)(+0) - This skill is the ability to get the maximum food value from an animal. If the roll is failed, a negative modifier equal to the amount missed by applies to the amount of possible meat.

Carpentry(CARP)(DEX/INT)(+0) - This skill is the ability to design and construct wooden items such as cabinets, furniture, and simple structures.

Cartographer(CART)(DEX/INT)(+0) - This skill is the ability to draw accurate maps either from personal measurements, recorded evidence or verbal descriptions. The final product is only as accurate as the data going into it. The character can also make educated guesses about conditions in an area from verbal or written descriptions, again, only as good as the description.

Cooking(COOK)(INT)(+0) - This skill is the ability to prepare palatable or even savory dishes from any type of edible material. Modifiers apply for the time, equipment and type of starting material, especially for prepackaged food, but in general the following applies. If the roll is made by more than 5, there will be no complaints, and if it is failed by more than 10 the food is nearly inedible, probably ruined, and if the meal was paid for, the cook should start running. Anything in between means a good solid meal, but nothing to write home about.

Drafting(DRFT)(DEX)(+0) - This skill is the ability to draw plans from an idea or finished item so that the proper craftsman could construct the item shown in the plans, or to correctly read the plans another person has made.

Electrician(ELEC)(DEX/INT)(+0) - This skill is the ability to lay out and install electric wiring for power or switching, and how to safely connect this wiring to other such layouts.

Farmer(FARM)(INT)(+0) - This skill is the ability to get the most food value out of a given piece of land. After modifiers for weather, crop type, and land, a roll must be made to see if there is a profit. The amount the roll was made or missed by is the profit or loss. This number is a modifier to the total cash flow over the growing season.

Glassblower(GLBW)(DEX/INT)(+2) - This skill is the ability to make useful items out of glass, and the ability to make glass from raw materials.

Jeweler(JEWL)(DEX/INT)(+2) - This skill is the ability to identify, appraise, and mount gems and precious metals. It may also be used for fine metalworking tasks.

Machinist(MCHS)(DEX/INT)(+0) - This skill is the ability to use heavy wood or metalworking equipment such as lathes, presses, etc.

Mason(MASN)(STR/INT)(+0) - This skill is the ability to construct sturdy stone or masonry structures and includes aspects of surveying.

Plumber(PLUM)(DEX/INT)(+0) - This skill is the ability to work pipes to effectively carry gases or liquids.

Potter(POTR)(DEX)(-1) - This skill is the ability to make durable earthenware containers or other items.

Seamster(SMSR)(DEX)(+0) - This skill is the ability to turn raw fabric or prepared leather into garments.

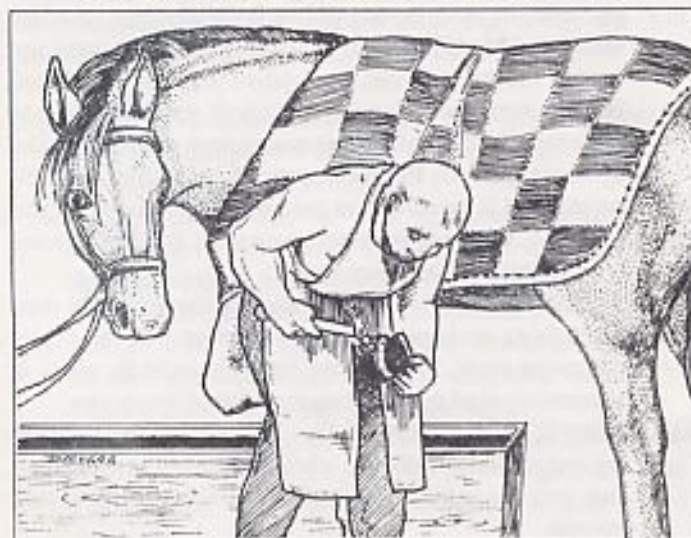
Secretarial(SECR)(DEX/INT)(-1) - This skill is the ability to quickly and accurately take down information, and the ability to efficiently use that information at a later time.

Tanner(TNNR)(INT)(+0) - This skill is the ability to turn uncured hides into cured leather of any type. It also serves the same function as Butchering skill with regard to the hides of animals.

Weaver(WVER)(DEX)(+0) - This skill is the ability to turn raw thread into cloth. It also covers the making of such thread from raw fibers.

Welding(WELD)(DEX/INT)(+0) - This skill is the ability to weld metals together into useful items. It does not bestow any design skills, but does allow the proper construction of previously designed items.

Woodcarver(WRCV)(DEX)(+0) - This skill is the ability to carve finely detailed or delicate objects out of wood.



Outdoors and Social Skills

These are mainly "experience" skills, not usually taught or learned in any formal fashion. You learn them over a long period of time, through casual use, by trial and error, or if you are lucky, by an individual who has had long experience with the skill (the grizzled old tracker, etc.). They are very useful for characters on their own in unfamiliar areas or cultures.

Area Knowledge(ARKN)(INT)(?) - This is a skill allowing personal knowledge of a particular area with regard to a certain subject. Examples: Where the speed traps are on a stretch of highway, knowing who will hide fugitives in a given area, where the local fence for stolen goods is, which of the King's guards is on the take, etc. The difficulty of the skill depends on the size or population of the area (whichever is more pertinent), as follows.

Area	Population	Difficulty
1/100sq.km(30m*30m)(Castle)	10	-6
1/10sq.km(300m*300m)(Small town)	100	-4
1 sq.km(1km*1km)(City)	1,000	-2
10 sq.km(4.5km*4.5km)(Large city)	10,000	+0
100 sq.km(Long Beach)	100,000	+1
1,000 sq.km(New York City)	1,000,000	+2
10,000 sq.km(Connecticut)	10,000,000	+3
100,000sq.km(Kentucky)	100,000,000	+4

This skill is usually a complementary skill (p.29) to any skill particularly applicable in that area.

Example - A character with an Area Knowledge of the Appalachian Mountains might get a complementary skill bonus to Temperate Survival, Geology, Navigation, Economics, Religion, Law, etc., because they know that area fairly well.

Primary Game characters get a level of +1 (add to Aptitude) per year for each city they lived in (to +8), and then *subtract* the level of difficulty (harder areas give you a lower skill). In use, you might also take a -1 modifier for the *square root* of any time difference in years. Minimum is still Aptitude.

In the Secondary Game (p.35) you can't get points back for having a less than normal level of this skill. The very easy difficulty levels simply mean that if you put any points at all towards the skill, you will get a fairly high level almost immediately. The detail of your level of skill depends on the level, and also the scale. For instance, having a high area knowledge of 10 people might be your information on the habits and hangouts of your close friends, which would be fairly detailed, or a blind man might have a high knowledge of his home and yard. A high knowledge of 10,000,000 people does not mean you know them all by name, nor does knowing an area the size of Kentucky mean you have memorized every square meter. What it would mean is that you would know a lot about those people in general, like population distribution, politics, etc., or that you knew the overall terrain very well, the landmarks, hazards, rivers, lakes, etc. An area with little variation (desert, ocean) would be a level or two easier, while an area with more than normal variation (river delta, jungle) would be a level or two harder. A general usefulness guide is below.

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Level Usefulness

- 1-3 Rumors, vague ideas
- 4-6 Educated guesses, who to see for more information
- 7-10 Firm knowledge of a few items, ideas for others
- 11-15 Personal knowledge of desired information, knowledge of where to get more information.
- 16-18 Character is main source of information on subject, knows 90%+ of information to be had.
- 19-20 Character is the best source of information on subject to be found.

Drinking(DRKN)(CON)(+0) - This skill is the ability to hold your liquor. Trying to drink someone under the table is a Constitution roll, and this skill is a modifier to Constitution. The person with fewer BP gets a negative modifier of the difference. The time spent between rolls is left to the GM and is dependent on quality and quantity of what is consumed.

Fishing(FISH)(INT/PER)(+0) - This skill is the aquatic counterpart of hunting. The number of persons in the fishing party doesn't matter for some type of fishing, and up to 10 attempts may be made per day, or roughly one roll per hour. After the fish are found, this skill may also be used to catch them with the proper equipment, or used to improvise such equipment.

Gambling(GAMB)(INT/PER)(+0) - This skill is the art of knowing when and how much to bet in a game of chance plus skill. The base chance of winning a game is 16+Gambling Skill. This is divided by the odds of winning(n). If a win is made, the payoff is applied to the amount bet.

Example - A character with a skill of 12 lays money on a game with 10 to 1 odds that pays off 8 to 1. The base chance of winning is $(16+12)/10$, or 2.8, which rounds to 3. If the character wins, they receive 8 times the amount bet. Any character with a skill of 10 or greater has a chance of detecting cheating in any game being observed. This chance is the skill with a -15 modifier. Of course if the cheating was blatant or exceptionally well hidden it would be easier or more difficult. If a character cheats, they get a +4 modifier to their skill for as long as they cheat, but if the skill roll is blown by 3 or more while cheating, it is probably noticed. Any character who wins constantly or lucratively is likely to become a target for everyone who would like to "share the wealth". In extreme cases, the gambling establishment may take direct action, such as stripping the gambler of their winnings and tossing them out, or perhaps letting them leave and ambushing them later.

Hunting(HUNT)(INT/PER)(+0) - This skill is the ability to find game in wilderness areas, as opposed to stumbling across it by accident. Modifiers should be given for scarcity or abundance of game, number in the hunting party (-2 per extra person), weather, etc. If game is found, what happens to it is usually falls to the appropriate weapon skill or trap making ability. Up to 5 Hunting attempts may be made per day, or roughly one roll per 2 hours.

Navigation(NVGR)(INT)(+0) - This skill is the ability to navigate a course using instruments and maps. The distance traveled is equal to the minimum possible distance if the roll is made. If failed, the distance traveled is greater by the minimum distance modified by the amount missed by. For best efficiency, the course should be re-plotted each 1% of the total distance. Each 5% (modifier of 1 on the distance) greater than this is a -1 modifier.

Modifier	Amount
Favorable/unfavorable terrain(roads, signs)	+10 to -10
Good/bad maps	+10 to -10
Favorable/unfavorable weather	+5 to -20
Familiarity with area	+Skill

Running(RUNN)(STR/STA)(+0) - This skill is the ability to run faster than the average person. Normal humans have a top speed of 9m/sec. For each 5 points (d) of this skill, your top speed can be increased by 1m/sec, with a maximum speed of 13m/sec (29mph) for normal humans. To add random variation, roll on the skill each phase instead, and add 1m/sec per 5 points the roll is made by.

Swimming(SWIM)(STR/STA)(+0) - This skill is the ability to swim. A skill of 6 or better allows the character to reliably keep their head above water. Base speed is 1m/sec. The amount the roll is made by is a positive modifier to swimming speed. If a swimming roll is failed by 15 or more, the character goes under, and may not resurface until a skill roll is made. A drowning character is counted as fully exerting themselves unless they make a Will-power roll with a -10 modifier. If a character is encumbered, remember that minuses apply to swimming as well.

Tracking(TRAK)(INT/PER)(+2) - This skill is the ability to track creatures or objects. Trails may be followed until a roll on this skill is failed, after which the trail is lost. Searching skill *may* allow new trails to be found (GM option). In general, a roll must be made each time the modifiers get worse, and new trails picked up where they get better. General modifiers are below.

Modifier	Amount
Trail is obvious (snow, mud, loose sand)	Trail is obvious
Terrain leaves good tracks (loose dirt)	+10
Terrain leaves fair tracks (deep leaves, brush)	+5
Terrain leaves average tracks (dirt, leaves, turf)	+0
Terrain leaves poor tracks (moss, grass)	-5
Terrain leaves trace tracks (stones, streams, logs)	-10
Terrain leaves no tracks (flat rocks, pavement)	-18
Trail has been obscured by weather	-1 to -20
Trail is time dependent(broken grass, etc)	-1/hour
Each meter per sec tracker moves	-1
Each extra second spent per hex	+1(max of +10)
Creature deliberately obscures trail	-Tracking Skill

Trapping(TRAP)(INT/PER)(+0) - This skill is the ability to make and lay traps for animals (including man), and includes construction, camouflage, and maintenance.

Academic Skills

24

Survival(SURW,SURC,SURD,SURU)(INT/PER)(+0) - This skill is the ability to live off the land. Survival skill is purchased separately for four different environments: Warm, Cold, Desert and Urban. Aside from the obvious uses, survival skills can also be complementary to many trades or other skills. Some uses of this skill are:

1. If an environmental mishap comes up, use this skill to avoid it, or if it cannot be avoided, use it as a modifier in handling the situation (like getting out of quicksand).
2. Construct or find shelter. A roll may be made each 2 hours, with a cumulative +2 bonus. A successful roll allows construction of a shelter that modifies the ambient temperature by +5°/-2°C per 2 points the roll is made by (maximum change of +35°C/-20°C).
3. Build a fire. Time depends on tools available, and there are no cumulative time bonuses.
4. Find/identify potable water (1 roll per hour with a cumulative +2). Once found, sources are usually permanent (except in desert). Automatic in areas of ice or snow.
5. Food foraging, meaning acquiring food any way possible, even if illegal, or undesirable (like eating grubs). A roll may be made each 4 hours. Success means finding a day's worth of rations. If made by half(u), food amount is doubled or less desirable items may be ignored (I eat the berries, you eat the grubs...). Characters may use complementary skills or roll separately for specific aspects of foraging, e.g. using Biology to remember which of two unfamiliar plants is edible or Tracking to find animal burrows. General modifiers to survival skills are as follows:

Modifier	Amount
Wealth and availability of resources	+10 to -10
Example - Summer woods (+10), desert (-10)	
Availability and quality of tools	+10 to -10
Example - Survival kit (+10), street clothes (-10)	

Camping(CAMP)(INT)(+0) - There is a fair degree of overlap between survival skills and camping, but they are different enough to warrant a separate skill. Camping covers the more common sense and comfort aspects of survival, such as where to pitch your tent, how to get a fire going with the fewest matches, how to dress for a long hike, etc. A sample use would be to roll on this skill each morning and night. Failing the first roll might mean blisters or a sore back, while failing the second might mean a restless night, with less recovery of lost Stamina. Survival skills are Closely Related to Camping for the climate the character is used to camping in, and Related to the others.

Repair Skills

Repair skills are a specialized subset of knowledge or common sense about the way certain types of machines or devices operate. In many cases, you would complement this skill with any skill appropriate to the operation of the device. For instance, for car repair you might say that Automobile skill is complementary, on the principle that an expert driver would

have spent some time under the hood, as well as behind the wheel. Or, Computer Science might be complementary to Electronic Repair for fixing a computer, since they would have an advantage in at least knowing if the device was working correctly or not. Most repair skills require tools (sometimes specialized) to perform correctly.

Repair skills, like many others, are also TL dependent. An expert at fixing 18th century machines would be at a loss when confronted with a modern engine. Assume that levels of these or any other TL-based skills are the same as the TL of the user, and take an automatic -5 modifier per positive or negative TL difference between the device and the person repairing it.

Electrical Repair(RELC)(INT)(+1) - This skill covers the repair of simple electrical or electromechanical devices.

Electronic Repair(RELT)(INT)(+2) - This skill covers the repair of electronic devices, and for characters will usually applies to items of TL9-TL12.

Mechanical Repair(RMCH)(INT)(+1) - This skill covers the repair of any type of mechanical device.

Hydraulic Repair(RHYD)(INT)(+1) - This skill covers the repair of any type of fluidic mechanism, such as pumps, valves, and hydraulic jacks.

Academic Skills, Engineering

Academic skills are "college student" skills, that is, if you are a college-age gamer, one of these is probably your major. If you are in high school, one or more of these is likely the field you want to eventually get a degree in. Many of these skills can be related in one way or another, and you probably have some knowledge (even if not much) in several. How much they come into play is up to the GM. For characters in the Secondary Game, one or more of these skills is almost mandatory to give a character some "specialization", and may influence the types of mission you are sent on. For instance, a person with Military Science is more likely to do battle research than a Sociologist, although both have valid reasons for being in the past. The type of mission might influence who is in charge, or the priorities given to certain requests for information or equipment.

Aerospace(AERO)(INT)(+0) - This skill is technical knowledge pertaining to the theory of flight of any type.

Agriculture(AGRI)(INT)(+0) - This skill is knowledge pertaining to any type of agricultural implements or technology.

Chemical(CHEM)(INT)(+0) - This skill is knowledge pertaining to chemistry or implementing reactions on a large scale.

Civil(CIVL)(INT)(+0) - This skill is knowledge pertaining to the construction of any type of large structure, and deals with the stability and design quality of the structure.

Computer(COMP)(INT)(+0) - This skill is knowledge pertaining to computer design or computer controlled equipment.

Electrical(ELEC)(INT)(+0) - This skill is knowledge pertaining to the design and theory of electrical or electronic devices.

Material Science(MATS)(INT)(+0) - This skill is knowledge pertaining to the properties of any type of material.

Mechanical(MECH)(INT)(+0) - This skill is knowledge pertaining to any type of machinery or supporting structures.

- Mining(MINE)(INT)(+0)** - This skill is knowledge pertaining to the recovery of any type of minerals from natural sources.
- Nuclear(NUKE)(INT)(+0)** - This skill is knowledge pertaining to all types of nuclear reactions, including weapons.
- Oceanics(OCEN)(INT)(+0)** - This skill is knowledge pertaining to the theory needed for any type of water vehicle.

Academic Skills, Arts and Sciences

- Art(ART)(PER)(+0)** - This skill is knowledge pertaining to any type of art (excluding modern art, which isn't) and is also the character's skill with a particular art form.
- Biology(BIOL)(INT)(+0)** - This skill is knowledge pertaining to any natural processes which sustain the life of a creature.
- Computer Science(COSC)(INT)(+0)** - This skill is knowledge pertaining to any type of computer programming. Languages known should be written down. In the Secondary game, one language will be known per 2(d) points of this skill over 2.
- Economics(ECON)(INT)(+0)** - This skill is knowledge pertaining to the economic systems the character is acquainted with, and economics in general. The character knows exchange rates and local supply and demand. It is useful to know where certain items are scarce or plentiful, and helps to keep you from being ripped off in unfair areas.
- Geology(GEOL)(INT)(+0)** - This skill is knowledge pertaining to the geology of the earth. In particular, it helps a character when determining building sites, prediction of geologic events, and prospecting for various minerals. It can also be used as a rough geographical aid, being able to determine rough location by landforms, like the Alps or Appalachians.
- History(HIST)(INT)(+0)** - This skill is knowledge pertaining to the history of the people of the earth, although the skill also applies to the history of any particular continuum, or trying to figure out repercussions from altering an event.
- Business Law(BUSL)(INT)(+0)** - This skill is knowledge pertaining to civil law, both local, regional, and international.
- Criminal Law(CRIL)(INT)(+0)** - This skill is knowledge pertaining to criminal law, both local, regional, and international.
- International Law(INTL)(INT)(+0)** - This skill is knowledge pertaining to law between nations, such as treaties and international relations.
- Linguistics(LING)(INT)(+4)** - This skill is the ability to pick up new languages through familiarity with all languages. When learning a new language, the character may be counted as teaching themselves. Note that you need a skill of at least 6 in the language to do this, and your skill cannot exceed the level of your source for the language.
- English(ENGL)(INT)(+0)** - This is the spoken knowledge of the English language. Between two speakers, a combined skill of at least 20 is required for understandable conversation, with each person having at least a 5. Characters start with 1 spoken language (not necessarily English). In that language, the character automatically has a skill of 14. Languages are Related Skills at best, and are usually Unrelated. Few languages are actually

Closely Related enough that a speaker of one can understand the other without much difficulty. The main ones that are included are Portuguese-Spanish, Dutch-Afrikaans, and Norwegian-Swedish-Danish. Most of the Latin-based languages like Spanish, Italian, English and French will be Related, as are large groups of Slavic, Chinese, Near East and Middle Eastern tongues.

Note - Most language skills have a written and spoken component. In the Secondary Game, characters may buy different levels of each, each having half the cost. This is the way to have an illiterate character, by having only an Aptitude level in the written form of their native tongue. Since writing can be rated by the level of literacy needed to understand it, this can allow nearly illiterate characters to function in a modern society (street signs, etc.), but still be at severe disadvantage in many situations.

Other Languages(?) (INT)(?) - You may wish to add other languages of your own, like trade languages(-3), technical jargon(-5), sign language(+0), lip reading(+5), or others.

Military Science(MLSC)(INT)(+2) - This skill is knowledge pertaining to any type of military equipment or tactics. The character is familiar with weapon types and their proper use on the field of battle. If a character attempts to use unfamiliar equipment or untried tactics a roll should be made on this skill. If the roll is failed, the character is treated as using a closely related skill for that battle if tactics, or a for a turn if a weapon.

Music(MSIC)(INT/PER/DEX)(+0) - This skill is knowledge pertaining to the history, theory, and practice of music. It is also usually the skill the character possesses with a specific musical instrument.

Philosophy(PHIL)(INT)(+0) - This skill is knowledge of various styles of thinking and logic systems. It allows comparison of different moral standards but is biased by the personal views of the character.

Physics(PHYS)(INT)(+0) - This skill is knowledge pertaining to matter, energy of any type, and the interactions between the two. It is used mostly in a theoretical sense, although also useful for basic motion and energy problems.

Psychology(PSYC)(INT)(+0) - This skill is knowledge pertaining to all aspects of human behavior. It may be used to modify the effects of various mental aberrations. In general, the number of hours spent at the task times the skill of the character is the number of days the problem can be lessened for.

Religion(RELG)(INT)(+0) - This skill is knowledge of the various religions of the past and present, and the tenets and preachings of each. Most characters will have a few points of specific skill in the religion they were raised with. This skill is useful when going into the past, to know who not to offend, or what gods or pantheons are currently in favor.

Sociology(SOCL)(INT)(+0) - This skill is knowledge pertaining to all aspects of group human behavior.

Writing(WRIT)(INT)(+0) - This skill is knowledge pertaining to any form of written communication, including poetry, prose, or technical writing.

Criminal Skills

Medical Skills

These skills are perhaps the most important a group of characters can have. Stranded in time and space, the nearest hospital can be literally eons away, and this can be really depressing if a fellow character (or you) is slowly dying of an injury no one bothered to learn how to treat. Any group that survives a long time will either have a dedicated medic, or a lot of characters with good first aid skills. In addition, trained healers are welcome in almost any society, although one must be careful to avoid the taint of witchcraft, and some people have a tendency to blame the doctor if things go wrong, an important consideration if you aren't operating from a position of strength.

Veterinary(VETR)(INT)(+2) - This skill is knowledge pertaining to healing and restraint of animals, and is the animal counterpart of Medicine skill.

Medicine(MDIC)(INT)(+2) - This skill is knowledge of the human anatomy and physiological processes, especially as pertains to the long term recovery of a patient, and also to surgery. This skill is also mentioned under Use of Medical Skills (p.71)

First Aid(FSAD)(INT)(+0) - This skill is knowledge of the human anatomy and physiological processes, especially as pertains to the immediate care of injuries. This skill is also mentioned under Use of Medical Skills (p.71)

"Criminal" Skills

These are skills which aren't illegal in and of themselves (most of the time), but which characters generally put to that use. For instance, a character with Acting skill could either make money as an actor, or use the skill to complement their ability as a con man. Similarly, Climbing and Locksmithing have legitimate uses, but odds are that characters with these skills will be climbing in windows rather than up mountains, and opening locks when people *aren't* home rather than when they are. Some of these skills require special tools to use, and these will arouse suspicion if found, even if the character is not caught using them.

Acting(ACTG)(INT/PER/APP)(+0) - This skill is knowledge pertaining to verbal communication, and specifically to communicating with large numbers of people. As disguise can cover the physical form of an object, acting can be used to cover the personality.

Bribery(BRIB)(INT/BRV)(+0) - This skill is knowledge pertaining to greasing palms. While area knowledge might give an idea of who to bribe, this skill does that and gives an idea of how much to bribe, and how to offer it. The roll is modified by the monetary consideration and the illegality of the deed to be performed, as follows.

Modifier	Amount
Pitiful bribe	-2
Each 5% of salary offered	+1
Deed is slightly illegal (small fine)	-2
Deed is illegal (reprimand, substantial fine)	-5
Deed is very illegal (loss of position, jail)	-10
Deed is incredibly illegal (treason)	-20

If it is "standard" practice to accept bribes for certain services in an area, any bribe of a set amount or more will automatically succeed. Exceptions to this are offering huge amounts of money. The person may then forego money for prestige and turn you in. Slipping a customs official a bill to get your luggage through faster is an example of this. If bribes are held in very poor regard in an area, the illegality of the deed is shifted down 2 rows. A failed roll means the bribe is not accepted. Another attempt may be made if more money is offered. If the roll is failed by 5 or more, the money is kept by the person it is offered to, and the desired service not performed. If the roll is failed by 10 or more, the money will be kept, and the character reported to authorities. In some countries, this means getting passed to someone who is more expensive to bribe, but more likely to get the job done.

Catfall(CTFL)(STR/DEX)(+0) - This skill is the ability to lessen the damage a character takes from a fall. The roll takes a -1 modifier per meter fallen, but if the roll is made, the character can subtract the amount the roll was made by from the height in meters. A *controlled* fall from an actual height of a character's Strength or Dexterity Aptitude does no damage, nor does a fall of less than 1/3 a character's Catfall skill.

Climbing(CLMB)(DEX/STR)(+0) - This skill is the ability to scale vertical or near-vertical obstacles. The base climbing speed is 1 meter per phase, although this is seldom achieved in actual practice. The following modifiers apply to this skill.

Modifier	Amount
Many handholds, not slippery	+0
Small handholds	-6
No handholds	-15
Smooth surface	-5
Slightly slick (wet)	-5
Slick (slimy)	-10
Very slick (greased)	-15
Each +10 degrees of tilt (to 50 degrees)	+2
Each -10 degrees of tilt (to -50 degrees)	-4
Assisted by external devices (rope, etc.)	+1 to +15
Each phase of preparation (up to +10)	+1

If the roll is failed, no progress is made that phase. If the modifier total is zero or positive, no roll is needed (off-phase minuses apply). If the roll is failed by 5 or more, 1 meter of ground is lost (this could be time lost backtracking, rather than actually slipping). If the roll is failed by 10 or more, the character must make a Dexterity roll to avoid falling. If a falling character is secured by a climbing harness, the fall will be treated as though from a height 1/10(d) the actual distance fallen.

Con Man(CMAN)(INT/BRV/APP)(+0) - This skill is the ability to con, dazzle, bamboozle, and otherwise get people to part with something they possess for something you have no intention of parting with or giving them. Call it a unidirectional flow of services or goods in your direction.

The amount the roll is made by is the amount the suckers must make an Intelligence roll by in order to not fall for the scam. There are modifiers to the con artist's chance of success. These are below.

Modifier	Amount
Target wants to believe/trusts character/desperate	+5
Target needs what is offered	+3
Target is suspicious	-2
Target does not need what is offered	-3
Target has heard of scam or distrusts character	-3
Offer is "too good to be true"/"limited time offer"	-1
Accomplices are involved	+1/2 of best skill

If the roll is failed, the target is not interested in the offer. A miss by 5 or more means they are suspicious (but still vulnerable to further rolls), and a miss by 10 or more means the target probably knows there is a scam going. Other modifiers to the roll should be given for how well the scam is set up, the type of offer vs. the personality of the target, etc. On the average, a quick scam may take a while to plan, but once the plan is perfected the actual scam may take less than an hour per victim. More involved scams may take days or weeks, involve large numbers of accomplices and/or elaborate props.

Detective Work(DETC)(INT)(+0) - This skill is the ability to piece together intellectual puzzles. It is a "guesswork" skill intended for NPC's only. Players should have to solve their own puzzles without resorting to intellectual "crutch" skills. If presented with evidence, the NPC can make guesses or get "hunches" as to what is going on, based on what has already happened. If the background information is false, the conclusions may be in error. This skill also gives a character an idea of where to proceed if more information is needed.

Forgery(FORG)(DEX/INT)(+0) - This skill is the ability to create artificial documents or other items, depending on the skill it is complemented with. An example would be complementing Forgery with Art to create a forged work of art. Not only the ability to recreate existing items, it is the ability to create new ones that look like they were made by someone else. Modifiers to this skill depend on the equipment available for the forgery, the item being produced, and the time spent on the project.

Locksmithing(LKSM)(DEX/INT)(+0) - This skill is the ability to service, design, and deactivate locks. Lockpicks will add 1 to 10 to the user's Skill when attempting to pick locks, and most locks *cannot* be picked without them. 1 attempt may be made on a lock every 2d10 phases, and up to 10 attempts may be failed before the character realizes that they cannot get through using the particular tools the attempt was made with. Locks will have a negative modifier to be picked, ranging from 0 for simple padlocks, to -6 for a normal door lock, and -15 and up for a high security lock. Lockpicking tools are not commonly available, and different types are required for different types or Tech Levels of locks.

Disguise(DSGS)(INT)(+0) - This skill is the ability to alter the appearance of an item, usually people. It counts as a negative modifier to the Perception of others, to recognize the person underneath. If the Perception roll is made by 5 or more, they realize the person is in disguise. If made by less than 5, they can try to make an Intelligence roll to deduce the same thing. If the roll is failed, they accept the appearance as the actual form. Modifiers to this skill are as follows.

Modifier	Amount
Character is well known by observer	-4
Character is known by observer	-2
Character has had time to prepare ample disguise	+5
Disguise is makeshift	-5
Disguise blends in with background	+5
Disguise contrasts or conflicts with background	-5

The total of all modifiers to Perception apply, plus the modifier for use of this skill.

Forensics(FRSC)(INT/PER)(+0) - This is the ability to pick up clues to past events by evidence left behind. It is an intellectual version of Tracking skill. Examples include deducing the type of gun used in a murder, the skill of a swordsman by the cuts they left, etc. The roll should be made by the GM. If the roll is made, the character should pick up some clue about whatever is being investigated, the helpfulness of the clue dependent on how much the roll was made by. If the roll is failed, no information (or possibly false information) may be learned by that person.

Pickpocketing(PCPK)(DEX)(+2) - This skill is the ability to lift wallets, etc., without the target realizing it. This skill is treated as a negative modifier to the Perception of the target. If the Perception roll is failed, the item is acquired. If made by 5 or less, the item is acquired, but the theft is noticed. If made by more than 5, the item is *not* acquired, and the theft is definitely noticed. Modifiers are below.

Modifier	Amount
Item is easily accessible	+3
Item is moderately accessible	+0
Item is relatively inaccessible	-3
Item is very inaccessible	-8
Target is wary of pickpockets	-5
Target is distracted	+1 to +10
Target is asleep	+6

Prying(PRYG)(INT/PER/APP)(+0) - This skill is the ability to talk information out of unwitting victims. If the character fails the roll, the target realizes they are being pumped for information. If the character makes the roll, the amount made by is a negative modifier to the Perception of the target. If the Perception roll is failed, the target will reveal information that they ordinarily wouldn't have. If the Perception roll is made exactly, information is revealed, but the target realizes that they shouldn't have said

Criminal Skills

anything. Prying skill is also a positive modifier to a character's Perception to avoid or notice prying attempts made on them by other people. This may give a slight Aptitude advantage between characters without this skill.

Searching(SEAR)(INT/PER)(+0) - This skill is the ability to find hidden or lost objects through perception and intelligence. This skill acts as a positive modifier to Perception when looking for objects whose location is unknown. In general, three types of searches can be made: A casual search, a normal search, and a detailed search. For large spaces, the area searched per second and the modifier to Perception depends on whether the search is indoors or outdoors. See below.

Search	Area per second	Modifier
Casual	10m ² /100m ²	-5
Normal	1m ² /10m ²	0
Detailed	.1m ² /1m ²	+5

Poor conditions for search	-1 to -10
Good conditions for search	+1 to +10
Searcher knows exactly what is being looked for	+5
Searcher has an idea of what is being looked for	+2
Searcher doesn't know the object of search	-5

All rolls on this skill should be made by the GM. If the roll is made, anything to be found is discovered by the searching character. If the sum of all modifiers is positive, the roll is counted as being made. Anyone under the direct supervision of a character with this skill can use 1/2(d) of the supervisor's skill.

Characters may use this skill to hide things as well. Use the modifiers below. The amount the modified skill roll is made by is counted as a negative modifier to the rolls of any deliberate searchers, but basically when the sum of concealment modifiers is zero or positive, objects are hidden from casual view.

Modifier	Amount
Area has many areas to hide an object this size	+5
Area has few areas to hide an object this size	+0
Area has no areas to hide an object this size	-5
Very small object concealed on person	+5
Small object concealed on person	+0
Medium object concealed on person	-5
Objects more than 1 location long/wide	-5 per
Object concealed in person	+20
Secret compartment	Varies
Shoulder holster/similar concealment rig	+5
Object is disguised as something other than what is being searched for	+5
Purloined Letter trick	1d10-6

Security Systems(SCSM)(INT/PER/DEX)(+2) - This skill is the ability to find, evaluate, and disarm alarms or traps. The character is familiar with various types of security systems, and the ways to negate them. The GM should make all rolls on this skill. If the roll is made, the system is nullified. If failed, the system performs its function.

Modifier	Amount
System and disarming technique are known	+10
System is accessible from outside area	+10
System is totally enclosed in area	-5
System is totally inaccessible in area	-20
Character has specific tools for system	+5
Character has unlimited time	+5
Character has severely restricted time	-3

In some cases, this skill should be combined with a skill appropriate to the type of alarm or security system. This is preferable to just giving a minus for an unfamiliar system. A modern example would be to average this skill with electronics for defusing a bomb with electronic security devices.

Stealth(STLH)(INT/DEX)(+0) - This skill is the ability to move by living creatures without being noticed. It is treated as a negative modifier to the Perception of those being bypassed, in addition to all other situational modifiers. If creatures being bypassed also have Stealth, their skill is treated as a positive modifier to their Perception when trying to *respot* an intruder who has been seen. Those trying to maintain a state of vigilance for long periods should make two rolls on this skill. If the first one is made, the amount made by negates that part of the intruder's skill.

Torture(TORT)(INT/PER)(+0) - This skill is the ability to extract information from unwilling victims. An unsavory skill, it includes knowledge of various drugs and "tools" of the trade. If the roll is made, the amount made by is a negative modifier to the tortured character's Willpower. If the roll is failed, the information desired is gotten. If the Willpower roll is made, the torturer may inflict any Damage Level desired on any part of the character, and roll again. This process continues until the character talks, is released, or dies. If the roll is failed, the Damage Level inflicted is increased by the amount missed by, divided by 2(u). Only 1 roll on this skill may be made per hour for physical torture. Mental torture may take less time. This skill is not recommended for characters, but makes a useful NPC trait on occasion.

Wounding(WOUN)(INT)(+4) - This skill is the ability to do maximum damage with a weapon due to knowledge of weak points in the body. It is bought to affect a single weapon skill. If a called shot to a specific location is made successfully, the character may add 1/2(d) of this skill to the Damage Level done to the opponent. The damage addition may never be more than double the base table (DL1 to DL2, DL3 to DL6, etc.). This skill is important to those who wish to kill with a single blow from a small weapon. A normal use of this would be to stab to the heart with a dagger, slashing a throat with a razor, etc., a small weapon being used to its greatest effectiveness. Larger weapons generally do enough damage that this skill is not needed. If a character rolls a 1 on a called shot roll and needed a 10 or less, whether they have this skill or not, they may shift the Damage Level column by 1d10 to represent a lucky hit.

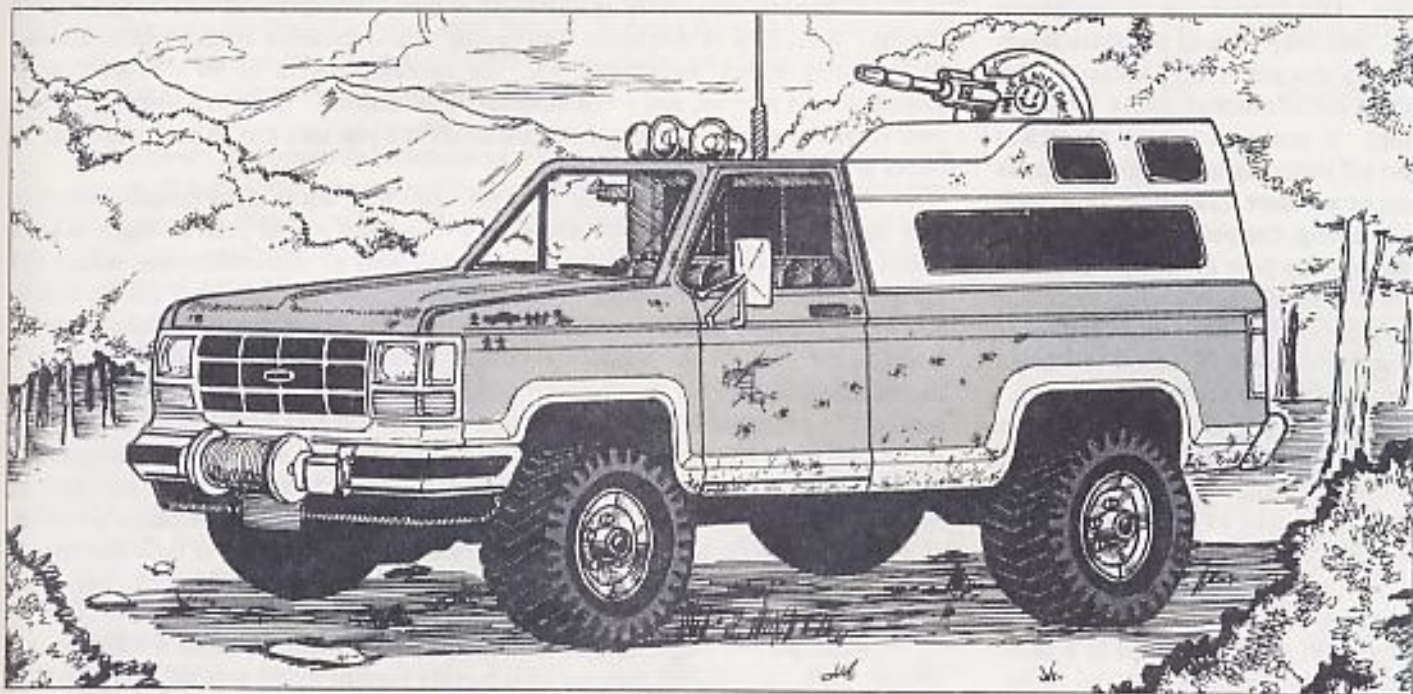
Use of Skills - The TimeLords skill system is based on 1d20 roll. In general, you take your skill, apply any modifiers, and roll 1d20. If the modified skill or less is rolled on 1d20, the attempt to use the skill is successful. This could mean anything from hitting a target to picking a lock to trading in your class ring for a night's lodging. If the roll is failed, the attempt to use the skill does not have the desired results. It may not be outright failure, but it is not optimum either. Since every skill is different, all the possible modifiers to a skill cannot be listed. These will be up to the GM to decide. An example of this might be trying to perform sleight-of-hand in an area where you are constantly being jostled, or trying to think in a very noisy environment. As mentioned before, the modifiers to skills are not additions or subtractions, but percentage modifiers. A percentage modifier chart (The UMC) will be described shortly, and may be copied for your convenience. This makes things simpler. A calculator is just as quick, and allows a bit more accuracy, especially if you use this as a percentile system rather than 1d20. Most combat skills are rated for combat conditions. For things like target practice, or skill use in a low pressure, non-combat environment, the skill can generally be doubled.

Complementary Skills - There will be times when a character has more than one skill that can be brought to bear on a given problem, or faces a task that is not covered in full by one particular skill. For instance, if you were trying to design a role-playing game, it might be useful on occasion to have some knowledge of statistical theory, history, background literature or military technology.

If a GM determines that more than one skill can be used on a problem, a character will get a +2 modifier on the best skill for *each* complementary skill that is at a level of *more* than half the primary skill.

Example - A character wants to construct a piece of leather armor. The GM specifies that this is a use of Seamster skill, which the character has a level of 8 in. However, the character also has a Tanner skill of 5, so they will get a +2 modifier to their Seamster skill for the extra leatherworking knowledge this provides.

There is no list of complementary skills, as their use is strongly situation dependent, but skills that are already Related or Closely Related stand a good chance of being complementary if they can be used together.



The Truck - This is the vehicle which carried some of the more intrepid TimeLords through a very lengthy campaign. It now resides in a continuum recovering from total biological war (not our fault), with the character of Roger Campbell, unless of course, he took it elsewhere or elsewhen. The remainder of the party picked up a Mowag APC, which ended up liberally distributed throughout the front kilometer or so of a very bad spaceship wreck, but that is another story entirely.

The truck is a four-wheel drive pickup, with heavy duty everything, a turbocharged diesel engine, and fuel tankage for roughly 1000km of road travel. It is a prime example of what packrats and scavengers characters can be, and the limits you have in a campaign that has little access to portable fusion plants. It is equipped with the following:

Two 20 liter jerry cans of gas (for the motorcycles used for scouting), heavy duty winch and cable, 100 liter water tank and distillation plant, 50 man-days of food, assorted camping equipment, lots of tools, two spares (plus patches), a Cray-1 equivalent computer, multiband transceiver and scanner, two personal anti-grav packs, 200 watt stereo with a well used copy of "Ride of the Valkyrie" and outside speakers (impresses the natives), and a DV 200I laser cannon on a pintle mount. In addition, most of the body has bolted on titanium armor under the skin, for an AV of 20, which usually wasn't quite enough. A bizarre selection of bumper stickers are used as visual bullet hole patches. Driving functions are also hooked up to a radio remote control system. With all this, there is still room for two people in front, and four in the rear.

Initial Armor and Equipment -

For the Primary Game, character generation is essentially complete. In this type of campaign, initial armor and equipment is usually pitiful. Equipment will be whatever the *players* had on their persons at the time, plus any other stuff that happens to get dragged along. "Just happening" to have every sort of item needed with you is frowned upon. Initial armor will consist of the clothes on the player's backs, plus whatever else they can put together. Weapons will probably be crude clubs and staves, along with penknives and a hunting knife or two. Food will probably be scanty, as will water. The characters may literally be living off their wits for a while, being under-equipped, and with little or no useful currency. Any items of note should be listed on the character sheet. If the items are on the equipment lists, you may wish to put them down (though this really isn't necessary for things the characters aren't likely to keep). If you wish to have characters start off better equipped, this is fine, as long as you have a rationale for it, such as a hunting, camping, or hiking trip, or whatever fits your area and characters. Any of several post-holocaust rationales could be used to have more skilled or equipped characters, based on themselves, but with combat-oriented skills.

Below is a small selection of items characters might initially scavenge from their surroundings. Items range in size from very small (VS) to small (S) to medium (M), and in general, four items of one type equal one item of the next larger type, so for example, you could carry eight small (S) items in a backpack with two medium (M/2) locations.

Item	AV	Size	Mass
Jeans, jacket	1/0	-	1.0kg each
padded	2/1	-	1.5kg each
Athletic shoes	1/0	-	.50kg
Med. backpack	1/0	M/2	.90kg
1 liter bottle	3/2	S	1.0kg
Belt knife(5I)	5	S	.25kg
Steak knife(4I)	3	VS	.10kg
Canned food	2	1 meal/S	.50kg
Dry food	1	1 meal/S	.20kg
Crude spear(8I)	6	VS/6	1.50kg
Light rope, 20m	2	20m	1.8kg
Crude shield	4/3	M/2	3.0kg

Use of Attributes - The following section describes the general use of each Attribute, and should be referred to if there are any further questions regarding that attribute. These notes apply regardless of whether characters were designed for the Primary or Secondary Game.

Strength - As mentioned earlier, Strength is a measure of your muscles and how well you can use them. The maximum amount a character can lift and move with at 1m/sec is their Strength² in kilograms. The character will usually be unable to get this mass to their shoulders without help. A character can exert a force with their legs of 3 times this amount under good conditions with proper positioning. Using Strength may cause a loss of Stamina. Every indicated interval, make a Stamina roll.

Strength used	Roll once per	Example
<10%	No roll	Walking
11-20%	hour	Light backpacking
21-50%	10 minutes	Climbing
51-80%	turn (10 seconds)	Melee combat
>80%	phase (1 second)	Heavy lifting

For purposes of making the roll, a roll of 20 always counts as failure (20 is usually a failure or possibility of failure on *any* roll).

A character may carry up to 10%(d) of their maximum load with no encumbrance penalty. Each 10% of maximum load counts as a -2 modifier to all physical activities, like running speed, swordplay, etc. (so maximum load is 90% more than the unencumbered amount, and a -18 modifier to all actions). Note that there is a spot on your character sheet for writing down the modifiers you take due to load, and a series of boxes to keep track of your load status.

A character may strain their Strength. This may not be done casually. Straining may only be attempted if the character is in imminent mortal peril or needs to help a friend or loved one in a similar situation. Maiming or dismemberment usually isn't enough, it has to be "life or death". When straining, the character must make a Strength roll with a negative modifier, chosen by the player, and there may be a positive modifier based on the situation and possible emotional involvement. A roll of 20 always fails. If the modified roll is made, the character gets to *add* that modifier to their Strength for that phase. The character automatically fails a Stamina roll and must roll for another when doing this (apply effects *after* the strain). If the roll is failed, but a normal Strength roll is made, half of the modifier(d) may be added, and the character takes half(u) of the modifier as a Damage Level on the part of the body being used immediately afterwards. If a normal Strength roll is failed, the character gets no addition to their Strength and takes half of the modifier as a Damage Level on the part of the body being used immediately afterwards.

Example - A character with a Strength of 10 is pinned beneath a 400kg piece of timber, while the building they are in is rapidly burning to the ground. They decide to strain before they get crisped, trying with a -10 modifier. For a Strength roll, this modifier gives them a roll of 5 or less on 1d20. If they succeed, they will get to *add* 10 to their Strength for this phase, making it a 20, which is just barely enough to move the timber. If they roll a 6 to 10, they get the addition, but immediately afterwards will take a Damage Level of 10 to the body parts they used. A roll of 11-20 fails, and they simply take the damage. You cannot automatically strain, nor do you automatically get the full amount. This is perhaps not as heroic as you might hope, but heroes are few and far between.

For unarmed hand to hand combat, a character gets a Damage Value of 1 for each 2(d) points of Strength for punches, and 1 for each point of Strength for kicks. A normal person (Strength of 10) has a punch DV of 5, and a kick DV of 10. This is generally Type IV damage (mainly bruising). If shoes, gauntlets, brass knuckles, etc. are used, the Damage Type is increased a level of lethality, from IV to III. You *can* strain Strength in combat, although this would be an unusual circumstance.

Dexterity - A character's Dexterity reflects their manual coordination and agility. Most manual skills have Dexterity as a Governing Attribute. Dexterity rolls should be made when the character tries to do something requiring Dexterity that doesn't fall under the province of a particular skill, like catching a thrown object, not losing their balance on a patch of ice, threading a needle, etc.

Constitution - Constitution covers both the immune and regenerative systems of the body. Whenever a character is exposed to a disease or drug, Constitution comes into play. If a character is hurt, their Constitution will determine how long it takes for them to heal or recover from the effects. If a disease or drug is particularly nasty, modifiers to the Constitution roll are in order. Likewise, if a character has immunity to a particular disease, they should get a positive modifier to Constitution if exposed to that disease.

Intelligence - Intelligence is a measure of problem solving ability, the ability to put data together to form a valid conclusion, and the ability to find a way out of almost any situation the character gets into. If a character wants to make some rough estimates or calculations in their head or scribble down some equations or logical arguments, Intelligence applies. If a character is trying to remember something, an Intelligence roll is in order, modified by the importance of the item and how long it has been since the character thought about it. If the character thought it was of little importance at the time, they should get a minus. If they mentioned it or took notice, a positive modifier should apply. Most academic skills have Intelligence as a Governing Attribute. Remember that the player does not get the full sensory input that the character does, and subtle cues can help a lot. You can see this for yourself when you find that particular sounds, smells, sights, textures, etc. conjure up memories of other things.

Willpower - Willpower is a measure of your pain tolerance or single-mindedness. Characters with high Willpower are less easily distracted and more likely to complete a task before allowing themselves to do something less important. Examples of this would be to see if you wargame before you study, or wait until you are done studying. A fantasy oriented example would be casting a spell under the distractions of combat conditions. A person with high Willpower has a limited amount of control over their body, and when confronted with enough pain to cause distraction or unconsciousness, can shake it off easier than a person with a low Willpower. If a character is hurt, a Willpower roll or rolls will usually be made to see the shock effects of the hit.

Bravado - The Bravado of a character is not a matter of how tough the character actually is, but how tough the character *appears*. Even if you have no idea what you are doing, a good Bravado can make it seem that you do. Bravado is essentially used to make other people see things like you want them to see things. Reputation is used in conjunction with Bravado on a lot of occasions. Reputation will add or subtract to a character's Bravado in appropriate situations. The way to determine the effect of Bravado and reputation on others is as follows. Add the Bravado and applicable Reputation the character has together, and then use the additions and subtractions on the next page.

Take the modified result and compare it against the Bravado of the target to see the effects, rounding to the nearest multiple of .5. This multiple times 4 is the modifier the target must make to avoid doing what the attacker wants or having some other negative reaction.

Example - If a policeman got a 3x multiple by pulling a gun on you and yelling "Freeze!", you would have to make a Bravado roll with a -12 to avoid doing so (3x4=12).

If an attempt to impress a crowd is made, most of the crowd will follow the average reaction. In order to go against the grain of public opinion or take initiative, a character is treated as being at the next highest level for purposes of effect.

Example - If a crowd was cowed by a 3x multiple from "Stop or we'll shoot!", a character would have to make a roll based on a 4x multiple in order to act, and this would be a -16 modifier. If a crowd was using Bravado on itself (like a rally), characters *might* have to roll to avoid going along with the overall decision.

Statistical Distribution - For this system, the breakdown of people for any particular Attribute would be roughly as follows. The average non-athletic "techno-gamer" has been found to have the starting Attribute levels shown below. Since many of the tests are subjective, the average of your group may vary.

Level	% rank	"Average" Gamer
1	.01%	-
2	.25%	-
3	.80%	-
4	1.8%	-
5	3.5%	-
6	6.1%	Strength(female)
7	10.4%	Power
8	17.2%	Strength(male)
9	29.0%	Stamina
10	50.0%	Dexterity, Constitution
11	71.0%	Appearance, Willpower
12	82.7%	Perception, Bravado
13	89.6%	-
14	93.8%	Intelligence
15	96.5%	-
16	98.1%	-
17	99.1%	-
18	99.7%	-
19	99.9%	-
20	99.99%	-

I'm so weak... - A lot of the characters' stats at this point will not be very impressive. Unless you have an ex-Marine (or other military person) in the group, physical attributes will probably be at the low end of the normal spectrum. In addition, combat skills will be average at best. As said before, you are now "first level" adventurers.

What you do have going for you is your wits and intelligence, and as long as you don't immediately rush into (or are forced into) combat, you will manage to get by, and hopefully learn the skills that you currently lack.

Characters with combat and/or military experience will probably dominate a party when physical conflicts arise, which may or may not be good, depending on the people involved. If they aren't careful, they will also be the first casualties and/or recipients of emergency field surgery at the hands of the other characters. Do you want any of them carving you open in the field?

Result	Effect
<.5x BRV	Amusement - Character has little or no effect on any actions, the target feels that the character may be ignored for the moment. The character is not believed, or not very impressive. Example - Little girl threatening grown man with a stick.
<1x BRV	Notice - Character has a slight effect on actions of target, will keep an eye on the character. Enough of an impression has been made that you will get more attention than average in the situation. Example - The guy in the car behind you giving you the finger.
<2x BRV	Concern - Target is impressed or believes the character is capable of any statements made. Example - Threatening an unarmed man with a knife.
<3x BRV	Apprehension - Target is very impressed or firmly believes the character can back up any statements made. Example - Threatening an unarmed man after shooting him in the foot.
<4x BRV	Fear - Target is extremely impressed or firmly believes the character can back up any statements made and some that were only implied. Example - Threatening an unarmed man after shooting a bystander with a flamethrower.
>4x BRV	Terror - Target is incredibly impressed or firmly believes the character can easily do what was stated, and will believe all the wild rumors they may have heard about the character. Example - It's tough to be <i>that</i> impressed.

Characters that make the Bravado roll are unaffected unless conditions change, and those that fail must roll each time conditions change to see if they are affected still.

Modifier	Amount
Target is completely surprised	+10
Target is engaged in distracting situation	-5
Target was expecting the action of the character	-10
Reputation:	
Personally acquainted with reputation	+Level x2
Well known	+Level x1
Somewhat known	+Level x.5
Poorly known	+Level x.25
Unknown	+Level x0
Character poorly demonstrates ability	-5
Character does not demonstrate ability	+0
Character demonstrates ability	+5
Character convincingly demonstrates ability	+10
Character makes poor commands/statements	-5
Character makes no statements	+0
Character makes good commands/statements	+5
Character makes excellent commands/statements (statements or commands need not be verbal)	+10
Appropriate/inappropriate setting	+5/-5
Character is at an advantage/disadvantage	+5/-5
Character has a device of some type to wield (effectiveness depends on abilities or <i>supposed</i> abilities of device)	+5/-5
Character is viewed from out of the effective range of the character's abilities	-10
Character is viewed remotely	-15
Character is within 1 meter of target	+10

NPC's hit with an undefined "statement" (like a surprise attack), will generally do one of two things: Freeze up, or flee in panic, and will "hesitate" a number of phases equal the multiple on their Bravado before being able to do anything coherent.

Perception - Perception covers all of the character's senses, both external and internal. Different stimuli may affect different aspects of the character's surroundings and so alert the character in different ways. Perception is what spots the item, and Intelligence is what interprets it. If something is not immediately obvious to a character, a Perception roll must be made to spot it. Usually there are modifiers that will apply to this roll. If the sum of the modifiers is zero or positive, the item is automatically spotted, regardless of how low the character's base Perception is. In *WarpWorld*, wizards target spells using Perception, rather than a skill, so if you can see it, you can hit it. A complete listing of modifiers is to the right. This is generally for "spot" perception purposes, like a quick glance around to see things. For instance, something might be fairly obvious, but you might not spot it instantly. It might take a second or two, which in some situations can be extremely important.

Optional - To reflect the fact that sound doesn't carry as well as visual information, double all *negative* range modifiers on hearing Perception rolls.



Appearance - This Attribute applies when dealing with people. Those with very high or low Appearance are likely to stand out, both because of looks and manner. Note that those with very high Appearance are likely to be better looking than average, and vice versa. Any level between 8 and 12 can be accounted for by either manner or looks, but beyond that there is a component of both. Characters who do not maintain a reasonable standard of appearance in the field can be expected to have a negative modifier of up to -10 on their Appearance due to appearance or smell. This will be negated by copious amounts of soap and water or being in company that doesn't care. Badly injured characters may have a poor appearance, but those who have favorable reactions to the character are more likely to be protective, such as wenches hanging on to a wounded hero, or a gentleman being protective of an injured lady, even if the lady just slew a lion with her bare hands.

Basic first impressions between characters and non-player characters (NPC's) can be done by adding the Appearance Aptitudes of the two people most involved and rolling 1d20. If the result is equal to or less than the sum, the reaction is favorable. Of course, the actions of the characters may affect this.

Stamina - Stamina represents the endurance of the character, how well they manage under periods of prolonged exertion. When a Stamina roll is made, it represents whether the character was noticeably tired by the exertion. If the roll is made, there was no effect on Stamina, but the next Stamina roll may have a -1 modifier if you wish to reflect the effort spent. If the Stamina roll is failed, the character gets a cumulative -1 modifier to their Stamina rolls, Strength, and all physical skills. The way Stamina modifiers are lost is by rest. Treat the modifier to Stamina, Strength, and skills as an injury for recovery purposes, but the time periods are in increments of half the total modifier in minutes, like per minute for a -2 modifier (p.78).

Power Points - Power Points are the life energy of the character. If these are reduced to 0, the character dies, regardless of their physical state of health. Damage *does not* reduce this Attribute, for it represents will to live as well as actual life energy. Power is recovered after loss or use at 1 per (30 min x amount used), i.e. if you used 2, you get back 1 per hour. Power will not normally show up in TimeLords campaigns, but might be used in magic-oriented alternate worlds (like WarpWorld).

Body Points - Body Points represent the amount of physical structure that you have available for damage. Damage taken is usually as a fraction of this amount. Small amounts of damage, while annoying, may have no game effect, or could do you in eventually from blood loss or infection. Larger people have more body mass, so the same input of energy or damage is less likely to affect them. Certain areas of the body, such as head and torso, are more involved with vital processes, and so take proportionately more damage than less vital areas like arms or legs. While an arm or leg hit cannot physically absorb as much energy as a torso hit can, it can still receive this much, so a hit that might kill you in the torso might simply remove an extremity if it is hit.

Perception Modifiers

Range	Modifier	Size	Modifier
0-.5m	+5	VS(marble)	-4
.51-1m	+4	S(shoe)	-3
2m	+3	M(1 hit loc.)	-2
3m	+2	L(1/4 hex)	-1
4m	+1	VL(person)	+0
5m	+0	EL(1 hex)	+3
6m	-1	(2 hexes)	+6
7-8m	-2	(4 hexes)	+8
9-10m	-3	(8 hexes)	+10
11-13m	-4	14-20m	-5
21-30m	-6	31-40m	-7
41-50m	-8	51-70m	-9
71-100m	-10	101-150m	-11
151-250m	-12	251-400m	-13
401-700m	-14	701-1000m	-15
1001-1500m	-16	1501-2500m	-17
2501-5000m	-18	5001-10000m	-19
10001-20000m	-20	Each 2x range	-1

General modifiers

Character is distracted	-2
Character spends a phase Perceiving	+2
Character is visually impaired(helmet)	-1 to -5
Character is hearing impaired(helmet)	-1 to -5
Character has an object-related skill of 10-14	+1
Character has an object-related skill of 15-17	+2
Character has an object-related skill of 18-19	+3
Character has an object-related skill of 20+	+4
Character is very familiar with object in question(not usable with above)	+4
Character is familiar with object in question(not usable with above)	+2
Motion of object	+1 to +3
Object is stationary	+0
Object at very high contrast w/surroundings	+10
Object at high contrast w/surroundings	+5
Object at normal contrast w/surroundings	+0
Object at low contrast w/surroundings	-2
Object at very low contrast w/surroundings	-4

Sound Background

Absolutely quiet background	+4
Quiet background(whispers)	+2
Average background(conversation)	+0
Noisy background(party)	-4
Very noisy background(lawnmower)	-7
Extremely noisy background(jet engine)	-10
Sound	
Extremely low(breathing)	-10
Very low(whisper)	-7
Low(low voice)	-4
Average(conversation, silenced .22 shot)	+0
High(loud voices, silenced pistol shot)	+5
Very high(pistol shot, silenced rifle shot, shouts)	+10
Extremely high(rifle shot, small explosion)	+13

Number to be modified

	Number to be included																																														
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40							
1	0	0	0	0	0	0	0	0	0	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	2	2	2	2	2	2	2	2	2	2	2	2	2	2				
2	0	0	0	0	1	1	1	1	1	1	1	1	1	1	2	2	2	2	2	2	2	2	2	2	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3		
3	0	0	0	1	1	1	1	1	1	2	2	2	2	2	2	2	3	3	3	3	3	3	3	3	4	4	4	4	4	4	4	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5
4	0	0	1	1	1	1	1	2	2	2	2	2	3	3	3	3	3	3	3	4	4	4	4	4	4	5	5	5	5	5	6	6	6	6	6	6	6	6	6	6	6	6	6	6	6	6	6
5	0	1	1	1	1	2	2	2	2	3	3	3	3	3	4	4	4	4	4	4	4	4	4	4	5	5	5	5	5	6	6	6	6	6	6	6	6	6	6	6	6	6	6	6	6	6	6
6	0	1	1	1	2	2	2	2	3	3	3	3	4	4	4	5	5	5	5	5	6	6	6	6	6	6	6	6	6	6	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7
7	0	1	1	1	2	2	2	3	3	4	4	4	4	5	5	5	6	6	6	6	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7
8	0	1	1	2	2	2	3	3	4	4	4	4	5	5	6	6	6	6	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7
9	0	1	1	2	2	3	3	4	4	5	5	5	6	6	6	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7
10	1	1	2	2	3	3	4	4	5	5	6	6	6	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7
11	1	1	2	2	3	3	4	4	5	6	6	6	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7
12	1	1	2	2	3	4	4	5	5	6	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7
13	1	1	2	3	3	4	4	5	5	6	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7
14	1	1	2	3	4	4	5	6	6	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7
15	1	2	2	3	4	5	5	6	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7
16	1	2	2	3	4	5	6	6	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7
17	1	2	3	3	4	5	6	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7
18	1	2	3	4	5	5	6	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7
19	1	2	3	4	5	6	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7
20	1	2	3	4	5	6	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7

The Universal Modifier Chart - This chart is used when ever any number needs to be modified by any other number in **TimeLords**. In **TimeLords**, almost all modifiers are *percentage* modifiers, rather than additions or subtractions. This makes things a lot more equal for characters.

Example - In an addition and subtraction system, a character with a skill of 10 getting a -10 to his skill because of conditions has no chance of succeeding, while a character with a 20 still has a 50% chance. This means that the first character has been dropped 100%, and the second character only 50%. Similar effects would occur with subtractions in a normal 2d6, 3d6 or 1d20 system. In a percentage modifier system, this would not happen. If a character with a skill of 10 got a -50% modifier, their skill would be reduced by 50%, or 5. The character with a skill of 20 would have their skill reduced by 50%, or 10. Both characters are affected equally. Anything that can be done with this chart (abbreviated UMC) will be noted in the rules, and I am sure you will be able to find other uses. Each + or -1 modifier in the game is actually a 5% modifier to the number applied to, so those using a percentile system can easily convert to this. The way the UMC works is as follows. Use the top row to find the number you wish to modify, such as a skill. Then use the leftmost column to find the modifier on that number, such as a skill modifier. When the two are cross-referenced, the result is the amount of the modifier.

For skills - Top row equals skill, left column equals total skill modifier. Cross-reference the two to get the addition or subtraction to skill.

Example - A skill of 17 (top row) modified by 6 (left column) would be a 5, so if the modifier was positive, the end result would be 22, and if negative, the result would be 12.

Number to be modified

	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26
6	2	3	3	3	4	4	4	5	5	5	5	6	6	6	7	7	7	8	8
7	3	3	4	4	4	5	5	5	6	6	6	7	7	7	8	8	8	9	9

For numbers beyond the reach of the chart, divide the number by some digit that places the result on the UMC, use the modifier, and then multiply it by the amount divided by. For example, an 80 modified by -10 would be treated as a 40 modified by 10, or 20. Since the base number (80) was *divided* by two to get it on the table, the result (20) is *multiplied* by 2, so an 80 with a -10 modifier would be 40.

For damage - Top row equals Body Points. Go down that column until damage sustained is reached. Go to left column to find the Damage Level this is.

Example - If a character with 28 BP took 7 as the result of a wound, effects for that wound would be at Damage Level 5.

Number to be modified

	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37
4	4	4	4	4	5	5	5	5	5	6	6	6	6	6	7	7	7	7	7
5	5	5	5	5	6	6	6	6	7	7	7	7	8	8	8	8	9	9	9

If the amount of Body Points is off the chart, you should divide the Body Points enough to get it on the chart (in half will usually suffice), find the modifier, and then divide the modifier by the amount the Body Points were divided by. For instance, if you divided BP by 2, then divide the result by 2 as well. The UMC is above and also on the **TimeLords Aid Sheet**.



Finishing things off - By now, most of the characters should be figuring out the last of the skills they will be needing for initial play. If others pop up during play, rate them at that moment and then put them on the character sheet as appropriate. Now you get to rate your characters. In the Secondary Game, characters are built from a point base, which is usually more than the point equivalent that characters in the Primary Game have. To roughly figure out the point "cost" of a character, do the following:

Square each Attribute, add the totals together, and divide by 4. This is the number of Attribute Points (or AP) your attributes are worth. Split Perception counts as separate levels.

Then, square the level of all skills a character has, *except* ones at a Related or Closely Related level to other skills the character has. In such a case, count only the highest of the skills. Add the totals together. This is the number of Skill Points (or SP) your skills are worth. For your reference, base characters in the Secondary Game get 300AP and 600SP at age 16.

Now comes the optional part. To make up for the differing point totals in the party, characters at a point disadvantage may, at GM option, get "reality breaks". A "reality break" is where a player thinks their character is a little better than they actually are, and attempts something stupid as a result. Reality breaks are a limited number of times the GM will allow stupid actions to go relatively unpunished, since it would be time-consuming to have your characters trashed immediately.

Example - A character is set upon by two ruffians in a medieval back alley. Foolishly, he draws his new sword, barely knowing which end to grab. This is a bad move, since you are escalating the potential violence in the situation, *and* you have no idea how to use the sword. As a result, the likely outcome is that the ruffians will take the sword away and spit you with it. At this point the GM says "take a reality break" and mentions these consequences, giving the player a chance to redo that action. Wisely, the player has the character decide to run and yell for help. Not very brave, but a bit more prudent.

They can also be used to save characters who mean well, but suffer because of it, like getting shot while helping a friend, in which case the GM can fudge the damage result as much as necessary to keep the person alive...but not necessarily whole. Say each 1d10 damage column shift counts as one "lucky break".

Add the AP and SP of the characters together. The person with the highest total gets one "reality break". The person with the next highest total gets two, etc. Hopefully, by the time people run out of "reality breaks", they will have enough experience to not need any more.

As an option for lenient GM's, "reality breaks" can be given out as experience, allowing characters to accumulate streaks of "good luck" that can be used to perform heroic (but otherwise fatal) feats of daring.

The Secondary Game - In this version of the game, characters start off as a member of some sort of Time Patrol, an organization designed to police time and probability, since after the discovery of time travel, all sorts of criminal possibilities naturally opened up. This works best in a campaign with limited alternate universes, or discrete worldlines, rather than an infinite number of possibilities.

This character generation system is also used if you plan on generating characters for any other milieu or genre, like fantasy, post-holocaust, science fiction, espionage, etc. The post-holocaust idea can use *both* systems, that is you generate characters as for the primary game, but then add a number of points to represent experience, so all characters start off with the same point totals, but different backgrounds and specialties.

Characters begin with 300 Attribute Points, or AP. These points are used to purchase the base Attributes. These cost $(\text{Level}^2/4)(d)$, as per the table below.

Attributes are based on an open ended scale, with 20 being the normal human maximum. This may be exceeded in rare cases by extraordinary individuals. (i.e. spend those points) The usual minimum for characters is a 5 or 6 for a given Attribute. Most (90%) of humans fall in the 6 to 14 range with their Attributes.

Attribute Level	Cost	Attribute Level	Cost
1	.25	11	30
2	1	12	36
3	2	13	42
4	4	14	49
5	7	15	56
6	9	16	64
7	12	17	72
8	16	18	81
9	20	19	90
10	25	20	100

Height and Weight - Using the chart on the next page, find your height and weight, based on your Strength. Roll 2d6 and add 1 (females just roll 2d6). Then go down the leftmost column to find your height. Cross-reference this with the Strength of the character to get their mass in kilograms. The character may add or subtract 1 to this roll per 5 AP spent, the amount spent *before* the roll is made. Any amount up to the full may be used, but humans may not exceed a result of 18.

Most humans will fall into the range between 4 and 10, or heights between 150cm and 185cm.

Body Points - Body Points are based on mass, as for the Primary Game, and you can use the chart on page 16 to find your total, based on your height and weight that you just determined.



Height	Strength																					
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22
1 100cm	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35
2 120cm	20	21	22	24	25	27	28	29	31	32	34	35	36	38	39	41	42	44	45	47	48	50
3 140cm	27	29	31	33	35	37	39	41	43	45	47	49	51	53	55	57	59	61	63	65	67	69
4 150cm	31	34	36	38	40	43	45	47	49	52	54	56	58	61	63	65	67	70	72	74	76	79
5 160cm	36	38	41	44	46	49	51	54	56	59	61	64	67	69	72	74	77	79	82	85	87	90
6 165cm	38	41	44	46	49	52	54	57	60	63	65	68	71	74	76	79	82	85	87	90	93	96
7 170cm	40	43	46	49	52	55	58	61	64	66	69	72	75	78	81	84	87	90	93	96	99	102
8 175cm	43	46	49	52	55	58	61	64	67	70	73	77	80	83	86	89	92	95	98	101	104	107
9 180cm	45	49	52	55	58	62	65	68	71	75	78	81	84	87	91	94	97	101	104	107	110	113
10 185cm	48	51	55	58	62	65	68	72	75	79	82	86	89	92	96	99	103	106	110	113	117	120
11 190cm	51	54	58	61	65	69	72	76	79	83	87	90	94	97	101	105	108	112	115	119	123	127
12 195cm	53	57	61	65	68	72	76	80	84	87	91	95	99	103	106	110	114	118	122	125	129	134
13 200cm	56	60	64	68	72	76	80	84	88	92	96	100	104	108	112	116	120	124	128	132	136	140
14 205cm	59	63	67	71	76	80	84	88	92	97	101	105	109	113	118	122	126	130	134	139	144	149
15 210cm	62	66	71	75	79	84	88	93	97	101	106	110	115	119	123	128	132	137	141	145	150	154
16 215cm	65	69	74	79	83	88	92	97	102	106	111	116	120	125	129	134	139	143	148	152	157	161
17 220cm	68	73	77	82	87	92	97	102	106	111	116	121	126	131	136	140	145	150	155	160	165	170
18 230cm	74	79	85	90	95	101	106	111	116	122	127	132	138	143	148	153	159	164	170	175	181	186
19 240cm	81	86	92	98	104	109	115	121	127	132	138	144	150	156	161	167	173	179	184	190	195	201
20 250cm	87	94	100	106	112	119	125	131	137	144	150	156	162	169	175	181	187	194	200	206	212	219
21 260cm	95	101	108	115	122	128	135	142	149	155	162	169	176	183	189	196	203	209	216	223	229	236
22 280cm	110	118	125	133	141	149	157	165	172	180	188	196	204	212	220	227	235	243	251	259	266	274
23 300cm	126	135	144	153	162	171	180	189	198	207	216	225	234	243	252	261	270	279	288	297	306	315

Reputation - Reputation is how well you are known, and what for. All characters generally start with no reputation. Characters may have up to 3 reputations. Each should be described with one or two words, who the reputation is with, and where you got it. For example, a character may have a reputation as just, fair, backstabbing, a mean brawler, good knife-fighter, etc. Reputation *adds* to Bravado in certain situations, so a character with low Bravado may still be feared because of their reputation. Reputation only matters in campaigns where characters make multiple visits to the same time on a timeline, or spend extended amounts of time on a single world.

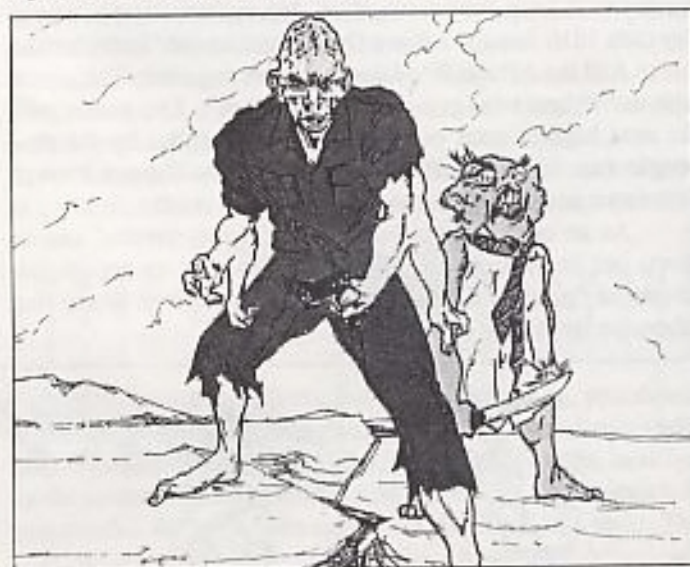
Reputation is like an Attribute, except everyone starts out at 0. A reputation is an inherently public thing, so what the character does must be communicated and proven to those the reputation is wished with. Points are applied toward a reputation as follows. Note that a reputation *can* go negative.

Action	Amount
Character acts successfully to improve reputation	+1
Character acts very successfully to improve reputation	+2
Character acts extremely successfully to improve reputation	+4
Character acts unsuccessfully to improve reputation	-1
Character acts very unsuccessfully to improve reputation	-3
Character acts extremely unsuccessfully to improve rep.	-5
Action applying to reputation is not known to anyone	no pts
Action applying to reputation known to a few	+ or -1
Action applying to reputation known to a small group	+ or -2
Action applying to reputation known to a large group	+ or -3
Action applying to reputation known publicly	+ or -4
Character doesn't demonstrate abilities for a month (may only be lowered to half original value)	-1

Note that a person may have a better reputation with certain groups because the group knows more about the character. In this case, the group is counted as better informed than the public, so the reputation would be a level better for that group (somewhat known instead of poorly known, etc.)

Note that a character can only have three reputations. This is more to save on bookkeeping than anything else. Just take the actions of the character, lump them into categories and see what traits keep appearing.

Optional - Characters may buy reputations subject to GM approval, for both type, amount, and area covered. Reputations are bought and improved *just like an Attribute*, so while a small reputation is cheap, the expense mounts rapidly.



Buying Skills - Characters have a base skill level in the various skills of the Aptitude in the appropriate Attribute. However, Aptitude is seldom enough to do more than simple tasks. You will want to increase your skill levels in any area you feel necessary to the background and survival of your character. The cost of a level of skill is the level squared in SP, *minus* the "cost" of the Aptitude or (if applicable) any Related or Closely Related skill. For instance, characters with Dexterity Aptitude of 3 subtract 9SP from the cost of *each* Dexterity-based skill.

You usually can't buy a base skill higher than 20. Your maximum skill in any area is $(\text{Governing Attribute} + \text{Age}) / 2(d)$.

Skill Level	Cost	Skill Level	Cost
1	1	11	121
2	4	12	144
3	9	13	169
4	16	14	196
5	25	15	225
6	36	16	256
7	49	17	289
8	64	18	324
9	81	19	361
10	100	20	400

Example - A character in the Secondary Game starting the game at age 18 with a Dexterity of 12, could not have a score of more than $(18+12)/2 = 15$ in a Dexterity-based skill.

When a skill is bought, subtract the cost from your SP. Characters only get Aptitude in skills that are not bought.

Specific Skills - Skill may be bought specific to a certain application of a skill. Skill with a rifle may be specific to a certain type or brand of rifle, or driving skill may be specific to the type of car you own. Think of how much more familiar you feel with your car rather than someone else's. In game terms, you have a point or two of specific skill with that vehicle. Specific skills should be described under the main skill applicable. Specific skill levels may not exceed your level in the base skill in that area, so you could not be fantastic with driving one vehicle, and a klutz with others. A specific skill is bought as a separate skill, and *added* to the base skill when used.

Example - John Thomas has a Skill of 10 with Rifles, and a Specific Skill of 3 with bolt-action rifles, so if using a bolt-action rifle, his skill is $10+3=13$. To get this level of skill, he bought a skill level of 10 with Rifle, and a separate skill of 3 with bolt-action rifles, which is substantially cheaper than trying to buy a skill of 13 with *all* rifles. Specific skills start at a level of 0, and do *not* get Aptitude. Specific skills are *not* cumulative.

Specific skills are an excellent way to represent disciplines within a field. For example, a martial artist could have a moderate base skill, and then a small repertoire of maneuvers they had a specific skill with, like block, parry, throw, recover, etc.

They are also a way to get high skill levels without spending as many of your scarce character points. For instance, a skill of 15 has a base cost of 225SP. A skill level of 10 would have a base cost of 100SP, and three specific +5 enhancements would cost a total of 75SP, and there is still a 50SP savings.

Difficulty Ratings - Some skills are easier or more difficult to learn than others. If so, a number will be listed with the skill. This amount is a modifier to the cost of the skill. Add or subtract this amount to the level of skill bought to determine the level the cost is based on. This is mainly for the Secondary Game, and is entirely optional.

Example - Martial Arts is a skill with a difficulty of +2. So, if a character wanted this skill at a level of 8, the cost would be that for a level of $8+2=10$. They still get to subtract the "cost" of their Aptitude (or best Aptitude for skills with more than one Attribute), as for skills with no difficulty modifier.

A regular (i.e. non-specific) skill can be bought up to a level of 20, even if it has a positive difficulty rating.

Minimum Skills - For a Time Patrol setting, it is likely that characters will be better than the average person in several traits, or possess skills not common among the general population. Since most temporal policing organizations are fairly well equipped and staffed, agents will additionally be trained to a certain level of competence in the skills felt necessary for survival and mission completion in a variety of temporal settings. Below is the basic Time Patrol skill package. The cost in SP depends on the Aptitude of the character, but will probably run about 400SP.

Skill	Governing Attribute	Minimum level
History	Intelligence	8
Modern weapon (any)	Dexterity	8
Melee weapon (any)	Strength/Dexterity	8
Unarmed combat (any)	Strength/Dexterity	8
Foreign language (any)	Intelligence	8
Survival skill (any)	Intelligence/Perception	8
Vehicle skill (any)	Dexterity	6
Animal skill (any)	Dexterity	6
First Aid or Medicine	Intelligence	8

These minimum levels are for *base* levels of skill. Specific skills may *not* be used to reach the minimum levels. The remaining SP characters will have is usually sufficient to raise one or two of these skills up to a professional level (about 14), or to raise several up to moderate levels of proficiency (about 10). Characters *should* have a specialty of some sort.

Characters joining a Time Patrol as characters from the Primary Game should figure out the AP and SP "cost" of their character. Upon joining, they get any difference between their totals and the base 300AP and 600SP, to spend as they wish, *after raising any required skills to the minimum acceptable level*.

Example - After running a campaign in the Primary Game for a while, the GM has the characters recruited into a Time Patrol. One of the characters is worth 320AP and 500SP. So, this character gets no extra AP, but does get 100 "free" SP to spend on any skills desired. However, if their best Survival skill was only 5, they would have to spend points on that first, raising it to at least an 8.

Characters who don't have the points to acquire minimum skills will be trained up to the minimum level, but will have no spare points for extra training in other areas.

Advantages - Characters generated from a point base may buy advantages, like immunities, or special abilities, or things that are possible, but show up only rarely today. These must be bought with AP, not SP, and are described below.

Immunity - The character has at some point in their life contracted and recovered from a disease, and developed a natural immunity to it. This generally applies only to viral diseases, and is intended for the most debilitating ones. For 5AP, a character can have immunity to Polio, Tetanus, Diphtheria and Smallpox. For 5AP, a character can also have immunity to all forms of influenza and many forms of the common cold, and for 10AP, they can be immune to rabies or a similarly uncommon but very nasty disease (which is a bargain price, by the way).

Optional - The GM may allow immunity to certain chemicals or toxins. For instance, immunity to rattlesnake venom would be 5AP, and require a character background that would let you develop such immunity. Most characters from the Primary Game get the first Immunity (polio, etc.) free of charge, and in a technological society can acquire any of the others with money rather than AP. Time Patrol characters get *all* standard disease immunities free of charge, and Primary Game characters will get some, based on their backgrounds.

Optional - The reverse of this advantage is Vulnerability. The character takes a -10 to Constitution rolls if exposed to or trying to recover from a disease or chemical, or automatically has certain side effects that wouldn't apply to most people. For instance, a character unable to metabolize alcohol well could get roaring drunk and stay that way for a long time, and get hellacious hangovers. This would be worth 5AP, as would a vulnerability that causes a character to be violently ill every time they have a major change of diet, like eating spicy food, for instance.



Direction Sense - The character can always tell the direction of magnetic north to within 1 compass point. This ability is blocked by large masses of metal near or around the character. The cost of this is 10AP.

Time Sense - The character has a mental clock that allows them to calculate the number of hours until sunrise or sunset and to count off short periods of time accurately as a clock, provided they are not too distracted. This is not dependent on actually seeing the sun or moon, and will operate underground. Moving from one gate to another, where seasons or times are different, may affect this ability until the character adjusts (a few days). The cost of this is 10AP.

Magical Aptitude - This is a must for anyone who wishes to use magic or many types of magic items. You have no powers as such, but you have been taught how to project your raw Power, the first step towards becoming a mage. This does not normally show up during any normal TimeLords campaign, but can be used in NPC creation for the occasional odd timeline where "magic" is a real force. This costs 50AP. For this cost, a character gains the ability to project raw Power, or use their Power to operate magical devices, but acquires no separate powers or spells of their own.

Distance Sense - The character can tell how far a distance they have walked in any given jaunt to within 5% of the actual distance. This applies only to walking movement. They are also an exceptional judge of distance when gauging it by eye. Normally, eyeballing a distance requires a Perception roll with the standard minus for range. Failure means the guess is off by 5% per point the roll is failed by, usually underestimating a distance rather overestimating it. A character with distance sense is never more than 25% off the true distance. This does not confer immunity to illusions of distance caused by mirages, etc. The cost of this ability is 5AP.

Weather Sense - The character can detect changes in barometric pressure, cloud formations and the winds, and can predict whether any weather fronts arriving in the next two days will be dry or wet, and have a general idea of the intensity. The character must adjust to the general altitude they are at for this to be effective, which takes a day, and they must also have free access to the outside air. The cost of this is 10AP.

Acute Night Vision - The character can see better in the dark than a normal person. They may get up to a +5 modifier to their Perception at night, but must subtract the same amount from daytime Perception due to overly sensitive retinas. This subtraction may be cancelled with sunglasses. The cost of this ability is 5AP.

Ambidextrous - Normally, characters take a -10 to any action performed with their off-hand. Characters may be partially or completely ambidextrous, able to perform actions equally well with either hand. Complete ambidexterity costs 10AP, or may be partially purchased (GM option), the -10 penalty being reduced by 1 per AP spent. Usually, this may not be improved after character creation, although the GM may wish to give characters points towards this after long amounts of practice. If the number of points gained by practicing a skill is halved(d), the character can improve their ambidexterity by 1 each time their *highest or second highest* Dexterity-based skill is improved.

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Character Disadvantages - You can usually get

any extra points you wish by simply increasing the age of the character for the appropriate point bonus (see below). However, if a character needs just a few points for one reason or another, and you can't or don't want to make the character any older, here are some ways to get extra points. These are worth AP or SP, and individual disadvantages may be combined or split to provide points for either Attributes or skills.

Age - This is both an advantage *and* a disadvantage. Characters are assumed to start the game at roughly age 16. For each year older than this, a character will get 4AP, and 30SP. This adds up fairly quickly, but no character can start the game older than age 30. This disadvantage is that such characters *are* older, and may begin to suffer aging effects (yes, even by age 31). See page 107.

Weight - A character may be lighter or heavier than normal for their Strength and height. For purposes of determining their mass, the character will get 5AP or SP for each column shift they give their Strength, with a maximum of 2 columns.

Example - A character who wishes to be lighter than usual for a Strength of 12 might count their Strength as 11 for determining their mass.

Lighter characters suffer the lower BP this gives. Heavier characters gain BP, but will count the extra weight as a *permanent* encumbrance that they must carry around. This will not affect skills, but will affect Stamina rolls and running speed. While conditions might temporarily change a character's weight, they will return to their normal weight when conditions return to normal. This disadvantage is permanent and may not be changed without GM permission.

Attribute Maximums - A character may limit their maximum potential for a given attribute. For each point lower than 20, the character gets 2AP or SP. This may be applied to more than one attribute. An example might be for a female character to reduce the maximum Strength they could achieve for a few extra points. This disadvantage is permanent, and may not be changed, with a usual maximum of 10AP or SP gained.

Phobias, etc. - A character may have irrational fears, or psychological traits that could impair them. This could be fear of the dark, heights, paranoia, claustrophobia or any other *reasonable* psychological problem. When a character is confronted with the situation, they must make a Willpower roll to avoid making irrational actions. Making an irrational action means that the GM dictates the actions of the character, regardless of player objections. When the source of the problem is removed, the character is once again controlled by the player. The points gained for this vary. The Willpower roll gets a minus equal to the points gained for the problem, so gaining 10AP would mean the character has a -10 to Willpower rolls for the problem. A roll of 20 on Willpower always fails. This disadvantage may be bought off in the same way that skills are improved, except the total goes down instead of up.

Example - A -8 phobia would be treated as a "skill" of 8. Successfully confronting the situation counts as "practice", and characters would accumulate points to lower the "skill" instead of increasing it. This is the only way phobias can be removed.



This disadvantage can also apply to most other personality traits which could dominate the way a person acts. For instance, a compulsive liar could take a -10 to Willpower whenever they have a conversation, to avoid making outrageous lies, or a compulsive gambler could take a minus to Willpower to avoid taking on a bet. This can apply to a variety of manias, like pyromania or kleptomania, or perhaps more desirable traits like chivalry or honesty. But remember, this is a *disadvantage*. There must be a negative connotation to whatever psychological burden the character chooses. Having any level of this disadvantage can be hazardous, because it means you are not fully in control of your character's personality at all times.

Note - Characters in a Time Patrol would never be allowed to take any form of psychological problem that gave them more than a -5 to any action, and probably no more than two psychological limitations of any amount.

Enemies - While the characters are bound to pick up enemies in the course of play, they can also start the game with them. An enemy is defined as someone the character is aware of that is determined to cause them harm or suffering. They are also stronger than the character, else the character would have already disposed of them. Enemies show up when the GM feels like introducing them, or they can remain behind the scenes, causing mischief without ever showing themselves.

While characters in a Time Patrol will automatically have certain specific or general enemies, these are not worth points. However, this does not eliminate the possibility of private feuds within a class of enemies. For instance, you have an enemy in the form of a rival Time Patrol organization. This is not worth any points. However, within that organization is a highly placed agent whose family you accidentally killed while on a mission, and he has a vendetta against you. He will use all his free time to try and track you down, possibly interfering with your missions, or even setting up situations in time that you are likely to investigate, thus being drawn into ambush.

A single enemy is worth 5AP or SP. This is usually a single individual, with limited resources.

Example - The aforementioned agent is limited to a certain small chunk of history or alternate timelines, and cannot affect you outside those areas. If a mission takes you to his territory, that is another matter entirely...

For 10AP or SP will get you a small group of enemies, with a more distributed area of influence.

Example - The agent has a much wider range of movement, and a number of loyal subordinates who are assisting him in this private feud. Perhaps he will not affect you directly all that often, but he may gradually learn about your preferences, limitations and weaknesses, and plot to exploit these.

For 20AP or SP will get a large group of enemies, with a large area of influence.

Example - The agent is highly placed within his organization, and can direct entire missions devoted solely to causing you grief. There are very few places outside your home timeline where you are safe, and even that is not guaranteed.

Enemies are permanent, and can only be bought off by using tactics that get rid of the problem. This could be anything from assassination to simply paying off your debts. The GM should make sure that enemies are not too easy to get rid of, and should assume that they are at least as clever as the characters, if not more so.

Friends - Like enemies, except worse, since they expect you to do them favors occasionally. A friend is someone highly placed whom you owe favors, loyalty or duty to, and whom in return is occasionally able to help you out if you need it. The amount of AP or SP you get is proportional to how deeply you are in hock to your benefactor, and also proportional to their potential influence on your life.

For 5 AP or SP, you have a minor obligation to someone, a favor to a person with some local influence.

Example - Friends in the Archive Division have "loaned" you a few items on occasion for study or mission use, and they will occasionally ask you to look for or pick up specific items while on assignment. However, they might also ask for something forbidden by regulations...

For 10 AP or SP, you owe someone a large favor, and their influence extends over a moderate region.

Example - You stumbled across an independent time traveler, and contrary to regulations, didn't try to bring him in. Like a bad penny, he drops in on you occasionally, sometimes helpful, sometimes asking for favors. You would like to bring him in, but knowing an independent time traveler can be extremely useful at times, so you put up with him. You know you'll be in trouble if he ever tells, but that would never happen...

For 20AP or SP, you owe someone your life and livelihood, and this someone has a great deal of influence almost everywhere.

Example - Your Primary Game characters were rescued from almost certain death by a temporal assault team, who lost a few members in the process. You are willing to bend or break a lot of rules to help any of these people out should they ever need your assistance, even if they ask for what borders on treason...

These obligations are generally a one-shot affair. There can be minor instances of friendly obligations, but these points represent a single major service. Once you fulfill the obligation, you may decide to drop it. However, you will lose any benefits that obligation gave as well. For double the points, you may make an obligation permanent. You will have it for as long as your character lives, or until you perform some exceptional service that would free you from the obligation.

Bret Jones Age: Indeterminate
Height: 185cm Weight: 86kg
Quote: "You can never know too much"



STR: 12	DEX: 12	APP: 11	POW: 10
CON: 11	WIL: 12	PER: 12	BP: 31
INT: 18	BRV: 18	STA: 14	Speed: 11

Major skills

AWPL 12	NVGR 15	PHIL 12	SEAR 18
PIST 12	TRAK 14	HIST 14	CART 15
BOW 12	SURC 14	SOCL 14	BIOL 12

Notable equipment

1861 Colt revolver (21I)	Electronic book (1 Megapages)
Composite bow (10I)	Macronoculars with recorder
Scanner (survey unit)	Multilingual translator

Armor

20/6 BP vest
3/2 Body suit

Location: Anywhere rural, primitive and cold, especially alien cultures.
Notes: Collecting ecosystem information and cultural knowledge.

TimeLords - Throughout the rest of the rules, some of the original playtesters have been immortalized as sample characters. This roughly what they were like at the end of the last playtest campaign, with additions made for their additional futures and the goals they wanted to achieve. From them, you can get an idea of the equipment, playing style and philosophy of a group of experienced TimeLords. They can also be *Deus ex machina* for your campaign, popping in to rescue overwhelmed characters, or act as temporary guides or instigators of adventures. None of them are stupid, and a few have access to futures that allow them to cheat death entirely, but despite reasonable combat skills, all would rather talk than fight. They are not so old as to have forgotten what it was like in the early days, but your characters will still have to prove themselves worthy of the title, and these TimeLords won't make that road any easier.

The Patrol - There are a large number of incarnations of The Patrol that you can run and play in. If you make up your own, here are a few overall guidelines to consider.

1. You need to work out the physical means of characters' time travel, i.e. do they carry it with them, how accurate is it, how long does it take to work?
2. Agents are an elite, and should be trained in such a way as to be effective in almost any time period.
3. The less change introduced onto a timeline, the better. This is especially true for killing locals, whose eventual descendants may be unknown.
4. Equipment policies should be clear to all. Most equipment should be designed to decay rapidly or wear out quickly in case it has to be abandoned, preventing misuse by locals or embarrassing archaeological discoveries.

Below are a few sample organizations, with some background references, campaign advantages and disadvantages.

The Guardians - The Guardians are aliens from a future so distant that mankind's sun has died, and the solar system vaporized in its funeral pyre. They know all the secrets of time travel, all the past, and all possible futures. In their own near-immortality, some have gone from guardians of free will to protectors of their own future, but most follow a path of non-interference. Though they can change the future, they have seen all the futures for their race, and they are all equally bleak. So, they try to help other races whose futures are brighter, so that they avoid a similar fate.

They recruit individuals from all walks of life, selected so their disappearance will not be noticed. This is usually accomplished by choosing from accidents where no bodies were recovered, or confusion would prevent witnesses of the abduction. An example would be to appear on board a jet about to crash, and kidnap the candidates. Just a few more missing bodies. Or for the more distant past, it would be very easy to have a person simply "disappear". After the shock has worn off, the new recruits are trained for duty, and given assignments in a certain temporal zone, usually an area they are familiar with. They will live and work there as regular citizens until a call comes down of a need for their services. They then go where they are needed, and do what needs to be done. The aliens themselves are seldom seen. Most Guardians are humans trained by humans at a base far in the future, safe from accidental discovery. While the aliens could select a bright future for mankind, they do not. Man is given the opportunity to change it for himself. Whether or not he makes the right choices is the test of worth.

Advantages - Characters can be induced into the campaign from the Primary Game, either at the start, or later on. Or, characters can be designed from any time period as a base. One character could be a survivor of the Titanic, while another could be a Musketeer. The aliens are probably the few Designers who escaped the Destroyer's genocidal attack, and they help mankind out of gratitude, since Lightbearer, a human, is the one who eventually eliminated the Destroyer.

The GM can set up the campaign base in any time period or milieu desired, and use it for mundane adventures, or jump back and forth in that period for adventures. For example, you might be based in 1920's America, and adventure solely in the present, using your advanced technology to get to exotic locations, rather than time traveling. However, on occasion you will have to jump forward or back, or to alternate histories, so the GM has a choice of adventure options. To prevent temporal anomalies, it would be reasonable to allow the characters only equipment from their base timeline, making missions more a function of skill than of advanced technology overkill.

Characters will travel by means of portable time travel devices, which can range in size from a calculator to a motorcycle, depending on the GM. This gives the characters a great degree of freedom of movement, and accuracy of jumps.

Disadvantages - Since the campaign is over a small temporal zone, eventually, the adventure possibilities may run out. This campaign works best with limited numbers of alternate worlds, rather than a multiplicity of near-identical alternates. In addition, the GM will need to maintain scrupulous records of timeline changes and their ramifications. Since characters may theoretically be on the same timelines they are modifying, you may have to rearrange the world after major changes are made. The characters themselves will not be affected, either because they are not originally from that timeline, or because of high-tech implants that render their immediate vicinity immune to such temporal reorganization. Characters will not like being left in the dark regarding the motives behind a mission, and so jumps ahead to the main base will be needed for occasional "big picture" debriefings.

Background - *Time Patrolman*, or *The Guardians of Time*, by Poul Anderson.

The Time Force - Set on Earth at around 2100AD, all the major powers have stumbled across time/dimension travel, and don't know quite what to do with it. What they do first is to keep it quiet, and cautiously experiment, first with objects, then animals, and finally people. As the laws of temporal physics are worked out, both sides realize that the fabric of the universe is woven into strands of probability, which can be modified by manipulation of the past. Paranoid, both sides set up temporal isolation fields containing the sum of historical knowledge. These libraries are constantly compared to libraries subject to probabilistic change. Any difference means that there has been tampering with the past. Teams are sent back to correct the situation and/or modify it to their benefit. Chosen to champion their respective causes, these teams are the best their governments can find. Are they good enough?

Advantages - The campaign is set in a modern world, not so far in the future as to be unrecognizable, but far enough ahead to allow new breakthroughs, like laser weapons, cybernetic augments, etc. Characters are operating off a major probability line, so there could theoretically be multiple Time Forces, with statistical fluctuations being the major force of change, that is, if most of the "identical" teams succeed, the flow is altered one way, but if most of them fail, it alters another way. The object is to preserve the status quo for the majority of the possible futures.

This does not prevent alternate timeline travel, but actually encourages it. For instance, it might be strategically advantageous to have an alternate colonial US take control of South Africa, and its share of strategic minerals, while simultaneously keeping that world from developing technologically. This gives a free supply of strategic metals, without depleting the homeworld. However, the alternate universe Time Patrol two probabilities over might have something to say about this kind of tampering, making for really convoluted backgrounds. This multiple background can also allow quick replacement of deceased characters. A character killed in your campaign might have lived in an alternate history, so a favorite character need not die permanently. However, the more times this happens, the less likely you will get a replacement, since there is an ever-dwindling supply of you out there. This could be reflected in a random survival roll. Fail the roll, and there are no more of "you" available for adventuring, so you have to start over.

Disadvantages - This kind of Patrol will be very political. As an extension of the government, it will be plagued by factionalism, pork barrel politics, near-sighted policy and the whole thing shielded by secrecy, an almost unlimited budget, and the literal ability to make its enemies disappear. If this is leaked slowly to the characters, it can make for a new twist to the campaign about the time the characters get complacent, especially if they are "set up" to take a fall by their superiors.

Since this is a relatively low-tech time travel setup, the characters will probably be sent from a large and complex facility, unable to leave or return without central assistance. This is usually done by timed drop-offs and pickups at specific sites. Missing a pickup can mean a very long wait, especially since there is no way of tracking an individual except by historical changes they make.

The equipment of the characters will be very high-tech compared to wherever they go, making any sort of combat confrontation a massacre on the low-tech side. The GM will have to be creative to avoid this, since combat without challenges gets boring real quick, and constantly fighting their an opposing organization similarly armed with high-tech weapons will likely get them dead in short order.

Background - The *Timewars* series, by Simon Hawke, *Downtime: the Night Side*, by Jack L. Chalker, or *Time Police* (series), by Warren Norwood.

The Keepers of the Flame - Operating from a secure base outside of time, at the end of the universe, the Keepers of the Flame have battled since time immemorial against The Enemy. The temporal sphere has been split into two parts by the ancient battle. Those of lesser understanding call the sides Good and Evil, or Law and Chaos. The battlefield has changed over the eons, but the front for the past 70 million years has been Earth. Here, the force meet in the battle eternal. Unable to enter the battle except on rare occasion, these forces call on mortals in their struggle to extend their domains. The calling is answered by few, but they are ever dedicated to their cause, and fight The Enemy through time and space at critical places to shift the future towards order and life for worlds that know but little of their existence.

Advantages - This is a campaign full of mystery and mysticism. The characters are servants/followers/tools of forces almost beyond human comprehension, which exist on another plane of reality. Having fought to a stalemate there, they search elsewhere for advantage, and currently fight over Earth. Rather than using mere "technology", human Keepers have access to the tiniest fraction of the other reality, with which they can travel unaided through time and space. Their enemies are similarly powered mortal servants of The Enemy, and they wage a see-saw battle across the centuries for domination of the planet. On occasion, one of The Enemy may show up, and provide a real challenge, since even viewing one is enough to drive some men mad. Obviously, this isn't your standard time travel campaign, and therein lies the appeal. Characters can use "magic" powers with GM approval, providing an interesting twist for an otherwise technological background.



Disadvantages - Most action in the campaign will not necessarily require time travel. Rather, characters can move about a regular game-world, trying to thwart "evil", in the form of a variety of "supernatural" forces. Also, the idea of being "religious" crusaders may not appeal to some characters, especially for extradimensional forces whose motivations can only be guessed at.

The characters will not have a huge, technological base of operations to work from, and may have to earn a living in addition to their missions. However, a wealthy secret society as a backer would be reasonable. More restricting might be certain codes of behavior that have to be followed, codes which may either prove distasteful at times, or force flagrant violation of the law at others.

Background - Any battle of "good" vs. "evil" beyond the control or understanding of mere mortals is suitable for this background, for while these forces may not be able to directly interfere with events, they can certainly exert enough force to move ordinary people into other times and places to do their bidding. The most obvious choice of books would be anything in the *Eternal Champion* series, written by Michael Moorcock.

Getting Started - Now that you have characters, equipment and some idea of what you are doing, how do you start the game? For the Primary Game, you usually use variations on the back cover scenario:

1. The characters accidentally find a Matrix.

Gaming had just about wound down for the night when you pulled out the present you'd bought earlier in the day. Your father was a rockhound, and you knew this chunk of pyrite would appeal to him. You were showing it off when one of the crystals broke off and rolled onto the floor. You pick it up, and it begins to glow...

2. The characters have a Matrix forced upon them.

Gaming had died down as everyone took a snack break, when there was a knock at the door. Unsuspecting, you turn the doorknob. Before you can react, it is slammed open, hurling you against the far wall. A large figure dressed in black strides unopposed into the room. He's carrying some sort of weapon, and your friends dive for cover, but to no avail. Blue lightning strikes all of them...the man is impossibly fast. You almost recover from being stunned when a bolt hits you. Spots fill your vision. Nerveless, you slump to the ground, bashing your forehead on the coffee table, and silently sprawling facedown on the floor. Mercifully, you feel nothing. A boot flips you over. You hear it, but can't feel the toe digging into your ribs. Glassy-eyed, you listen as the intruder speaks for the first time.

"You really ought to thank me for what I'm about to do, but I understand that's impossible at the moment. What am I going to do, you ask? I'm going to liven up your miserable little lives for all eternity...if you're lucky. If not, you'll die, probably slowly, but that's not my concern. You see this?" He holds up a shiny object, not much bigger than a marble. You try to focus on it, but fail. Your eyes water, but you can't even blink to clear them. He continues. "This is your ticket out. I've set up a little obstacle course for you. If you survive, I guess you deserve to live...for now. Have fun, and don't forget to write!" With a maniacal laugh, he tosses the object on the floor and walks out the open door. It begins to glow...



3. A Matrix is forced upon them by circumstance.

You and your friends have just finished a long wargaming session and are heading home. It's two in the morning, and all the streets are deserted. All you really want is to get home and crawl into bed. As you pull out of the parking lot, a man runs out of the alley and into the path of your car. There is a soft thump as he hits the side of your vehicle, and you slam on the brakes. That last drink sloshes onto the floor, and you can hear the ice cubes rattle, even over the yells of your friends. You get out of the car, shaking like a leaf. You've just hit someone. Your first thoughts are not on the man lying at your feet, but of your insurance rates. He is lying on his back, and you are afraid to move him, but thankfully he is still alive. One of your friends runs to a pay phone to call an ambulance. The man lying on the pavement opens his eyes, looks at you, and starts to speak. "You...can't let them...can't let them have it." You have no idea what he is talking about, but he continues. "It will lead you...to others...power...they want it." Your friend comes back. The ambulance is on its way. His breathing is getting weaker, but he can still speak. "You must...must take it...recover the others. ...aa...go..." He shudders violently, and is still. You arrange him so you can start to perform mouth-to-mouth resuscitation. Your hand comes off his back covered with blood. Shocked, you roll him over. His back is soaked with blood, but not enough to cover the three charred holes in his jacket. As you gently lay him back down, his clenched fist opens, and a small irregular piece of metal rolls out onto the pavement. At the same time, a car screeches around the corner. Four men get out, all holding strange-looking guns. You hear "That's him! Don't let any of them get away!" Bullets and other things start zipping by you in the darkness. You think "I gotta get out of here", and grab the shiny object on the road. That's the last thing you remember...

There are a number of books that deal with individuals or groups cast out in time, space or probability, with only limited control of their journeys. The classic is perhaps *A Connecticut Yankee in King Arthur's Court*, by Mark Twain, but there are many others, of which the following is just a sample.

Castaways in Time (series), by Robert Adams
The Dancer from Atlantis, by Poul Anderson
The Practice Effect, by David Brin
Assignment in Eternity, by Robert A. Heinlein
The Time Bender, by Keith Laumer
Dinosaur Beach, by Keith Laumer
Operation Time Search, by Andre Norton
The Anubis Gates, by Tim Powers
After the Fact, by Fred Saberhagen
Time Wars, edited by Charles Waugh, Martin Greenberg
The Time Machine, by H.G. Wells
Roadmarks, by Roger Zelazny
The Chronicles of Amber, by Roger Zelazny

How you run *TimeLords* is up to you, but regardless of whether your style leans towards intricate and devious plots, or lots of action and combat, you can probably design an adventure to challenge the players and keep them coming back for more.

Combat Basics - The TimeLords combat and damage systems are based on some elementary principles, the implementation of which been frustrating game designers since the hobby began.

Combat:

1. In most situations, a stronger or more dextrous person will be able to move and bring a weapon or defense into position faster than a weaker or less dextrous person. This is represented in play by your Physical Speed attribute.
2. Between equally strong or dextrous opponents with the same weapon, the better skilled one has an advantage. This is your Initiative, the average of Skill and Speed.
3. Between equally skilled opponents, the one with the more maneuverable weapon has the advantage, most of the time. This is weapon Initiative, added to your base Initiative, and also why weapons with a long reach provide an initiative bonus vs. shorter ones.
4. All other things being equal, the person with the better position has an advantage. This is why facing makes a difference for Initiative and "to hit" chances.
5. All other things being equal, the least encumbered person has an advantage. This is why you take penalties to Initiative and movement if you are carrying too much, but this penalty must be weighed against the protection and armor this weight provides.
6. The person with Initiative can either catch an opponent off guard, or react after an opponent has committed themselves. The person with lower Initiative is always at a disadvantage.

Having seen the justification for each aspect of combat, you can make your own decisions on how much detail to include.

Combat - Combat will occur in the course of play. The following rules show how it is done. First, you need to get the basics that apply to all combat. Then, different types of combat will be explained, and finally, damage and armor will be covered.

Speed - Each character in **TimeLords** has a Physical and Mental Speed, listed on the character sheet. This is how physically or mentally fast the character is. Speed determines how many full combat actions the character gets in a turn, and how disadvantaged they are between these actions.

Combat is done in turns. Each Combat Turn is 10 seconds, or phases. Play moves phase by phase, each phase completed before the next begins. A character will get a full action in every phase marked with an "X".

Phase	Speed									
	1-2	3-4	5-6	7-8	9-10	11-12	13-14	15-16	17-18	19-20
1				X	X	X	X	X	X	X
2			X		X	X	X	X	X	X
3		X		X						X
4						X	X	X	X	X
5	X		X		X			X	X	X
6						X	X	X	X	X
7		X		X					X	X
8			X		X	X	X	X	X	X
9				X			X	X	X	X
10					X	X	X	X	X	X

A character may act on a phase other than the ones marked with an "X", but if they do, they will take a minus to all of their actions. The modifier a character gets on phases without an "X" is equal to the number of phases in a turn they do not act at full effectiveness. This modifier applies to any action which would require a roll by a character, like skills and Attributes, but not rolls for giving or taking damage.

»»» Alternately, you can either throw out this minus altogether, saying characters act equally on all phases, or say that characters may act only on their phases, not on others. Both options have their advantages and disadvantages in time spent and realism.

Example - A character with a Speed of 10 gets 5 full actions in a Combat Turn, and 5 actions that get a -5 to rolls. Or, you could say that they only take 5 actions in a turn, and no more, or simply abandon the Speed attribute altogether. Mark your phases and off-phase minuses on the appropriate part of the character sheet.

Initiative - In order to see who goes first in a phase, initiative must be determined. Take the average(d) of your Skill used and your Physical or Mental Speed, whichever is appropriate. This is your base initiative. If what skill you plan to use is not determined, or you are moving, the skill is counted as Dexterity. Firearms have a minimum initiative of 10, regardless of how low the Skill and Speed of the user are. The minimum is 10, and if Skill and Speed indicate so, it may be higher. Figure this out and mark it down for the weapons you use for future reference.

Then add or subtract the following, depending on the action done.

Action	Modifier
Initiative of weapon used	varies
Using a mental power/making a decision	+0
Holding an action	+5
Performing non-combat action (running, shouting, etc.)	-3
Attacking into Sector II, VI	-1
Attacking into Sector III, V	-3
Attacking into Sector IV	-5
Using an unready/partially ready weapon	-3

Roll 1d6 and add it to this amount. The characters act in order from highest total to lowest total.

Example - Character A has a skill of 14 with a weapon having an initiative of -2. His Physical Speed is 12. His base initiative is the average of Speed and Skill, minus 2 for the weapon, for a total of 11. He then rolls 1d6 and gets a 2, so the final result is a 13. He acts after all characters with Initiatives of 14 or better, at the same time as those with 13, and before all those with a 12 or less.

Basically, characters who have a course of action planned act faster than those who are waiting to see what happens. Characters who are moving will probably act after those who are using a weapon, and characters with high skills will probably act before those with lower ones.

Length Advantage - If one character has a weapon at least 30cm longer than their opponent, attacks by the character with the longer weapon get a +5 to Initiative because of superior reach. The weapon is still just as slow, but your opponent can be kept at range better. This is negated when the character with the shorter weapon closes to a range of less than the length of the weapon, usually by using the "Advancing" modifier to an attack (p.66). For weapons less than 1m long, this means in the same hex. If a weapon is thrown, this does not apply.

Combat Sequencing - Within a ten second Combat Turn, play proceeds by each one second phase. Within each phase, actions are classified as Combat or Movement, and proceed in the order of initiative. If a character wishes to move before attacking, they are counted as moving for initiative, in addition to any Initiative bonus or penalty of the weapon. If they attack and then move, they are counted as attacking for initiative, but cannot attack again after moving. Movement is semi-simultaneous, things being done in logical order. All characters within sight of each other can respond to each other's actions. If necessary, movement should be 1 hex at a time, in order of initiative, and sequenced by using the Combat Sequencing Chart. There are certain actions that are exceptions to the normal initiative flow. These include combat maneuvers, such as dodging, and opportunity fire, which is used in situations where combat must occur during movement, as in shooting through a window as you run past. Although a movement, dodging is counted as a combat action, with a Skill equal to Dexterity, and opportunity fire is counted as being during movement, although it may be a held action if the character had a specific target in mind, rather than a spur of the moment attack. Characters may also hold actions on combat or movement, which is waiting for a certain sign before executing the maneuver. An example of this might be to prepare to dodge an attack you expect will be coming. Phases are a necessary concept so that the passing of time in combat can be defined, but the sequence of actions can make it hazy. A person who wants to attack and then move does so in the normal sequence, but a person who wishes to move, then attack might use the Movement part of one phase, and the Combat part of the next. On the timescale used, this is sometimes necessary. A character is always counted as doing the move they did at the end of their last Movement for purposes of attacking or being a target. If you have not yet moved on the current phase, the movement of the previous phase applies.

Example - If a character moves and attacks, they may take a movement modifier on their chance to hit. On the next phase, if they attack *immediately*, they will have a better initiative, but still be counted as moving for their *chance to hit*. After attacking, they can stop, and be counted as stationary for the *next* phase. If they decide to stop and prepare before attacking, giving a better chance to hit, they are counted as moving for *initiative* purposes, so whomever they attack will probably get in the first blow.

The sequencing system is very flexible, but it also requires thought on the part of the players, thinking ahead a second or two to see what they want to do, and planning their actions so they can be done with best effect.

To simplify sequencing, all actions can be classified as Combat or Movement, and proceed in this order. All combat occurs, then all movement occurs, each in the order of initiative. Dodging is still counted as combat, and opportunity fire as movement.

Damage:

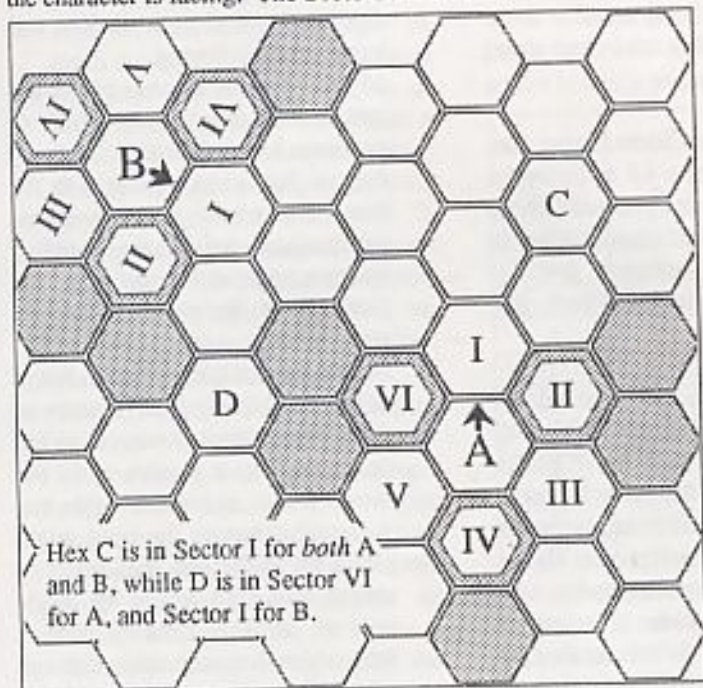
1. Guns are consistent in their damage. A bullet which will penetrate a given armor will almost always penetrate that armor, and a bullet which will not penetrate an armor will almost always fail to penetrate. This is why guns will have a fixed damage instead of a random roll based on their energy.
2. Melee weapons are not as consistent in their damage, the ability to penetrate armor dependent on many factors that quickly change in the heat of combat. Melee weapons roll randomly for damage, based on weapon type, and modified by the Strength of the person using the weapon.
3. People are not homogeneous lumps of tissue. A fairly small amount of damage to critical locations can kill or incapacitate a person, while the same damage elsewhere might not. A sword thrust to the head might kill, a hit to the arm may sever an artery, and a hit to the leg might only go through muscle. This is why there are separate damage tables for different areas of the body, with different types of effects for each.
4. People are not machines. They do not fall apart after taking a given amount of damage. This is why *actual damage* to characters is not cumulative, but a series of impairments that affect various aspects of a character's functioning, such as Strength, running speed or Dexterity.
5. While it is easy to kill someone, it is difficult to do so instantly, most deaths resulting from loss of vital functions over a period of minutes. However, it is fairly easy to render someone unconscious or daze them due to shock. This is why only head and torso hits can instantly kill a character, but characters can still die within minutes or hours due to a lack of sufficient medical care.

Both simple and detailed damage systems are provided in **TimeLords**. Again, you can choose what is right for *your* style of play.

Basic Damage

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The Combat Display - Hexagonal grid paper is used for map and display purposes, although you may use staggered squares equally well. Each character has 6 facings, called sectors. Sector I is always the facing to the character's front, regardless of which way they turn. The other Sectors are always in the same position relative to Sector I. A character should always be facing a hex side, so that there is no doubt as to how the character is facing. The Sectors are illustrated below.



A map is usually drawn of any area in which the combat occurs. The scale used in almost all **TimeLords** battles is: 1 hex on the map equals 1 meter. 5mm hex paper is good for open areas or outdoor combats, while 12mm paper is good for combat inside buildings or small areas, or when using miniatures. Characters may be kept track of by marking their initials in hex they are in with pencil. An arrow serves to show the way the character is facing. Alternately, characters may be represented by miniatures. This is visually more appealing, but substantially more expensive.

Movement and Scale - As mentioned, each hex on the combat display represents 1 meter. Humans have a normal maximum move of 9 meters per phase, can accelerate 3 meters per phase, and decelerate 6 meters per phase, acceleration or deceleration decided before movement each phase.

In most situations, there will only be one person per hex. Close combat or grappled characters will usually occupy the same hex, however. Two people per hex is fairly crowded, and four is the maximum that will reasonably fit in an area this size.

For larger scale actions, you can move to a scale of 5 meters per hex. This means that people will be able to move either one or two of these hexes per phase. Melee combat can only take place between opponents in the same hex, and range modifiers for projectile weapons simply use the nearest multiple of 5 meters(u). This is good for chase scenes, large scale battles, movement in a city or town, etc.

Visibility - Many people take it for granted that you can see everything on the field of combat. This is usually not the case. For initial spotting, characters should have to make Perception rolls to see an enemy. You can't aim at something you don't know is there. Most situational modifiers making it more difficult to spot a target also make it more difficult to hit. Rather than applying all Perception modifiers to your "to hit" rolls, only the most common one, camouflage, is used for both.

Mike Higgins

Height: 185cm

Quote: "Stay alert. Trust no one. Keep your laser handy."

Age: Indeterminate

Weight: 82kg



STR: 11	DEX: 13	APP: 10	POW: 10
CON: 13	WIL: 11	PER: 14	BP: 30
INT: 17	BRV: 13	STA: 13	Speed: 12

Major skills

RIFL 11	STAF 8	IMHW 6	EGYP 7
PIST 9	STLH 10	SURW 7	NORS 6
MRTS 12	PSAD 7	HIST 7	BSRD 6
BOW 9	ACTG 14	SRCH 10	COSC 14

Notable equipment

First Aid kit	M-16 with thermal scope, laser sight
Quarterstaff	"Wristbreaker" (sawed-off, SA/I x 2)
MX motorcycle	Portable computer w/solar panels

A armor

20/5 BP vest
8/2 Body suit
16/12 BP helmet

Location: Anywhere

Notes: Bionic left hand, STR 20, badly scarred left knee and forearm (40mm grenade)

Damage - Weapons of any type are rated according to their Damage Value, or DV, and Damage Type, which will be a suffix from Roman numerals I through V.

The DV of a weapon is the number of d10 of damage the weapon can do, plus the chance of doing extra points of damage. The number of d10 is the DV/10(d), and the remainder is the chance of doing extra damage. This chance is usually rolled on the closest die type, ignoring leftover numbers.

Example - A DV of 34 means the weapon does 3d10 of damage, and can do up to 4 points more. So, this weapon would roll 1d4 for this extra amount. For weapons with a DV of less than 10, the DV is the type of die rolled for damage.

Example - A DV of 6 does 1d6 of damage, and a DV of 4 does 1d4. A DV of 5 would roll 1d6, and reroll any results of 6.

Guns are rather consistent, and more realistic results are obtained if the average damage is used. This means that a bullet which will penetrate a given armor will almost always penetrate that armor, and a bullet which bounces will almost always bounce. Variation in effect vs. living creatures is taken care of by the method in which the damage is applied. The average damage for bullets is listed by the DV of the bullet (Reference Sheet) and is roughly the DV/2(u). For those who wish to be more exact, it is 5.5 points per 1d10 of damage, or the DV with a -9 modifier.



Damage Type - Weapons are divided into five types for damage purposes. This ranges from Type I, which is all lethal damage, like bullets, arrows, and bladed weapons, down to Type V, which is all non-lethal damage, like a mental attack. Most weapons are in the Type I to Type III range.

Damage Type	Damage Done	Example
I	All Lethal	Bullet, knife
II	3/4 lethal	Mace
III	1/2 lethal	Club
IV	1/4 lethal	Lead sap
V	All non-lethal	Stunner

The way this works is that you take damage based on a fraction of your BP, in 5% increments, so a person with 40BP who took 8BP from an injury would have taken a 20% damage effect. In this case, since damage is in 5% increments, it would be Damage Level of 4. If this were a weapon that did Type II damage, the character would check for *lethal* damage on the "3" column, and since 1/4 of the damage is non-lethal, they would *also* check for temporary additional effects on the "1" column. Both damage types *always* round down. If the person had taken 6 points instead of 8, this would be a Damage Level of 3. Since 3/4 of 3 is less than 3, and 1/4 of 3 is less than 1, they would have taken a lethal effect on the 2 column, and no non-lethal effect at all.

If the situation was reversed for the Damage Level 4 hit (say a Type IV weapon), you would have the opposite effect. The damage would still be on the "3" column, but the effects would be *non-lethal*, with an additional *lethal* effect on the "1" column. For instance, getting hit over the head with a lead sap. It might knock you unconscious, but this is a relatively short term effect. However, you may get a lump that will take a few days to go away.

Remember that you multiply the damage done for torso and head hits *before* you split up the effects into lethal and non-lethal damage, not after.

Example - If you took 8 points of Type II damage to the torso, you would multiply all but the first 2, figure out the Damage Level, and *then* split it into lethal and non-lethal damage.

There is a row across the character sheet directly below your stats and character outline. To save you from having to look up damage on the UMC each time you are hit, figure it out for your character's BP *now*, so you will always have it handy. Remember that it will have to be recalculated if your character increases or decreases in BP for any reason, but this does not happen that often. The character development sheet in the back of the rules has these numbers for characters having between 25 and 40BP.

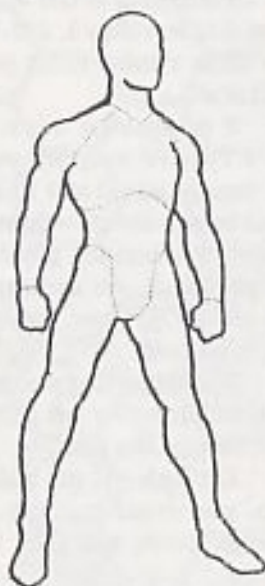
Hit Location - If a character is hit, you will usually have to determine a specific body area that was struck. Hits to different locations will get multiples on damage due to the fact that these locations are more responsible for keeping you alive. Each torso or abdomen hit will have all damage over two points *doubled*, and hits to the head are *quadrupled* after the first two. This takes into account muscles or bone that must be penetrated before serious damage is done to the brain or internal organs. It is *very* important to note that only damage which is unaffected by armor is multiplied. Damage reduced in lethality by armor is *not* multiplied.

Example - A 10 point hit to the torso will have 8 points of the damage doubled, for 16, plus the non-doubled 2, for a total of 18 points of damage. A 10 point hit to the head will have 8 points of the damage quadrupled, for 32, plus the non-doubled 2, for a total of 34 points of damage. A 10 point hit which goes through 6 points of armor will only strike the character with 4 points of damage, and only two of those would be multiplied if this were a torso or head hit.

Multiplication of damage applies to most animals as well, and can be applied in differing amounts to alien or fantasy creatures as well. Very large creatures may require 3 or 4 points before multiplication, and small ones only 1, or even none.

Hit Location Chart - A copy of the basic Hit Location Chart follows. Locations are listed as to the general area of the body hit, and any multiplier that is used on any damage after the first two points.

Roll	Loc.	BPx
1	Head	4x
2-3	R.Arm	1x
4	R.Hand	1x
5-7	Chest	2x
8-9	L.Arm	1x
10	L.Hand	1x
11-12	Abdomen	2x
13-16	R.Leg	1x
17-20	L.Leg	1x



Basic Damage - TimeLords uses a different damage system than other games. People do not have a fixed amount of Body Points that are lost as they take damage. If you think about it, people do not usually die from structural disassembly. This system avoids the "shot in foot" problem. This is that a severely injured person can usually be killed instantly in most systems by shooting them in the foot. The instantaneous trauma would have to be excessive in order to do this.

Damage Record																																									
L.Arm	<table><tr><td>1</td><td>2</td><td>3</td><td>4</td><td>5</td><td>6</td><td>7</td><td>8</td><td>9</td><td>10</td><td>11</td><td>12</td><td>13</td><td>14</td><td>15</td><td>16</td><td>17</td><td>18</td><td>19</td><td>20</td></tr><tr><td>■</td><td>■</td><td>■</td><td>■</td><td>■</td><td>■</td><td>■</td><td>■</td><td>■</td><td>■</td><td>■</td><td>■</td><td>■</td><td>■</td><td>■</td><td>■</td><td>■</td><td>■</td><td>■</td><td>■</td></tr></table>	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	■	■	■	■	■	■	■	■	■	■	■	■	■	■	■	■	■	■	■	■
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Affects: Arm Dexterity, Arm Strength, Arm Skills																																									
Torso	<table><tr><td>1</td><td>2</td><td>3</td><td>4</td><td>5</td><td>6</td><td>7</td><td>8</td><td>9</td><td>10</td><td>11</td><td>12</td><td>13</td><td>14</td><td>15</td><td>16</td><td>17</td><td>18</td><td>19</td><td>20</td></tr><tr><td>■</td><td>■</td><td>■</td><td>■</td><td>■</td><td>■</td><td>■</td><td>■</td><td>■</td><td>■</td><td>■</td><td>■</td><td>■</td><td>■</td><td>■</td><td>■</td><td>■</td><td>■</td><td>■</td><td>■</td></tr></table>	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	■	■	■	■	■	■	■	■	■	■	■	■	■	■	■	■	■	■	■	■
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■	■	■	■	■	■	■	■	■	■	■	■	■	■	■	■	■	■	■	■																						
Affects: Strength, Stamina, Running, All Skills																																									
Total impairment on left arm is -9, and torso impairment is -3.																																									

Damage in TimeLords can roughly be classified as impairment, various levels of unconsciousness, and eventually fatal. We see this all the time. A crash victim is alive when the paramedics get there, but dies before the hospital is reached. You fall down the stairs and break your leg. Someone gets hit over the head with a lead sap. These are eventually fatal, impairment, and unconsciousness results. They can be separate or combined, and the length of the effect varies. Writer's cramp is a relatively temporary impairment, but having a car run over your hand might be permanent.

When a character takes damage, the amount of damage taken is cross-referenced with their BP on the UMC. Any ambiguous results round in the favor of the character. The result on the UMC is the fraction of their damage taken in that blow.

Example - A character with 27BP is hit and takes a total of 7BP. Looking at the UMC at the 27 level and going down that column, this is either a result of 5 or 6, so it goes to a Damage Level of 5. If they were hit again in the same place, they would take the *exact* same effect. BP are *not* lost or modified by previous attacks. What would happen is that any damage effects on that location would be cumulative, which would eventually render that part of the body unusable.

Damage Level	Number to be modified					
	25	26	27	28	29	30
5	6	6	6	7	7	7
6	7	7	8	8	8	9

Effects - In the basic damage system, this Damage Level taken by the character represents a minus that is taken to all actions involving that part of the body, with multipliers for location.

Location	Impairment multiplier	Stun x
Head	x1/2(d)	x4
Torso	x1.0	x1
Arms, legs	x2.0	x.25(d)
Whole Body	x1/2(d)	x1

The "impairment modifier" is the amount the Damage Level is multiplied by to get the *actual* minus the character takes. "Stun x" is the amount the *impairment* (not the Damage Level) is multiplied by to get the minus to Willpower the character takes on their roll to avoid being stunned.

So, a character who took a Damage Level 5 result to an arm would take a -10 to use of the arm, but only make a Willpower roll at -2 to avoid being stunned. A hit to the torso would be a -5 to use of the torso muscles (which covers a lot), and a -5 to Willpower to avoid a stun. A head hit of this level would only cause a -2 to Intelligence rolls, skills or Perception, but a -8 to Willpower to avoid being stunned.

Arms and legs take more of an effect because there is less structure there to absorb damage. A blow that might not even crack a rib could still fracture most of the bones in your hand, so the impairment is increased. For the head, remember that the damage is multiplied *before* you check for the Damage Level, so large impairments are still very easy to come by. Also, the head is pretty much an "all or nothing" deal. Either you are up and fighting, you're unconscious, or you're dead.

You mark down damage on your character sheet, in the appropriate areas of the damage record. The total in each area represents the cumulative effect of damage on your performance. Lethal and bruising damage are marked separately for recovery purposes, but add together for impairments.

Example - You take a -6 temporary impairment to the left arm, and also a -3 lethal impairment. So, use of that arm is at -9 for now. With -3 on the torso, the total minus on arm use is -12.

Knockouts - In the basic damage system, anyone who takes damage must make a Willpower roll, with a minus equal to the impairment times the Stun multiplier, as described above. If the roll is failed, the character takes a minus of the amount failed by on their next action. If the roll is failed, and the multiplied impairment is greater than the character's Willpower, they are knocked unconscious for a number of seconds equal to the amount the roll was missed by, times 1d10.

Example - A character takes a Damage Level of 6 to the head. The actual impairment is halved, to a -3, but this -3 is multiplied by 4 to get the "stun modifier" on their Willpower roll. So, the character must make a Willpower roll with a -12 to avoid being stunned on their next phase. And, if their Willpower is less than 12, they will be knocked unconscious if they fail the modified roll. If their Willpower is 12 or more, the worst that can happen is that would take a substantial minus to all their actions for several seconds from being dazed by the pain. This makes a substantial difference in melee combat, since a character is at a bonus to be hit while in such a dazed condition.

Death - Since there are no hit points lost in this system, and damage is only a series of cumulative modifiers to your abilities, there is little chance of outright death. More than likely, you will suffer an injury that may eventually kill you, if you do not receive sufficient medical care. Roll a d20 and compare it to the lethal DL. If it is less than the DL, you have sustained an injury which can eventually be fatal, whether through blood loss, internal hemorrhaging or infection. Multiply the d20 roll you just made by (20-Willpower roll modifier) to get the number of minutes you have to get medical care.

Example - A character hit with a DL of 8 would have a 35% chance of it being eventually fatal (1-7 on 1d20). If they rolled a 4 on the d20 roll, see what happens:

Head hit - The Willpower modifier for this hit is a -16, so $20-16=4$. Multiply this by the d20 roll used to determine eventually fatal results (a 4), so the character has $4 \times 4 = 16$ minutes to live. Obviously, this was a severe injury. Note that a failed d20 roll for a head DL of 10 or better means instant death, i.e. 0 minutes or less to live, since the Willpower modifier is -20, and $20-20=0$. An unarmored person with 30BP will suffer a Damage Level of 10 from a 6 point lethal hit, or about the average damage from a small caliber pistol.

Torso hit - The Willpower modifier is a -8, so $20-8=12$. The d20 roll was 4, so the character has $12 \times 4 = 48$ minutes to live. This could be a severe bleeding injury, but it could be stopped once out of a combat situation.

Arm or leg hit - The Willpower modifier is a -4, so $20-4=16$. The d20 roll was 4, so the character has $16 \times 4 = 64$ minutes to live. Again, this would probably be a bleeding injury.

Whole Body hit - The Willpower modifier is a -8, so $20-8=12$. The d20 roll was 4, so the character has $12 \times 4 = 48$ minutes to live. This injury would probably represent the combined effects of bleeding, shock, concussion and internal injuries.

With this system, wounds can take anywhere from a minute to several hours, with the possibility of instant death on any head hit of DL10+, or mandatory instant death on torso hits with a DL20+. And, contrasting with most systems, almost any lethal damage (over DL1) can result in a wound that is eventually fatal if left untreated. Naturally, most eventually fatal wounds can be treated once out of combat, but in cases where field surgery or magic is not available, or characters are pressed for time, it can be a serious hazard.

If you want a more detailed and realistic damage system, see the Advanced Damage Section on page 72.

Catherine DeMott Age: Indeterminate
Height: 173cm Weight: 65kg
Quote: "Camping is a cold, wet, miserable way to die"



STR: 9	DEX: 14	APP: 9	POW: 9
CON: 13	WIL: 13	PER: 9	BP: 27
INT: 20	BRV: 10	STA: 12	Speed: 11

Major skills			
MRTS 14	BOW 14	MSIC 15	FSAD 13
WNDG 6	KNF 14	Guitar +6	BTCH 16
SWD 12	PIST 11	VETR 18	LKSM 8
Katana +6	WELS 10	MEDC 15	BSRD 16

Notable equipment

Full Med Kit	Stunner (40V)
Katana (18I)	Mirrored starlight sunglasses
Boot knife (6I)	Acoustic guitar or harp

Armor	Location: Next to a warm fire in 5th century Wales
16/4 BP vest	
16/12 BP helmet	Notes: Owns trained cheetah

Armor Notes - Armor in the campaign background of *TimeLords* has a tough job. Unlike medieval armor, which had only to stop melee weapons and the occasional crossbow quarrel, or modern armor, which is designed expressly to stop high-velocity projectiles, *TimeLords* armor may need to provide protection against both, and stop the occasional high-energy laser beam or other high-tech weapon effects.

Basic design philosophy for armor is that armor has two effects, the outright stopping of damage, and the reduction of trauma from attacks that cannot be stopped outright. This latter function is unfortunately because of the need to move around, and a completely rigid armor, while able to stop a lot of damage, seriously hinders movement.

Compromises of this theory include the heavily articulated suits of plate armor one sees in museums. While rigid enough to stop damage, and loaded with complex hinging arrangements to facilitate movement, they were still very heavy, and unable to stop enough bullets or crossbow quarrels to make them a viable proposition for the nobility that wore them. A modern example is a bulletproof vest with plate inserts. The high tensile strength of the ballistic fabric slows and stops most bullets, but severely bruises the wearer, and a steel or ceramic plate provides trauma resistance to especially vital areas, like the center of the chest.

The coverage and function of armor depends on the weapons and the society and/or technology available. The more valuable human life is, the more people will be armored. There are exceptions. Modern war statistics show that a person hit in the arm or leg in combat has a 95% or better chance of survival, so even those armies using body armor seldom protect these areas. Why? Because it is cheaper not to, in terms of money, weight penalties and manpower. In a very high-tech society, medicine might be so advanced that it is easier to fix an injury than armor an individual. In a low-tech areas, people might be cheaper than the cost of armor, making protection uneconomical.

Armor - Armor is your friend. Any armor is better than no armor in most cases. Exceptions are usually when dirty pieces of armor can get carried into a wound by an overwhelming attack, but effects like this are up to the GM.

Armor in *TimeLords* will have a simple format, like 10/3. What this means is that the armor will stop 3 points of blunt trauma, and a total of 10 points of damage (that is, it slows down 7 more). Light or flexible armors usually have a fairly small second number, while rigid ones have a higher one. For instance, a patch of steel mail might be a 10/2, while an equivalent piece of steel plate might be 10/6 or even as high as 10/10 if extremely well padded. The second number never exceeds the first number.

The way armor works is thus - Subtract the blunt trauma factor of the armor from any damage. This is the "bounce number". If the damage is equal or less than this number, the attack "bounces" and does no damage whatsoever.

If the damage is greater than the "bounce number" but less than the total armor, the character takes the remainder as non-lethal damage. Find the Damage Level this would be for the character and save it for future reference. There is a small column on the armor record on the back of your character sheet marked "ABF", for "Armor Bruise Factor". Place this number here. This number is how many otherwise lethal Damage Levels are converted to non-lethal ones, for you, based on your BP. Like the other armor stats, this is cumulative with other armor worn over or under this piece.

Example - A character with 40BP normally wears a 12/4 armor in their adventuring. Any damage of 4 points or less bounces, and up to 8 more points is converted to non-lethal damage. For a character with 40BP, 8 points is a Damage Level of 4. So, for them, this armor has an ABF of 4. If the character were hit for 6 points of lethal damage, 4 would bounce, and they would take 2 points as non-lethal damage.

If the damage penetrates armor completely, subtract the total armor from the damage, and figure the Damage Level normally on the remainder. Add the number you just saved (the ABF) to any non-lethal damage of that hit.

Example - The following example is as complicated as the damage system gets. A person with 40BP wearing a 12/4 armor is hit in the leg with 20 points of Type II damage. The damage is greater than the armor, so the character takes 8 points of Type II damage. Checking on the UMC, this is a Damage Level of 4. Now, 3/4 of this would be lethal and 1/4 non-lethal, for a lethal roll on the "3" column, and a non-lethal roll on the "1" column. But, they add the bruising they took through the armor (the ABF), for a four column shift, to the "5" column for non-lethal damage (see previous example).

Example - The same character is hit with a bullet that does 10 points of Type I damage (all bullets do Type I damage, and will usually just be listed as "points of damage"). Of this 10 points, 4 points "bounce", so the character takes 6 points of non-lethal damage, or a Damage Level of 3.

Example - The character is hit with a bullet that does 16 points of damage. Of this, 4 points bounce, 4 points penetrate and do a lethal Damage Level of 2, and the character takes a non-lethal Damage Level of 4 for the energy that the armor stopped, but transmitted to the character in a more diffuse form (the ABF).

Note - The only exception to the armor rules is for skull hits. For the skull, *only* the blunt trauma protection of the armor applies vs. hits. All other damage is counted as the original Damage Type (with blunt effects when using Advanced Damage). This is to reflect the fact that unlike most other parts of the body, your skull does not spring back into place after being dented or bashed. The best helmets will have an AV like 10/10, where both numbers are the same. In this case, the total armor subtracts directly from all damage, and only that which completely penetrates will hurt the character. In practice, this is difficult to achieve, and they will end up like 10/7, there being an interval where the character can be injured or stunned without actually having the armor breached.

Optional - To reflect that blunt trauma through armor *can* be lethal or injuring, split the ABF in half(d), and add this to *both* lethal and non-lethal damage a character takes from Type I attacks. So, characters can have bones broken through armor, without the armor actually being penetrated. Such a split ABF should be noted as "n/n" on the character sheet, as a reminder that damage is split between lethal/non-lethal injury.

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Armor can be made from just about anything. Anyone with wood, metal or leatherworking skills, along with a bit of seamster skill can put together custom armor on their own. Otherwise, you have to buy "off the rack" or have it custom made, a time-consuming, costly procedure. Various armor materials are below. Mass and BP are per location. Body parts listed are Head (skull, face, neck), Torso (abdomen, chest, but not shoulders), Arm (shoulder to wrist, but not hands), and Leg (hips to calves, but not feet). The cost is general, and is on a "per hit location" basis. Simple areas (like torso parts) may be as little as half this price, while areas which require more work (helms, boots) may be up to double, while really detailed work (gauntlets) will be up to 5x normal cost.

Armor Material	AV	BP	Mass	Full	Torso	Head	Arm	Leg	Cost
Light Cloth ¹	0/0	1	.02	.60	.15	.06	.08	.08	\$2
Heavy Cloth	1/0	2	.04	1.25	.30	.12	.15	.20	\$3
Thin Leather	2/0	2	.06	1.80	.45	.20	.25	.30	\$4
Thick Leather	3/1	3	.11	3.40	.80	.35	.45	.50	\$6
Hardened Thin Leather	3/2	3	.08	2.50	.60	.25	.30	.35	\$8
Hardened Thick Leather	4/2	4	.15	4.60	1.10	.45	.60	.70	\$10
Quilted Cloth	4/1	3	.20	6.20	1.50	.60	.80	.90	\$4
Quilted Silk	5/2	4	.25	7.60	1.80	.75	1.00	1.10	\$12
Kevlar 29 ²	5/1	2	.06	1.80	.50	.20	.25	.30	\$20
Bronze Mail	5/2	5	1.10	32.00	7.70	3.30	4.40	5.00	\$20
Aluminum Mail	6/2	5	.35	10.80	2.50	1.10	1.40	1.60	\$60
Bronze Plate	6/4	7	1.50	46.50	10.50	4.50	6.00	6.80	\$10
Aluminum Plate	8/4	7	.50	15.50	3.50	1.50	2.00	2.30	\$30
Steel Mail	10/2	6	1.00	31.00	7.00	3.00	4.00	4.50	\$40
Steel Plate	11/5	7	1.40	43.50	10.00	4.20	5.60	6.30	\$20
Hardened Plate	17/8	8	1.40	43.50	10.00	4.20	5.60	6.30	\$30
Titanium Plate	17/8	8	.80	25.00	5.60	2.40	3.20	3.60	\$100

1. Two layers of light cloth is equal to one layer of heavy cloth.
2. A "layer" of Kevlar is 1/0 vs. sharp puncturing attacks.

Conventional articles of clothing made from these materials (especially cloth) will weigh up to double the listed weight, because of practical considerations like tailoring, pockets, zippers, buttons, or other ornamentation.

The mass listed is for both sides of a location, and the BP are for 1 side. Thicknesses up to 5x greater may be had for any of these armors, and down to 1/10(d), should you desire it. The AV, BP, and mass are all increased by the same ratio. Flexible armors may be worn at full effectiveness beneath other flexible or rigid armor. Multiple layers of similar types (rigid or flexible) add their AV's. Before you go out and don lots of layers of armor, note the following: Each point of AV in a fabric armor will raise the effective temperature the character feels by 1°C, while metal or hard armors (or Kevlar or similar synthetics) increase the effective temperature by 1°C per 2 points of AV. Open-weave armors (like mail) only increase effective temperature by 1°C per 5 points of AV, so while a suit of mail may be significantly heavier than a padded cloth armor of the same protection, the mail is easier to wear in the long run. Five layers of quilted silk makes for a very effective armor (25/10), but at any temperature above a cool spring day, you will turn yourself to soup after any hard exertion..

Acquiring Armor - Smart characters in the Primary Game will be scavenging armor at every opportunity, leading to a ragtag bunch of mismatched pieces, which is still better than nothing. As time goes on, and players get more experience, and a feel for the tactics of their characters, they will probably level off at a certain level, mandated by the need to blend into circumstances to some extent. Wearing obvious armor is as much a provocation in many societies as carrying a machine gun would be in ours. If you don't go too far in the future, modern body armor is a good choice, especially with the aforementioned steel plates in critical areas. This will stop anything up to and including high-powered rifles, and can be worn comfortably under a jacket. Modern sporting goods provide a nice backup, as custom knee, shin, hip, elbow, etc. protection provides excellent protection against fists, feet and small melee weapons, and can be worn unobtrusively under most clothing.

Time Patrol characters may be better equipped, based on the rules of their Patrol. For instance, they may be allowed modern, concealable armor, could be allowed period armor made of modern materials, or could conceivably be restricted solely to period items. It would be reasonable to use special materials that decay quickly, to prevent temporal anomalies from showing up at archaeological digs.

They may have special armors to defeat high-tech weapons like lasers. These would have the same armor format, but with special notes. For instance, a 20/20 armor which only works vs. lasers (20/20 since lasers don't have blunt trauma effects). Generally you can construct your own armors from the materials list, or make up your own high-tech materials for futuristic campaigns.



Projectile Weapon Combat

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Miscellaneous Armor Materials - Below is a listing of miscellaneous materials that may crop up in the game as armor or cover. The listed mass is for an area approximately 15cm*15cm. This is about the area of one side of a hit location.

Armor Material	Armor Value	Mass	Per hex
Pine, 15mm	2	.15	5kg
Oak, 15mm	3	.25	8kg
Plexiglass, 10mm	2	.25	8kg
Earth, 25mm	3	.25	8kg
Granite, 10mm	3	.60	20kg
Ice, 25mm	4	.50	16kg
Cement, 10mm	3	.50	16kg
Glass, 5mm	1	.30	10kg
Water, 40mm	1	.90	30kg
Bronze, 4mm	6	.75	25kg
Aluminum Alloy, 4mm	8	.25	8kg
Steel, 4mm	11	.70	23kg
Hardened Steel, 4mm	17	.70	23kg
Bulletproof Glass, 4mm	7	.35	12kg

Typical barriers

Interior wall	4	.50	16kg
Wooden fence	5	.50	16kg
Light cinder block	13	3.00	90kg
Street sign	4	.20	6kg
Heavy street sign	8	.40	13kg
Trash can lid(heavy)	2	.06	2kg
Fire door	8	.30	15kg
Castle door	30	5.00	160kg
Cement highway divider	40	6.50	220kg

Special Armor Effects - Ballistic fabrics like Kevlar have little resistance to sharp puncturing attacks. This "vulnerability" extends to other types of armor as well, should you wish to introduce the complexity. For instance, bullets always act as armor-piercing against any open weave (mail armor) or organic armors (leather, cloth, silk, bone, horn, scales, etc.), and narrow or puncturing attacks may avoid the protection altogether. The special effects are left to the GM as best suits their campaign.



John Kolb
Height: 188cm
Quote: "When someone asks you if you're a god, you say Yes!"

Age: Indeterminate
Weight: 85kg



STR: 11 DEX: 11 APP: 12 POW: 10
CON: 12 WIL: 11 PER: 12 BP: 31
INT: 17 BRV: 12 STA: 14 Speed: 11

Major skills

PIST 6 SWD 8 MECH 15 BSRD 14
RIFL 11 SLST 11 MLSC 14 MATS 15
AUTW 5 BRWL 8 GERM 8 FSAD 13
MRTS 8 IMHW 8 HIST 10 ELEC 10

Notable equipment

Combat trained horse Winchester 460 Mag (82I)
12mm Percussion revolver (25I) First aid kit
Beretta 93-R (21I) Macronoculars with recorder
Armor Location: Watching famous battles
16/6 BP vest Notes: Protective of horse
16/12 BP Helmet

Armor Attrition - Even the best armor can be battered and hacked to pieces with time. If a location of armor is done damage, its AV is reduced by 1/2(d) of the fraction of Body Points that are done.

Example - A 7/4 armor with 6 Body Points per location takes 9 points of damage from a hit. This means that 2 get through the armor entirely. These are applied to the armor as well as the character. The armor takes 2 points out of its 6, or 1/3. Half of this is 1/6, so the AV of that location is now 7-1 = 6/3. Bullets, arrows, and weapons which leave small holes will do 1 Body Point to armor if it is penetrated. To eliminate bookkeeping, the GM may just tell the players that their armor is getting ragged at appropriate intervals and have them replace it or reduce its overall AV.

Projectile Weapons - Projectile weapons are those that fire, shoot, or otherwise propel a projectile to inflict damage.

Weapon Format - Each projectile weapon in TimeLords will have a large quantity of information presented in the following format. If this appears daunting, remember that

#	Name	Cal	RC	DV	IA	Init	Skill	Nat.	Mass	Bulk	Tech Lev.	Cost	Clip	Action	ROF	H	R	Cl.Mass	AV	BP
24	Gov't .45	.45	2/4	18	+1	+2	PIST	USA	1.35	S/2	8-12	300	7	SA/C	4	1	-	.25	10	6

- This is the number of the weapon for reference purposes.

Name - This is the familiar name of the weapon.

Cal - This is the caliber of the weapon. In most cases, other weapons in the caliber fire the same ammunition. This is especially true with muzzle-loaders or other archaic firearms where shot and powder are loaded separately.

RC - This is the Range Class of the weapon. When using the weapon, this range table is used to find the effects of range on the chance to hit, and the effects of range on weapon damage. They do not have to be the same, that is, a weapon can be accurate, but quickly lose damage due to range, or hold its damage over a long range, but be very hard to aim. The theoretical maximum RC of a given bullet may be greater than the weapon, that is, a short barreled weapon might lose a portion of projectile energy, or not be as accurate as the bullet might be from a better weapon. RC's are generally classed as follows:

RC	Weapon type
1	Saturday Night Specials, Derringers
2	Regular pistols
3	Carbines, sub-machine guns
4	Hunting or assault rifles
5	Light cannon (Modern APC)
6	Medium cannon (Modern tank)
7	Heavy cannon (16 inch naval gun)
8	Super-heavy cannon (Paris gun)

DV - This is the DV of the weapon. Most weapons of a given caliber do similar damage, and the "base" damage for a given bullet can be found on one of the aid sheets in the back of the rules. A weapon with a higher or lower DV than the base usually has a longer or shorter barrel than normal. For special weapons like lasers, stunners, or other energy weapons, the DV of the weapon will be here as well, but may be of a different damage type, since they might not do Type I damage like all bullets do.

IA - This is the Inherent Accuracy of the weapon, a measure of how easy the weapon is to use. Some weapons may be inherently easier to shoot because of better sights, longer barrel, or a design that lets them point naturally. This amount is *added* directly to the skill of the user before any modifiers come into play.

Init - This is the Initiative of the weapon, or how quickly it can be brought into play. Weapons such as pistols are quicker to bring into position than a large shotgun would be. The initiative modifier makes it more likely that faster weapons get to act first. The higher this number, the faster the weapon can be brought into play.

all the information needed to use this weapon in *any* time period is included. You should need only a fraction of this information at any given time. If you wish to keep the amount of information at a lower level, just write down the combat related information, and leave the rest until needed. You can always look it up on the aid sheets in the back of the rules.

Skill - This is the skill needed to use the weapon. The skill is in the same form as the one in parenthesis in the Skill descriptions, and as the character should list it under the skills they know.

Nat. - The nationality of manufacture of the weapon. Usually, this will be the first three letter of the country name, although any understandable abbreviation is suitable.

Mass - The mass of the *loaded* weapon in kilograms. Round to nearest .1 for simplicity.

Bulk - The size of the weapon for carrying purposes. If a /n follows the size, it means that the weapon will cover "n" locations when worn. If slung diagonally over the shoulder, a rifle would provide partial cover to a shoulder, the center of the back, and a hip.

Tech Lev. - The level of technology that was used to produce the weapon. A rough chronology of Tech Levels (or TL's) is on page 102.

Cost - The cost of the weapon in dollars. The price is identical to what it could be bought for in current (i.e. 1990) dollars. Prices may vary with locality, local laws, etc.

Clip - This is the number of shots the weapon can fire from a full load of ammunition. Semiautomatic and automatic weapons can have an extra round in the chamber, adding 1 to this number.

Action - This is the type of action (ammunition feeding and loading) the weapon has. The "/" separates the ammunition loading mechanism from the ammunition feed mechanism type. The types of actions are:

- SS Single shot. The weapon may only fire one shot for each barrel it has. Weapons listed as having multiple shots do so by having multiple barrels.
- RV Revolver. Multiple shots are obtained by using a rotating cylinder which passes new shells in front of the barrel for each shell.
- SA Semi-automatic. Either recoil or gas pressure from the powder charge cycles the action and feeds in new ammunition.
- AT Full automatic. Functions as a semi-automatic, except that the new round is fired without the trigger being pulled again. The weapon will fire until pressure on the trigger is released. These may also fire as SA actions.
- AB Automatic Burst. As full automatic, but each pull of the trigger usually only fires 3 rounds. These may also act as SA.
- BA Bolt Action. New ammunition is fed in by manually cycling the action by means of a projection on the top or side of the weapon.

- LA** Lever Action. New ammunition is fed in by manually cycling the action by means of the handguard or other area beneath the weapon. This term may also be used for pump actions.
- M** Matchlock. This suffix means the weapon is a matchlock. The charge is fired by touching a lighted wick to a touchhole on the weapon.
- F** Flintlock. This suffix means the weapon is a flintlock. The charge is fired by the sparks created when a moving flint strikes steel.
- P** Percussion. This suffix means the weapon uses percussion caps. These are struck by the hammer of the weapon and ignite the charge.

The types of ammunition feed are:

- C** Clip. Shells are held in a box- or drum-like affair that can be ejected from the weapon when empty and replaced by a new one.
- I** Internal magazine. The shells are kept in a non-removable part of the weapon, and when all ammunition is expended, new rounds must be placed into the magazine, usually one at a time, although special "speed loaders" are usually available.
- E** External magazine. The shells are fed to the weapon in a belt, which is usually kept in a box on or near the weapon. A belt for a weapon will only fit weapons of that specific type unless the belt is expressly designed to fit more than one type of weapon.

Example - A SA/C is a clip-fed semi-automatic action. An AT/E is a automatic weapon with an external magazine. An RV-P is a percussion action revolver.

ROF - Maximum rate of fire. This is the maximum rate of fire, or shots per second, that the weapon is capable of in combat. Less than the maximum may be used, and is recommended in most cases, as using a high rate of fire is almost always less accurate.

H - Hands. The grip needed to accurately fire the weapon.

R - Restrictions. These are things which may restrict the availability of the weapon to the characters. Examples are below. If the GM wishes to invent his own restrictions, he should make an abbreviation for them and use this space in the weapon format to record it.

Letter Meaning

- L** **Local.** Weapon is common only in a small geographical area, and is not usually seen outside this area.
- M** **Military.** Weapon is generally only supplied to national armies or other defense forces.
- R** **Rare.** The weapon was not produced in large numbers, or was only available for a short time period within a Tech Level.

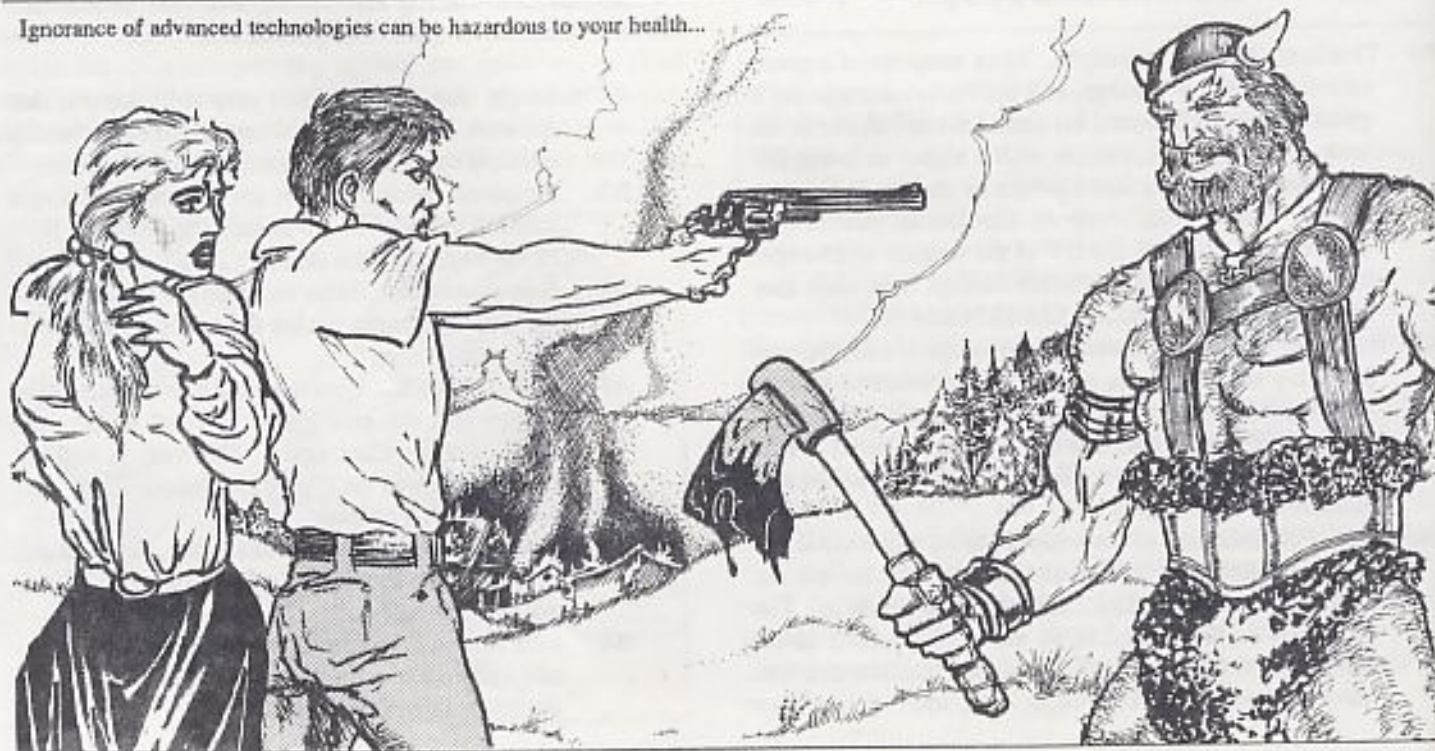
Cl.Mass - Clip Mass. Weight of ammunition and clip(if used) when weapon is fully loaded. A "-" subsumes this under the normal mass of the weapon (mainly for weapons with no clips or solely internal clips).

AV - Armor Value of weapon. Its ability to resist damage due to its materials and type of construction.

BP - Body Points of weapon. Amount of damage weapon can take before being totally destroyed. Less than this amount will usually keep the weapon from working.

Notes - On some weapons a number will be here. Refer to the bottom of the weapon sheet for information regarding this particular weapon.

Ignorance of advanced technologies can be hazardous to your health...



Projectile Weapon Combat - Projectile weapon

combat is resolved in the following manner. First, the appropriate Skill score is added to the Inherent Accuracy of the weapon to get the Adjusted Skill. Second, all modifiers applying to the shots are added together, and the total modifier applied to the Adjusted Skill on the UMC. The result is added to or subtracted from the Adjusted Skill. The total is the chance to hit on 1d20. If a roll on 1d20 is equal to or less than this number, then the target has been hit. Also see Use of Skills (p.29).

"To Hit" Modifiers - The following is an expanded version of the "To Hit" modifiers on the *TimeLords* Aid Sheet.

Range(m)	0	1	2-3	4-5	6-7	8-10	11-15	16-20	21-25	26-35	36-50	51-70	71-100	101-150	151-200	201-300	301-400	401-600	601-800	801-1000
RC1 Aiming	+80	+30	+8	+4	+1	+0	-1	-3	-6	-13	-30	-	-	-	-	-	-	-	-	-
RC1 Damage	+0	+0	+0	+0	-1	-1	-1	-1	-2	-3	-4	-5	-7	-9	-11	-14	-16	-18	-19	-20
RC2 Aiming	+80	+35	+13	+8	+3	+2	+1	+0	-1	-2	-5	-9	-17	-30	-	-	-	-	-	-
RC2 Damage	+0	+0	+0	+0	+0	+0	-1	-1	-1	-2	-2	-3	-4	-5	-7	-9	-11	-14	-16	-18
RC3 Aiming	+80	+40	+18	+12	+6	+2	+1	+0	+0	-1	-2	-4	-7	-12	-20	-30	-	-	-	-
RC3 Damage	+0	+0	+0	+0	+0	+0	+0	-1	-1	-1	-1	-2	-2	-3	-4	-5	-7	-9	-11	-14
RC4 Aiming	+80	+45	+20	+16	+9	+6	+4	+2	+1	+1	+0	+0	-1	-2	-4	-6	-9	-14	-20	-30
RC4 Damage	+0	+0	+0	+0	+0	+0	+0	+0	+0	+0	-1	-1	-1	-2	-2	-3	-4	-5	-7	-9
RC5 Aiming	+80	+50	+26	+16	+12	+9	+6	+4	+3	+2	+1	+1	+0	-1	-1	-2	-3	-5	-8	-11
RC5 Damage	+0	+0	+0	+0	+0	+0	+0	+0	+0	+0	+0	+0	-1	-1	-1	-2	-2	-3	-4	-5
RC6 Aiming	+80	+50	+30	+23	+16	+12	+9	+6	+4	+3	+2	+1	+1	+0	+0	-1	-1	-2	-3	-5
RC6 Damage	+0	+0	+0	+0	+0	+0	+0	+0	+0	+0	+0	+0	+0	+0	-1	-1	-1	-2	-2	-3
RC7 Aiming	+80	+55	+33	+26	+19	+15	+11	+8	+6	+4	+3	+2	+1	+1	+0	+0	+0	-1	-1	-2
RC7 Damage	+0	+0	+0	+0	+0	+0	+0	+0	+0	+0	+0	+0	+0	+0	+0	+0	-1	-1	-1	-2
RC8 Aiming	+80	+55	+36	+29	+21	+17	+13	+10	+8	+6	+4	+3	+2	+1	+1	+1	+0	+0	+0	-1
RC8 Damage	+0	+0	+0	+0	+0	+0	+0	+0	+0	+0	+0	+0	+0	+0	+0	+0	+0	+0	-1	-1

An aiming modifier of -20 or worse due to range usually means the weapon cannot be fired with any accuracy without preparation, although *accidental* hits are possible at ranges well beyond aimed range, and damage from such hits would be modified as per the damage RC. The chances of such accidental hits are extremely small, however.

Visual Cover - Visual cover is any cover that partially obscures a target, but offers little or no resistance to weapons. Things like bushes, fog, smoke, etc. are Visual Cover. Visual Cover is a modifier of -5, and usually prevents (or makes more difficult) called shots due to its obscuring action.

Firer Movement - If the firer is moving, the chance of hitting the target decreases greatly. The minus is equal to four times the distance moved that phase in meters. This is doubled if the firer is dodging (but dodging halves maximum movement).

-(Distance moved x 4) Firer moving

Target Movement - If the target is moving, the chance of a hit decreases, but not as much as for firer movement. It applies to *relative* motion, and is lowered if a target is only approaching/receding, but is doubled if the target is dodging as well.

-(Distance moved x 2) Target moving

Range Modifiers - Different types of weapons have

different firing characteristics. As mentioned in the weapon format, this is the Range Class, or RC of the weapon. The "aiming" number is used as a modifier on the chance to hit, and the "damage" row can *optionally* be used to modify the damage of attacks due to range effects. The following table gives the bonuses and penalties to hit at different ranges for different types of weapons. A "-" means weapons with that RC cannot be used at this range.

Example - At 100m, a weapon with an RC of 2/3 (aiming of 2, damage of 3), would take a -17 on the chance to hit, and if successful, the damage of the weapon would take a -2 modifier.

Hip Firing - It normally takes 3 phases to draw and fire a holstered or slung weapon, one to unfasten or unsling the weapon, one to complete the draw, and one to sight and fire. Opened holsters or fast draw holsters only take 2 phases. Hip firing only requires one phase. Hip firing is also used if a character has a weapon ready but is attacked from an unexpected direction, or must use any weapon hold which does not allow using the sights.

After the first phase of hip firing, the weapon may be brought to normal firing position. There is a -15 modifier for hip firing a weapon.

For hip-fired weapons, if the location of previous hits (or misses) can be seen, the modifier may be reduced by 3 per consecutive shot (recoil penalties still apply). Hipfiring will always be at least a -5, regardless of the number of consecutive shots.

Example - A character hip fires a pistol, taking two shots. The first shot gets a -15 for hip firing, but if the character can see where it hits (like against the wall behind the target), the second shot only gets a -12. The next phase the base modifier is -12, and 3 is subtracted from this giving a -9, and the second shot only gets a -6. Therefore, for this weapon, the minuses for hip firing for the first 4 shots would be -15, -12, -9, -6. You may ignore this if you want to, but in situations where previous hits can be seen, it can be an important factor in correction of aim.

-15 Hip firing

Projectile Weapon Combat

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Target Location - The normal firing arc for a projectile weapon is in Sector I. If firing into Sectors II or VI, there is a -2, in Sectors III and V there is a -4, and in Sector IV there is a -8. A right-handed person cannot fire a shoulder fired weapon into Sectors II or III without taking the modifier for firing a two-handed weapon with one hand, *and* this modifier. This is reversed for left-handers.

- 2 Sectors II, VI
- 4 Sectors III, V
- 8 Sector IV



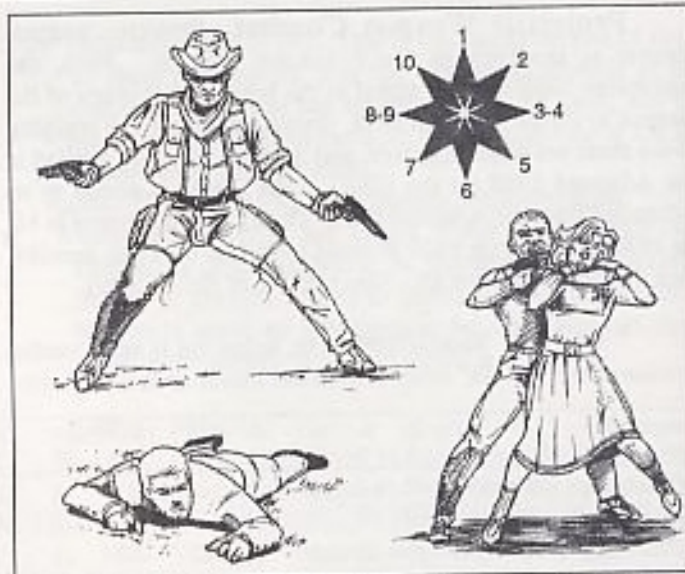
Called Shots - Anyone may aim at a specific Hit Location or locations. It is standard practice. When shooting at a target, you do not shoot at a target-sized area, you aim for the center of the target. If aiming to kill, you don't shoot at a man-sized area, you shoot at the chest or head. However, in certain situations you may not have time to aim at a specific area, and any hit is usually better than no hit. Or, there could be situations where you can't see the item you wish to make the shot against. There need not be a negative modifier for making a called shot, but certain restrictions do apply. First, you must be able to see the object in question. Make a Perception roll, with all conditional or size modifiers that apply (distraction modifiers could easily apply in combat). If the modifier total is +0 or greater, there is no additional penalty for making a called shot. All other modifiers (range, etc.) still apply. If the total of modifiers is -1 or more, an actual Perception roll is required. If the roll is failed, this amount is an additional modifier to the chance to hit.

Second, it is usually difficult to do a called shot with an attack bigger than the intended target, simply because of the general relationship between attack size and coarseness of aim. That is, while a 120mm cannon can easily hit a tank at 1,000m, the dispersion of the shot is also proportional to the size of the projectile (120mm is about 5 inches). A miss by 3 projectile diameters is a lot farther than it would be with say, a hunting rifle.

Third, you must be able to accurately sight in on the target. A hipfired weapon, for example, would be impossible to do called shots with (unless equipped with a laser sight). Likewise, if the weapon has no sights (like a 17th century cannon), called shots would be next to impossible.

Example - A character with a pistol tries to do a called shot to one location of a person at 25m. A range of 25m is a -6 to Perception, and a 1 hit location object is another -2, for a total modifier of -8. Target movement does not apply to the Perception roll, since the hit location is moving exactly the same as the rest of the person, and there is no contrast to provide a Perception bonus. So, a Perception roll must be made with a -8 in order to take no additional minus to hit. Note that if the target were wearing a bright scrap of cloth, or the character spent an extra phase sighting (and Perceiving) the target, the minus to make the Perception roll would be significantly less.

If the "to hit" roll is failed, the shot misses the intended area, usually by 1 hit location of distance per point the roll was missed by (for most personal weapons). Blank areas between locations, like between legs, count as locations for this purpose. The miss direction is determined by a 1d10 roll, as follows.



Example - John Smith takes a shot at a pursuer. He goes for a center chest shot. Taking into account all modifiers, we'll say he has a 8 or less to hit. If he rolled an 8, he would hit the location aimed for. If he rolled a 9, he would miss by 1 location, and if he rolled a 13, he would have missed by 5 locations. Note that the further off the miss, the less likely it will intersect the target (although it could easily hit a bystander).

You never take a called shot minus to hit an object as large or larger than a person, but instead get any Perception modifier as a bonus to your chance to hit the item as a whole.

Cover - The probability to hit is normal, but when location is rolled, if the cover was hit, it must be totally penetrated before the character is hit, and then the character is only hit by the remaining points of damage.

Steadying - A character may receive this modifier if they take a phase to steady their weapon. Steadying is an action, and may only be done if the character is not moving relative to the surface they are on. Steadying requires a two-handed grip. A weapon must be steadied after each shot to get this bonus. Steadying for more than one phase allows this bonus to added multiple times, with a maximum of three phases cumulative effect. A character who uses both hands on a one-handed firearm will also get this bonus, which is cumulative (maximum of +20 for both hands plus steadying).

+5 Weapon Steadied

Bracing - A weapon may be braced on any solid object, using the conditions as steadying; however, a braced weapon remains so as long as the character keeps both hands in place and shoots only at targets in the same Sector. A weapon may not be braced and steadied, as braced weapons count as steadied plus a modifier for a solid rest. They can be braced and used in a two-handed grip, though. Continued bracing acts as continuing steadying, with a maximum of two phases cumulative effect.

+10 Weapon Braced

Scoped Weapons - Almost any weapon may mount a telescopic sight. A sight divides the range by its magnification for purposes of making called shot Perception rolls.

Example - A 4x scope would allow you to make a called shot at 100m as though the range were only 25m.

A scope requires that a character spend at least a full phase using it to get any effect because of the need to stop the wobbling of the view caused by slight muscle movements. This limits the maximum usable magnification for this purpose to half(u) the Dexterity of the character, taking into account any temporary minuses.

Example - "Dead-eye" Jack has a Dexterity of 14, but he currently has an effective Dexterity of 12 due to an injury. The maximum power scope he can effectively use is a 6x model.

Trying to use a higher magnification subtracts from the maximum practical level, so if the person in the previous example tries to use an 8x scope, it would act as a 4x scope instead, since 8x is two more than the current maximum of 6x, and the extra subtracts from this effective maximum.

Note - Using a braced position counts as a modifier to Dexterity for maximum allowable magnification purposes.

Laser Sights - Weapons equipped with laser sights are not affected by hip firing modifiers, and get a +5 to normal fire. In conditions where the beam could be scattered, like fog or dust, and especially at night, a laser sight will give away the firer's position.



Folding Stock - Some weapons have a folding stock. A folding stock will take at least 2 actions to fold or unfold, and gives a one-handed weapon an *additional* +5 modifier to hit if both hands are used on it. The initiative of the weapon is also decreased by 1 to take into account the extra length. Longarms are assumed to have such stocks *unfolded*, and folding them increases weapon initiative by 1, but makes all shots count as hipfiring. On the weapon lists, all weapons with integral folding stocks are assumed to have them in the extended position, and those with detachable stocks will either be listed as attached or detached. Generally, one-handed weapons will have them detached, and shoulder-fired weapons will have them attached.

Camouflage - Camouflage appropriate to a situation will give a character the -4 to Perception rolls to be spotted, because of extremely low contrast with surroundings.

-4 Camouflage

Firing Two Weapons - If a character is using two weapons at the same time, both are counted as being hipfired.

-15 Firing 2 Weapons

Firing One-handed - If a character fires a weapon requiring 2 hands with 1 hand(if possible), the weapon is counted as being hipfired.

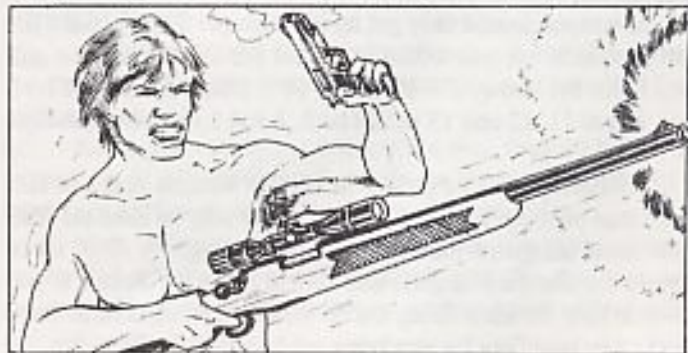
-15 Firing one-handed

Consecutive Shots - Each shot more than 1 in a phase will get a cumulative negative modifier equal to (Damage Value of weapon/Strength of user)(n), but only if the weapon has recoil. This is halved(d) for bipod and quartered(d) for tripod mounted weapons. If a character uses both hands on a one-handed weapon, they may modify their Strength by +10 for recoil purposes. If using one hand on a two-handed weapon, the Strength gets a -6 modifier.

Example - A character fires a 9mm pistol with a DV of 20. If their Strength were 10, if they fire another shot this phase it will take a $(20/10) = -2$ modifier. If using both hands, their effective Strength would be 15, so they would only take a $(20/15) = -1$ modifier. The first shot a character fires never takes a minus due to recoil (although a psychological limitation that made the character afraid of recoil might cause this).

Recoil Damage - It is possible for large weapons to actually injure the firer by their recoil. For every 10x multiple the DV has on the firer's Strength, the firer will take a lethal Damage Level of 1, to whatever part of the body is most affected by the recoil. This applies on a "per burst" basis, that is, one long burst of fire from an autoweapon would not count as separate attacks if the recoil were capable of causing damage. Armor does not usually help against this damage unless the armor can distribute the shock of the recoil, rather than just padding it.

Example - A character with a Strength of 10 fires an elephant rifle one handed (effective Strength of 7), and it has a DV of 70. This is 10x his Strength, so he takes a DL of 1 to his firing hand, possibly spraining his wrist.



Autofire - For autofire, you can either roll each shot individually, or treat it as an "averaging" effect, that is, if you fire 10 shots, each having a 10% chance, you will *on average* get 1 hit. To avoid having to make numerous "to hit" rolls for autoweapons, do the following.

1. Assume the weapon hits with an average(d) number of shots for your adjusted hit chance.
2. You have a base "hit increment" of 4 for a 5-shot burst. Halve this each time you double the shots (2 for 10 shots, 1 for 20 shots).
3. Now, roll to hit. You add or subtract 1 from the *average* number of hits for each multiple of the hit increment the "to hit" roll rounds up to from 10 (*not* the original chance).

Example - Firing 5 shots with a hit chance of 12 or less gives an *average* of 3 hits, and a "hit increment" of 4. Since there is a 50% chance of getting an "average" number of hits (10 or less on 1d20), a roll of 7-10 would give 3 hits, a roll of 3-6 would give 4 hits, and a roll of 11-14 would give 2 hits.

The following table gives examples. The first number is the *average* number of hits, and the second is the hit increment, or amount the roll must be made/failed by to change the number of hits. Recoil penalties decrease the positive hit increment and increase the negative one by the recoil effect on a single shot, with a minimum hit increment of 1.

Shots	Chance to hit						
	4	6	8	10	12	14	16
5	1/4	1/4	2/4	2/4	3/4	3/4	4/4
10	2/2	3/2	4/2	5/2	6/2	7/2	8/2
20	4/1	6/1	8/1	10/1	12/1	14/1	16/1

Example - Firing 10 shots with a base chance of 8 or less means there will be an average of 4 hits, with a hit increment of 2. A roll of 9-10 is 4 hits, a 7-8 is 5 hits, and a 11-12 is 3 hits.

Cross-reference the chance to hit and recoil penalty to get the amount to change the **hit increment** by because of the lower hit chance on later shots in a burst.

Recoil	Chance to hit						
	4	6	8	10	12	14	16
-1	0	0	0	1	1	1	1
-2	0	1	1	1	1	1	2
-3	1	1	1	2	2	2	2

Example - If this weapon had a recoil of -3, you would find the effect of a -3 modifier on a skill of 8, in this case a 1. So, the weapon would only get an extra hit per 2+1=3 points the roll was made by, and would lose a hit per 2-1=1 point the roll was failed by. Now, a 8-10 would be 4 hits, a 5-7 would be 5 hits, and an 11, 12 and 13 would be 3, 2 and 1 hits, respectively.

Multiple Targets - With any weapon that can fire more than once per phase, different targets may be fired at. The firer must designate the targets before firing. A -2 is taken simply for changing targets, and a -5 is taken per Sector if you pivot to keep the same firing arc on the target (measured at firer's hex). Any modifiers for steadying are lost after the first shot.

Example - To shoot at two separate targets in Sector I, the second target would take an additional -2 (and consecutive shot penalties). To shoot at two separate targets, one in Sector I, and the other in Sector II, the second would take an additional -7, to represent how far you have to swing the weapon (regardless of whether you actually pivot or not).

For automatic weapons, the firer must determine how many shots are to be fired, and how many hexes they want to fill. The number of shots per hex is determined by the firer, but the amounts must either be equal, in an increasing sequence (such as 2,2,4,5), or a decreasing sequence (such as 5,4,2,1). Any shots of a burst may be called shots, but the consecutive shot minus will cause much scatter on later shots, as several -1 or -2 modifiers can add up quickly to a very poor chance to hit.

Extra Shots - Anytime less than the ROF of an automatic weapon is used, a roll on the appropriate skill should be made. If failed, half(d) the amount missed by (with a total of up to the rate of fire of the weapon) is added to the number of shots fired. These extra shots count as the rest of the fire and the firer divides them evenly among the targets. This is optional, but important when dealing with a high rate of fire and a small clip.

Example - If a character with a Skill of 10 fires a machine pistol with an ROF of 20, but only wants a 10 round burst, they should roll 1d20. If they roll 10 or less, they succeed. If they rolled a 14, they would miss by 4, and so would fire 12 rounds instead of 10.



Suppression Fire - This is inaccurate fire, designed to make people keep their heads down or mow down dense formations of targets. The only modifiers that apply to spray fire are range, wounds, and firer movement. Suppression fire is an additional -10 modifier. When doing suppression fire, the firer allots a certain number of bullets to an area, as for Multiple Targets. After the modifiers are applied, the chance to hit is rolled against *every* target in the line of fire, closest to furthest. The fire is assumed to travel from the firer's hex to the target hex in a straight line. A target is considered in the line of fire if this line crosses one or more hexsides of the hex the target is in. Called shots are not permitted with suppression fire.

Impossible Shots - If a character has a negative or zero chance to hit, a roll of 1 *may* be a hit. If a 1 is rolled, a +20 modifier is added to the previous modifiers and the chance to hit recalculated. If a hit is made with this roll, the shot found its target. Called shots may not be done if they take the modifier total to -20 or greater.

Duds and Jams - If a 20 is rolled on the "To Hit" roll for percussion and modern weapons, the weapon *may* have malfunctioned. Roll 1d20 again on the table below.

Type	Example	Dud	Jam	Critical
I,II	Modern weapons	19	20	-
III	Percussion weapons	18	19+	-
IV	Flintlock weapons	16	17-19	20
V	Matchlock weapons	11	12-14	15+
VI	Totally unreliable	1	2-4	5+

The "Type" column is an optional reliability stat that you can give weapons. Most modern weapons have "Type I" reliability. The "Example" column gives a typical variety of weapon that has that level of reliability.

Flintlocks and matchlocks only roll on the appropriate column under good conditions. In poor conditions (excessively damp, raining, etc.), any initial roll of 20 counts as a dud shot. Weapons loaded in poor conditions or in extreme haste will not be as reliable, with up to a 100% misfire rate.

Results:

Dud For one reason or another, the weapon failed to fire. For modern weapons, cock and fire the weapon again (rolling a d20 on this table again), or chamber a new round. For percussion weapons, replace the percussion cap and fire again. For flintlocks and matchlocks, reprime the pan, cock the weapon and fire again.

Jam The weapon misfired, and the mechanism locked up somehow. On modern weapons, make a Dexterity roll on the next phase to clear the jam, losing braced or set bonuses. On percussion weapons, make a Dexterity roll to clear whatever has fouled up the mechanism, and replace the cap. For flintlocks and matchlocks, reprime the pan and roll a d20 on this table again, or reload the weapon (remove ball and powder and then replace).

Crit Snap! The weapon breaks somewhere inside. For modern or percussion weapons that get Criticals (GM option), all subsequent shots roll on the "totally unreliable" row of the table for *each* shot, subsequent criticals indicating total weapon breakdown. Flintlocks and matchlocks simply explode, doing 1/10th their DV to a location touching the weapon (randomly chosen), and one random location to account for weapon fragments.

Overloading Weapons - Percussion, flintlock and matchlock weapons can be overloaded. There are four levels of this. Each level acts as a +2 modifier to the DV of the weapon, and *each* level of overloading reduces the reliability of the weapon by 1 level. Modern weapons may have overloaded "hot" ammunition, but this requires your own loading equipment. For weapons with Type I reliability, such ammunition has no adverse effect other than reducing the overall life of the weapon. On old or cheap weapons (Type II or III), this isn't as safe.

Example - A percussion weapon (Type III) overloaded by two levels would misfire on a second 1d20 roll like a matchlock (Type V), but it would have its DV increased by a +4 modifier.

James Weston

Height: 180cm

Age: Indeterminate

Weight: 75kg

Quote: "A tourist's life is best taken gradually."



STR: 10	DEX: 14	APP: 12	POW: 10
CON: 13	WIL: 10	PER: 13	BP: 29
INT: 17	BRV: 10	STA: 11	Speed: 12

Major skills

PIST 16	HIST 14	GRAV 6	GERM 8
AUTW 8	LING 12	FSAD 8	FREN 7
SWD 15	AUTO 8	SURW 9	RUSS 7

Notable equipment

Beretta 92F	MAC-11 (laser sight, suppressor)
Vibro short sword	1kg cut synthetic gemstones (10ct each)
Starlight glasses	TL13 portable computer and scanner

Armor

40/10 BP vest
6/2 Body suit

Location: May be found anywhere.

Notes: Enjoys playing devil's advocate, and has the skills and equipment to get away with it in most cultures.

Sustained Fire - If you hold the trigger down on an automatic weapon, eventually it will overheat. Every 10 rounds fired at full auto decreases the weapon reliability row by 1. This decrease is recovered at one row per second.

Example - At the end of a 10 round burst, a 20 is rolled. Normally, a jam or dud occurs on a 19 or 20 on the second roll, but since 10 rounds were fired, the reliability goes to the next row down, causing it to malfunction on an 18 or better. Next phase, the weapon fires 20 more rounds. It loses the penalty for the previous phase, since a second has passed, but it gets it back for the firing on this phase, plus another row of reliability shift, since 20 rounds were fired, so it misfires on a 16 or better on the second 1d20 roll.

Gatling guns and other types of multiple barrel weapons use the rate of fire *per barrel* for the purpose of a sustained fire malfunctions.

Example - A 5-barreled gatling that fires 40 rounds a second would only be firing 8 rounds per barrel per second, and would not decline in reliability with continuous firing.

Note - Weapons with multiple barrels (like gatlings) only suffer dud effects on a single barrel, and the dud may be automatically ejected, but a jam or critical result will usually affect the entire weapon.

Reloading - Reloading a weapon takes several actions. This can be critical, especially if the Mongolian hordes are bearing down on you or some equally unpleasant situation is occurring. Different types of weapons take varying amounts of time. Reload times are below. If the character makes a skill roll for that weapon they can load in the minimum time, and otherwise don't have the weapon ready until the next multiple of that time (or treat the amount failed by as a modifier to the minimum reloading time)

These times are given as lump sums, but you can make logical assumptions about how much time different phases of reloading take. In general, it takes at least an action to prepare to reload, a phase for each step of reloading, and a phase to ready the weapon to fire after reloading. For example, it takes a phase to eject a weapon clip, a phase to get a new one, and phase to insert it and close the weapon, leading to a minimum reloading time of 3 phases.

Modern weapons	Time in seconds needed
Clip fed	3
Revolver (speed loader)	4
(per shell)	2, +1 per shell
Single shot or multiple barrel	2, +1 per shell
Internal magazine (stripper clip)	4
(per shell)	3, +1 per shell
Archaic weapons	Time in seconds needed
Single shot(muzzle loader)	15 per barrel
(breech loader)	10 per barrel
Revolver(muzzle loader)	10 per shot
(breech loader)	8 per shot
Bow or compound bow	3
Crossbow (one hand pull, max=Strength)	4
(foot stirrup, max=Strength x 1.2)	5
(built-in lever, max=Strength x 1.4)	5
(belt & claw, max=Strength x 1.4)	7
(cranequin, max=Strength x 2.0)	15
(windlass, max=Strength x 2.3)	22



Bows - The damage a bow can inflict depends on the pull of the bow. The DV of a bow is equal to $(\text{Strength of bow}^2/10)(n)$, and is usually all lethal damage. Bows will be rated by the Strength needed to pull the bow. A character may use a bow with a Strength less than theirs, but it can only do as much damage as the normal DV of the bow. A character *cannot* use a bow with a Strength greater than their own (unless they Strain). For reference, the equivalent pull of a bow is approximately $(\text{Strength of bow}^2/3)$ kilograms.

A bow may be held in the ready position for as many phases as (the user's Strength exceeds that of the bow, squared, plus 1). Example: A character with a Strength of 12 can hold a Bow 10 for $12-10=2$, squared equals 4, plus 1 equals 5 phases. Holding the bow longer is a -2 to the chance to hit per phase, as muscle fatigue builds up and causes the arms to shake, throwing off your aim.

Holding a bow in the ready position causes Stamina rolls as though the Strength used were at a level 1 lower than actually used. Using full Strength counts as using 51-80%, etc.. A compound bow may be held in the ready position for twice as long. A table of bow damages and Range Class is below. The aiming and damage RC of a bow depends on the Strength needed to pull it back.

Strength	DV	RC	Strength	DV	RC
0-3	1	1/1	13	17	3/1
4	2	1/1	14	20	3/1
5	3	1/1	15	23	3/1
6	4	1/1	16	26	3/1
7	5	2/1	17	29	3/1
8	6	2/1	18	32	3/1
9	8	2/1	19	36	3/1
10	10	2/1	20	40	3/1
11	12	2/1	25	63	3/1
12	14	3/1	30	90	3/1

Crossbows - A crossbow can have a bow stronger than anyone can pull back, so mechanical aids have been devised to pull the bow. The mechanical aids listed in the reloading rules are representative of their kind, but the strength multiples are more a guide than a fixed number. Varying strength multiples can be found for all of these mechanisms, but the ones listed match the reload times given earlier. Different multiples will give different reload times. This is left to the GM.

The first mechanism is the stirrup and hands. The user places a foot in a stirrup near the bow of the weapon, and uses the muscles of both arms and the back to draw the bow.

The belt and claw uses an attachment point on a special belt. The bow is pulled by straightening the back. This will give the user a sore back after a while.

The built in lever is just that, a lever built into the crossbow. It was hooked to the string, and the lever provided the mechanical advantage needed.

The cranequin was a set of reduction gears used to multiply the user's Strength and the windlass is a crank and pulley arrangement that was fitted to the weapon before pulling the bow.

Optional - The amount of time spent in actually drawing back a crossbow may be decreased in proportion to any Strength the character may have that is greater than that actually needed.

Inherent Accuracy - Both bows and crossbows will have one IA for the weapon, and one for the arrows. Average the two and round up.

Shotguns - Shotguns, blunderbusses, arquebuses, and other such weapons (like special grenade launcher rounds) offer the possibility of multiple hits. The number of hits from a shotgun is dependent on the shot size, the range and the bore size. Shotguns are treated as autofire weapons, that is, each shot is like a burst of fire from an automatic weapon. The difference is that all the "shots" are at the same target, although there might be some spread to the sides.

The number of pellets in different kinds of shells varies with gauge and pellet type.

Projectile type	Shotgun type				
	.410ga	20ga	16ga	12ga	10ga
#2 shot	40	90	110	170	200
#00 shot	3	8	10	15	18
3mm flechettes	8	20	24	28	32

You treat a shotgun as any other autofire hit, but since the shot naturally spreads, you add 1 to any hit increment for an increased number of hits.

Note - Most flechettes will give a shotgun an aiming RC 1 higher than that for regular shot, that is, a shotgun with an aiming RC of 2 will be counted as an RC of 3 when using flechettes.

Example - A person fires a shotgun at a target 60m away. They are using a 12ga loaded with #00 shot (15 pellets), and their chance to hit is a 4 or less. Using the autofire table on the previous page, they get an average of 3 hits, and a hit increment of 1 for misses and 2 for extra hits. So, if they roll a 7 or 8, they get 4 hits, on a 9 or 10, they get 3 hits, an 11 is 2 hits, a 12 is 1 hit, and a 13 or more is no hits.

For the rare case of autofire shotguns, you can either use the total pellet count, or see how many shells are on target, and then use each shell as a further autofire attack.

Example - An autofire burst of ten 12ga shells loaded with #00 shot could either be counted as 10 shots, each with a separate hit chance, or a single autofire attack of 150 pellets.

Chokes - An entirely optional rule for shotguns deals with "chokes" or other devices designed to give tighter patterns of shot. The base number of hits is assumed to be for "full choke" shotguns. For weapons with cylinder bores, improved cylinders or partial chokes, the range the "to hit" chance is based on should be increased by one range band.

Example - Using the initial example, if that 12ga were a cylinder bore instead of a full choke weapon, the range of 60m would be increased from the 51-70m range band to the 71-100m range band. This would result in a decreased chance to hit, and therefore a smaller number of average hits on the target and a larger hit increment for more hits.

For shots against small targets, the rules may be misleading. Since the shot spreads, you are not aiming a single projectile, but rather a cloud of them. A "hit" means that a pellet has passed through the man-sized area the object is in. For instance, consider trying to hit a coin-sized spot on a target. Just because you make your "to hit" roll by a significant amount does not mean the pellets all congregate at the center of the target. It means the center of the group is on the center of the target. If the object is the size of a hit location, you have *roughly* a 1 in 20 chance of hitting it with any pellet that hits a man-sized target. Smaller targets have a proportionately smaller chance.

For human targets, hit locations are rolled separately at distances of 11 meters or greater, all hits occur on 1 location and adjacent locations at ranges of 6 to 10 meters, and at 5 meters or less all hits are on the same location. Called shots to a single location may only be done at a range of 10 meters or less. At a range greater than this, called shots allow you to decide where the center of the pattern is at. You add or subtract half of (100-effective range) from any *percentile* hit location (p.72), moving it towards the location the called shot was made for. Rolls that "overshoot" the hit location aimed for and go past 0 or 100 on the hit location roll are assumed to be misses.

Example - In the previous example, the effective range was 60m, so if this were a successful called shot to the head, the character could move any hit location rolls by $(100-60)/2=20$. So, if there were three hits, and the location rolls were 10, 30 and 50, they would now be -10, 10 and 30. The -10 "location" is a high shot that misses entirely. If the called shot had been to the chest, the miss would have probably hit another location instead. For d20 hit locations (p.48), divide the amount moved by 20(n).

Scatter - If a hit is made at an effective range of 21 meters or greater with a shotgun or multiple projectile weapon, targets in adjacent hexes may be hit also, spreading a hex to each side each time the range is doubled. Apply an additional -10 modifier to the chance to hit and roll for these targets. If the original shot was a miss, see where it would have hit to determine scatter.

Deverters - A deverter is a device affixed to the end of a shotgun barrel to "fan" the spread of shot. Any shotgun mounting one of these will act like a sawed-off shotgun, *in one dimension*. That is, you can either get a wide, flat spread of shot, or a thin, high spread of shot. You determine which when the device is attached. You may not fire slugs through a shotgun using a deverter without risking ruining the aerodynamics of the slug, the deverter itself, or both. A deverter counts as adding *two* range bands to the chance to hit, so multiple hexes can be hit at any real range of 11m or greater.

Sawed-off Shotguns - These are 1/2 the mass and length of a standard shotgun of the same type, and usually have a pistol grip. Any action with an internal magazine will usually only have half the capacity. With a sawed-off, you add *two* range bands for figuring out the chance to hit, and you can get hits to adjacent hexes at any real range of 11m or greater.

Projectile Weapon Combat

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Shotguns and Inherent Accuracy - The listed IA of a shotgun is that for slugs. If using pellets, add 1 to the IA per 10 meters of effective range, up to an IA of double the original level. This reflects the spread of shot at longer ranges.

Muzzle Loading Weapons - Firearms for most of recorded history (so far), are of this variety. As a result, many encounters the characters have will be with flintlocks or variants (at least early on). There are many works on different types of archaic firearms if you wish to be very detailed on the variations, however, TimeLords will deal with only three major types.

First is the matchlock and variants. The barrel is like a small cannon barrel, with a touchhole at the breech. When the trigger is pulled, a smouldering cord (called a "match") is thrust into the touchhole. This usually has a small amount of powder in it. When it ignites, sparks fly into the touchhole, setting off the main powder charge. This type of firearm is generally TL5. These are almost always unrifled, fire spherical projectiles, and have very poor accuracy as a result. Very early models (TL4) were like small cannon on sticks, having no action or stock, and incredibly bad accuracy. Some even fired metal arrows instead of lead balls.

Second is the flintlock. When the trigger is pulled, a single flint strikes the priming pan cover. This simultaneously lifts the pan cover and throws sparks into the pan. These ignite a priming charge, which ignites the main charge. This is the usual weapon advance at TL6. Most models have accuracy similar to matchlocks, but were more reliable and practical. Earlier variants include the wheellock action, while later versions had rifled barrels, and fired more accurate elongated shot like "minie balls".



Last is the percussion action, which historically appeared around 1800. When the trigger is pulled, the hammer strikes a percussion cap, similar to a modern primer. This ignites the main charge. These show up around TL7, and can have accuracy and reliability rivaling modern weapons.



Damage Modifiers - Several factors may modify the amount of damage a weapon does. The main one is range, previously mentioned, but there can be others.

Special Ammunition - The Damage Values given on the aid sheets are for standard ammunition. Other types are available, subject to the campaign and discretion of the GM.

Armor Piercing - These rounds are made with a hardened core so that they will penetrate rather than deform. For this reason they also do less damage, going straight through the target rather than depositing their energy. The Damage Value for purposes of penetration is modified by +10, but any damage which totally penetrates armor is modified by -10. Against unarmored targets, the total modifier is -5. These rounds cost 5 times the price of normal rounds.

Hollow Point - These rounds are designed specifically to deform when they hit, maximizing the damage done. Modify the Damage Value by -6 for purposes of penetration, and by +16 for purposes of damage done after armor penetration. Fragmenting broadhead arrows count as hollow point rounds. Against unarmored targets, the total modifier is +5. They cost 1.5 times as much as normal rounds.

Exploding - These explode on impact, throwing fragments throughout the target. As long as they detonate outside the body, they are less dangerous than normal bullets. Modify the Damage Value by -10 for purposes of penetration, and by +40(or 3x) for purposes of damage done after armor penetration. Against unarmored targets, the total modifier is +10. They cost 5 times as much as normal rounds, and usually not possible with manufacturing and/or explosive technology below TL8.

Other - There are many types of special rounds and projectiles available for projectile weapons. If you wish to use them, their effects are left to the GM.

Sample Combat - Jasper "Dogslayer" Merendino and party are being attacked by a group of Stone Age savages. He has the most advanced weapon in the group, a 12mm muzzle loading pistol with an Inherent Accuracy of +1, an Initiative of +2, and an RC of 1/1. On his phase, he steadies the gun and decides to Hold Action until the target he is aiming at is 7 meters away.

Next phase, a savage charges him, and will get to within 2 meters unless stopped. Praying his one shot will be enough, he pulls the trigger. Initiative is unimportant in this case. Jasper goes first. His Pistol skill (at the time) of 7 is the applicable skill for this weapon. The Inherent Accuracy of +1 makes his effective skill an 8. The positive modifiers are: Both hands, +5, steadied, +5, range of 7m, +1, for a total of +11. Jasper decides it is probably worth it to do a called shot to the center chest location. The range is a -2, the size of the object is another -2, and he is definitely distracted, for yet another -2. On the plus side, he gets a +2 for spending a full phase sighting in (and using Perception on) the target. So, he only has to make a Perception roll with a -4 to avoid a minus. He does, and so will take no penalty for the called shot.

Minuses to the roll are for Target Moving (6m/sec), -12. So, the total of modifiers is -1. Looking on the UMC (p.34), a skill of 8 with a modifier of -1 is still an 8, so Jasper needs an 8 or less to hit. Rolling 1d20, a 7 comes up. There is a click, a small flash, a barely perceptible delay...and then a small explosion and cloud of smoke as the weapon fires a 12mm ball directly into the sternum of the unsuspecting caveman.

This bullet does an average of 14 points (DV ref. sheet). Since it was a torso location, all but the first two points are doubled (p.47), for a total effect of 26 points. The savage has a total of 30BP, so looking this up on the UMC, the savage has taken a result of Damage Level 17, with torso location effects. Ouch! Speeding things up, the GM uses the basic damage system (p.47), rather than the advanced tables. Since this was DL17, the savage takes a -17 modifier to all his actions, and must make a Willpower roll with a -17 to avoid taking an additional minus due to being stunned. With a Willpower of 14, the savage needs to roll a 2 or less (14 with a -17 modifier), and rolls an 8 instead. Normally, he would take an additional -6 next phase for failing the roll by 6, but since the basic modifier (-17) is greater than his Willpower, he is instead knocked unconscious. Whether he is dying is irrelevant. What is important is that he is out of the combat.

Back to the past, the GM determines that this fortuitous shot can be counted as a Bravado attack against the remaining savages. Jasper, not knowing anything clever to say (even if the savages could understand him), just yells "Aaaaarrggghhhhh!".

The modifiers to the roll are: Target surprised, +10, Convincingly demonstrates ability, +10, Has a device to wield, +5. The statement is worth nothing, one way or the other, for a total of +25. The amount added to Jasper's Bravado makes it a 36 (he has an 11 at the time). The savages all have Bravados of 13, so this is a result at 3x effect (p.32). All the savages must make a Bravado roll with a -12 to avoid panic, so most will rapidly flee the area, and the attacks against the characters drop sharply. The thundercaster saves the day.

Jasper Merendino

Age: Indeterminate

Height: 183cm

Weight: 80kg

Quote: "Bystanders only count as visual cover"



STR: 11	DEX: 12	APP: 9	POW: 10
CON: 13	WIL: 14	PER: 14	BP: 30
INT: 18	BRV: 15	STA: 12	Speed: 11

Major skills

PIST 12	PHYS 15	LHEL 10	STLH 8
AUTW 8	HIST 10	MLSC 13	CRIL 7
MRTS 8	DUTC 7	ACTG 15	RUN 11
SWD 7	IAP 7	FSAD 7	KNFE 8

Notable equipment

Custom machine pistol, JM-2 (46l, AP, laser sight, 30rd clip)
 Stunner glove (50V)
 EMP pistol (fries electronics within 50m, 1 shot)
 First aid kit
 Plastic stiletto (6l, thrusts only)
 Tire iron

Armor

20/5 torso vest
 10/2 body suit
 16/12 Helmet

Location: Anyplace interesting

Notes: Will quickly gain knowledge of all areas stayed in. Ruthless when frightened.

Melee Combat - Despite the vast superiority of firearms in armed conflict, there will probably be cases where characters cannot bring them to bear. Especially early in a campaign, they simply may not have any, although a few resourceful types may make crude bows. More than likely, their next acquisitions will be crude firearms, like flintlocks. These are nice, but you only get one shot. After that, it's either run or engage in melee. Or, there may be times when characters may have to operate silently, or without attracting undue attention by use of out of period devices. Or, there simply may be laws against it. It is generally bad form to shoot someone in a brawl, and blasting a mugger or ruffian may get them arrested. Other cultures may have points of honor or custom involved.

Melee weapons come in all varieties. Many are general purpose, like the traditional sword. Some are more specialized, with a specific use, combat form or social function, like an executioner's axe. Others are improvised, like a pitchfork. All generally fall into one of three categories: Blunt, cutting and puncturing. Most weapons will have two of these options, while a few will have all three, and others only one.

Example - A spear can cut, thrust or be used as a blunt instrument. A sword is a cutting or thrusting weapon (although you could use the flat side), and a pitchfork is only a thrusting weapon (but it would get multiple hits).

Given the constant possibility of combat in **TimeLords**, it is generally a good idea to have a wide variety of weapons and tools handy. Melee weapons have the advantage of being both. A good knife (or camping axe) can serve a variety of functions, and is usually easier to conceal than most firearms.

Melee Weapons - These are weapons that are used directly against an opponent without any part leaving the hand.

Weapon Format - As with projectile weapons, melee weapons have a format explaining all the information for that weapon. An explanation of the format is below.

#	Name	DV	IA	Init	Skill	Mass	Bulk	Cost	Len	Tech Lev	H	AV	BP	Notes
23	Machete	10I	1	-3	SWD	40	S/2	20	.55	7+	1	10	4	C

- This is the weapon number, for easy reference.

Name - This is the familiar name of the weapon.

DV - This is the Damage Value of the weapon. The effective DV is modified by the user's Strength (p.70). More than one value usually indicates cut/thrust damage.

IA - This is the Inherent Accuracy of the weapon, how easy it is to use, and depends on the quality and type of weapon.

Init - This is the initiative modifier of the weapon. It is based on the mass, length, and usage of the weapon. Weapons may have more than one number here, for different attack modes. For instance, long weapons might be faster in a thrusting mode.

Skill - This is the skill needed to use the weapon and is the abbreviation in the skill list.

Mass - This is the mass of the weapon in kilograms.

Bulk - This is the size of the weapon for carrying purposes. A /n means that the weapon takes up n locations with the listed bulk.

Cost - The cost of the weapon in dollars, based on 1990 buying power.

Len - This is the length of the weapon in meters.

Tech Lev. - This is the historical period when the weapon came into use.

H - This is the number of hands needed to properly use the weapon.

AV - This is the Armor Value of the weapon, how difficult it is to damage.

BP - This is the number of Body Points the weapon has, the amount of damage it can sustain before breaking.

Notes - This is special information that pertains to this weapon. See the bottom of the weapon list for more info. Usually, a weapon will have a limited number of attack modes, which are classed as cut, puncture or blunt (C,P or B) These are listed here.

Melee Combat - Melee combat is resolved in the same manner as it is for a projectile weapon attack. The IA of the weapon is added to the Skill of the user, and modifiers applied to the total. If the roll is equal or less than the modified total, a hit is made. One addition is that the type and side the attack is made to must be stated before the "to hit" roll is made. Example: "I am doing a cut attack to his left side." This makes a difference for determining hit locations. Thrusting weapons *always* attack to the center and use puncturing wounds as a wound modifier when using Advanced Damage (p.72). Thrusts can only be *blocked* with a shield, but can be *parried* with any weapon. If the side is not declared, the attack is assumed to go against the left side if the attacker is right-handed, and to the right side if the attacker is left-handed. Likewise, blocks are made with the opposite arm most of the time. Shield blocks do not usually take an off-hand minus, but weapon blocks will.

"To Hit" Modifiers - The following is an expanded version of the "To Hit" modifiers listed on the **TimeLords** Aid Sheet. As for projectile weapons, use only the modifiers you feel apply to the seriousness of your campaign, as a lot of the more advanced modifiers can be left out without seriously affecting play.

Target Facing - It is easier to hit someone directly in front of you rather than over your shoulder.

- 0 Target in your Sector I
- 6 Target in your Sector II or VI
- 12 Target in your Sector III or V
- 18 Target in your Sector IV

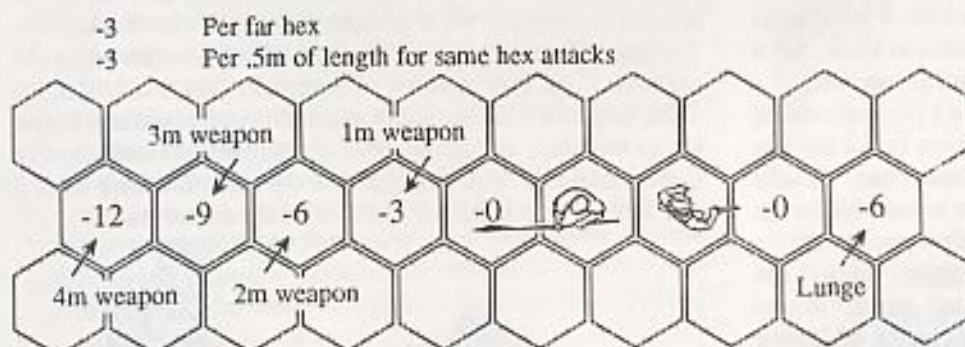
Attacker Facing - It is easier to hit someone who is in an inferior position, or who must change facing simply to avoid being totally defenseless.

+0	You are attacking into opponent's Sector I
+4	You are attacking opponent's Sectors II,VI
+8	You are attacking opponent's Sectors III,V
+14	You are attacking opponent's Sector IV

Distance - Generally, only weapons longer than .99m can attack into a hex outside the ones the character is adjacent to. Even so, it is more difficult. A hex will be classified as far if it is not adjacent. There is a -3 modifier per hex distance. Adjacent hexes are *never* considered far hexes. If a character with a weapon is engaged in combat with someone in the same hex, they get a modifier of -3 for each .5(d) meters of weapon length, up to a maximum of -15. This reflects their inability to bring the weapon to bear on a very close opponent.

Example - A sword vs. knife fight is generally bad for the knife wielder, unless they can close to grappling range (same hex), where the length of the sword is a liability rather than an asset. However, to do this, you need to advance against an opponent with superior reach.

This minus does not apply if the weapon is being used in a way that negates its length. An example of this would be to use a spear as a staff, holding it across your front rather than using it to make thrusts with.



Lunges - A character with a short weapon can extend thrusting attacks to a further hex by lunging. While this extends your reach into Sector I, it also reduces your chance to block any return attacks. You take a -6 per hex lunged, both to your attack, and any defensive maneuvers you may try, with a maximum lunge distance of two hexes.

Off-hand Attacks - If a character uses a weapon in their off-hand, there is a -10 modifier. This does not apply if the character is using the off-hand in addition to a regular grip for better effect, but any off-hand wounds *would* apply. Remember that you can buy partial or complete ambidexterity to counter this disadvantage (p.38).

-10	Off-hand attack
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Height Advantage - If a height advantage of 50cm (knee-high) or better is available, like a table or a few stairs, the attacker gets a +5 modifier. This will have an effect on potential hit location, and diagonal distance might decrease a weapon's "reach".

+5	Height Advantage
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Position - If the attacker is prone, there is a -15 modifier. If the defender is prone, there is a +20 modifier.

-15	Attacker prone
+20	Defender prone

High-Tech Variants - For one reason or another, characters may have access to melee weapons made with high-tech materials. In the Primary Game, characters with such technology available usually buy guns instead, but may also have access to things like vibroblades. In a Time Patrol setting, high quality weapons will be better balanced, tougher, and probably lighter, all advantages on a mission 500 years from home.

The weapon stats are based on TL5 (circa 1400AD) technology, or when they first appeared, whichever is higher. Weapons will have their AV multiplied by the (TL of manufacture/TL5). Or, BP may be traded for AV, making a weapon harder, but brittle, or softer, but with more BP (within limits).

Weapons that by nature are tougher or more durable than their level of manufacture would indicate (the legendary strengths of katanas, for instance), may be manufactured at a "TL" of up to 3 levels greater than the actual level available. This will multiply the cost and time required to make the weapon by the TL difference, plus 1, squared. So, a weapon made one TL higher than is normally possible in that culture would take four times as long to make, and also cost four times as much. Likewise, weapons can be made at lower TL's, and will be much cheaper as a result, with the inverse time and cost of higher quality weapons. In fact, most "tools" or improvised weapons will take advantage of this, and have appropriately low AV's and BP's, and poor IA's.

The IA of the weapon was usually optimized by the time it was phased out of use, but as an option, for four times the normal cost, IA may be increased by 1 point, and this may only be done once.

Example - A character wants a "state of the art" TL12 version of a broadsword, made with the best TL12 materials. This weapon was last regularly used at TL5. So, they multiply AV by 12/5, and they decide to increase the IA by a point as well. The final weapon has an AV of 34, and the same BP as the original weapon. It has an IA 1 point better (up to +2), and costs 4 times as much (about \$1,000). Hopefully it will be worth it.

Target Defenseless - If the target is at reduced effectiveness due to a temporary "Stun" result, or is not aware of the attacker, the attack gets a bonus to hit equal to twice the negative modifier on the defender.

Example - If you take a -5 on your next phase due to being stunned, you are at +10 to be hit by melee attacks.

Against a totally helpless or totally surprised opponent, any weapon will do maximum normal damage (its DV in points, modified by Strength) on a successful called shot.

+40 Target Defenseless

Called shots - These are handled slightly differently than for projectile weapons, since you can almost always see your target, and unfortunately, the target can see your attack coming in (on a Perception roll). A called shot takes a minus equal to half(d) the modified Dexterity of the target. The Dexterity is modified by encumbrance. Separate, cumulative modifiers are the size of the called shot area and motion of the target.

Example - Nathan Borg takes a swing at Arrgh, a random piece of cannon fodder with a Dexterity of 12. Nathan goes for a neck shot, or one hit location. There are no modifiers on Dexterity, so Nathan takes a -6 (half of Arrgh's Dexterity), with an additional -2 for the size of the item, for a total -8 modifier to his chance to hit. If he hits, Arrgh gets a chance to block, but if the block is failed, Nathan will hit, in the location specified.

If a called shot is missed, it scatters like a projectile called shot, but the magnitude of the miss is never more than a full hex (whoosh!). Thrusting attacks use the basic scatter chart. Attacks from either side (or above/below) only scatter to one side (or up or down). Rolls to the other side "reflect" to the opposite side.

Called shots with multiple attack weapons (claws) are rolled separately, one roll for each separate sub-attack. Misses are assumed to be "clean" misses (i.e. no chance of hitting anywhere else).

Retreating - A character may opt to retreat. This gives a -5 modifier to attacks by that character, and a +10 modifier to blocking or parrying attempts by that character. These modifiers apply only against attackers being retreated from. The character must back up 1 or 2 hexes during movement, and the character may be moved by the attacker on a successful skill roll. Retreating does not count as movement for initiative purposes.

Advancing - A retreating character may be advanced upon. This gives a -5 modifier to blocking attempts by the advancing character, and a +5 modifier to attacks. The advancing character moves 1 or 2 hexes during their movement, after the retreating character moves. This does not count as movement for initiative purposes.

Blocking - If a cut or chop attack is scored by an attacker, the target may defend with any applicable skill. You can block a sword blow with your arm...once. The chance of blocking any blow is equal to the skill being used to defend with, subject to any modifiers that would apply if the skill was being used offensively, such as inherent accuracy, wounds, position, etc.

A character must elect to block before the attacker rolls. If the character elects to do no attacks that phase, they get a +5 modifier to block. Any number of attacks may be blocked in a phase, but each declared block after the first gets a cumulative -5 modifier, *plus the initiative of the weapon*. A character may elect to make two attacks in a phase, counting their "free" block as an attack. Both attacks that phase get a modifier equal to the initiative of the weapon used. Note: This means that if a character does two attacks, their first block gets a -5. Whatever is used to block with takes damage as though a normal hit were scored, except unarmed attacks, which do no damage.

Optional - The blocking character must make a Strength roll if the block was done *before* their attack. This roll is modified by the Strength difference between the combatants, and effective Strength is modified by the number of hands used to block with. If you use two hands on a one-handed weapon, effective Strength gets a +10 modifier. If one hand is used on a two-handed weapon, effective Strength takes a -6 modifier. If the roll is failed, the character may not attack that phase, and the amount failed by is used as a modifier on further blocks.

Example - Joe Wimp is trying to block a blow from Narg, mutant barbarian of the Blackburg Wastes. Joe has a Strength of 6, and Narg has a 16. Narg attacked first, and hit, so Joe decides to block. We'll assume he makes the block. The Strength difference is 10, so Joe must roll his Strength with a -10 modifier to be able to block *and* attack. This is a 3. Rolling 1d20, he gets a 9, so he cannot attack this phase, and any further blocks this phase will get an *extra* -6 modifier (he's really getting bashed around). You may just use the basic blocking rules if you don't wish to spend a lot of time on the maneuver.



Shields - Shields are much more effective for blocking than weapons. A shield is treated as armor that may or may not function, depending on whether or not the block was successful. A normal shield will have from 1 to 6 locations of armor. Each location gives a +2 modifier to block and is the size of 2 hit locations. The disadvantage is that they are heavy, and may reduce the Initiative of a character as a result.

Example - A 5 location shield will give the user a +10 modifier to successfully use their Shield skill.

When struck, a random location of the shield is rolled, and damage taken on that location. One location must be specified as having the shield arm beneath it. If this particular location is hit, the forearm will take damage as though it had the armor of the shield, plus any armor on the forearm. If a shield location is destroyed, then the modifier it gave for blocking is lost. This can lead to creative shield design, making the structure resistant to being severely damaged by one blow, or with certain edges designed to catch weapons. If a shield location is destroyed in one blow, there is a chance the attacking weapon became stuck in the shield. The chance on 1d20 is equal to the AV+BP of that location, -1 for every BP done over the total.

Example - If a shield location with an AV of 6 and 3 BP is struck for 9 points, there is a 9 in 20 chance of the weapon getting stuck. If struck for 14 points, the chance is 5 in 20. If a weapon gets stuck, the wielder can extricate it by making a Strength roll on the next phase, with a modifier of how much the "stuck in shield" roll was made by.

Projectile weapons that completely penetrate a shield will do damage to the character with any points that remain, but usually only do 1BP to the shield. For attacks that cannot be deliberately blocked, it must be determined by common sense which locations the shield will protect from a given direction. If the location rolled is one of these, then the shield is hit. If the attack penetrates the shield, then the character is struck.

Parrying - Parrying an opponent's blow is harder than just blocking it. Thrusting attacks may be blocked with a shield, or parried with a weapon. Normally, only weapons may be used to parry with, but weapons less than .3m long may be parried bare-handed. This assumes the *weapon arm* is being parried rather than the weapon itself. In certain circumstances, longer weapons may be parried bare-handed, but there is a chance of damage to the character, even if successful. An example of this would be having the skin and muscles shaved off your arm while parrying a sword. Individual cases are left to the discretion of the GM.

A character determines whether or not they wish to parry after the attacker rolls to hit. Parrying is like blocking, but with an additional -5 modifier, and the weapon skill is used instead of Shield skill. If the roll is made, the character may say the weapon has been parried. This will give the character a +3 modifier to their next attack, if it is before their opponent's next attack. If the character uses 2 weapons, the one not used to parry with will get a +6 modifier rather than a +3. Purely or partly flexible weapons like whips or flails may not be parried, and are a -10 to block.



Dodging - If a character wishes to dodge an attack, they may. A dodge gives an extra negative modifier of 1/2(d) the character's Dexterity (after encumbrance adjustments) to an attack from one person, and half(u) this amount from all others. This applies to projectile weapons also. In melee combat, the attacking character can move the dodging character 1 hex straight back, to the right rear, or left rear. If the character refuses to move, the dodge modifier is halved(d) again. Characters can dodge and block, but not parry, attack or do other combat actions.

Feints - A character may feint an attack to throw an opponent off guard. This takes up a character's combat action and no real attack is made (unless the character opts for two attacks). If the attacking character makes a skill roll, the defender must make one also. If the defender fails, the attacker gets a modifier on the next attack equal to half(u) the amount missed by, provided the attack is before the defender attacks again. If the defender makes it, there is no effect.

Example - A character with a Skill of 14 is attacking one with a 10. If he successfully feints an attack, the other character must roll a 10 or less on 1d20 to not overreact. If he rolled a 14, the first character would get a +2 modifier to their next attack, if it was before the defender's initiative came up again.

Knockdowns - A character may attempt to knock an opponent down with an attack. This is common in some forms of martial arts, and is especially effective if you can follow through with an attack on the prone target. This is a special maneuver, and does no damage other than ruining the position of the opponent. Note that this is separate from bashing someone into submission and having them collapse.

A knockdown is possible if a called shot is made to a certain hit location, that is, the "to hit" roll is made *and* the target doesn't block, parry or otherwise deflect the attack. This is situation and combat form dependent, and all that really matters is the size of the target. Special modifiers are the BP and Strength difference between opponents, and the Initiative of any weapon involved (*reversed*, as it's easier to bowl someone over with a big weapon). If the roll is successful, the target is in the "defender prone" position, but can *immediately* make a Dexterity roll. The amount this is made by *subtracts* from any bonus to hit them as they roll back to their feet.

Example - Tae Kwan, martial artist with an effective Strength of 16, and 25BP, tries a knockdown against Narg, who also has a Strength of 16, but 35BP. Tae takes an additional -10 to his called shot chance because of the fact Narg has about 50kg of weight advantage. Tae still makes the roll, and Narg is "knocked down". If Narg had already acted this phase, he could make a Dexterity roll to reduce the +20 modifier Tae has to hit a prone opponent. If he hadn't acted yet, he could get up or roll to a defensible position, and Tae would have gained no advantage except in keeping Narg from attacking him that phase.

Bashing - Diving into someone in a flying tackle falls under Brawling Skill. The Damage Value of such an attack is (Body Points x Velocity Modifier)/10(d) of Type IV damage. Velocity modifiers are below.

Velocity	Modifier
1m/sec	1
2-4m/sec	2
5-7m/sec	3
9-12m/sec	4
13-16m/sec	5
17-20m/sec	6
21-25m/sec	7



Both parties will be prone afterwards and will be treated as not defending until the end of their next action. The person tackled will also add 2 to any non-lethal Damage Level, and 1 to lethal ones. The attacker will take 1/2(d) this amount. Damage locations will be as though a fall had occurred.

Moving Attacks - Any hand to hand attack made while on a vehicle, animal, or while running will do more damage. The adjusted DV is the DV times 1/2 the Velocity Modifier from Bashing, with a *minimum* of 1 x DV. The attacker gets a negative modifier to hit equal to *twice* the Velocity Modifier for Bashing, and takes a similar minus to their chances to block or perform other defensive actions, while the defender gets a similar bonus to hit, block or parry attacks from a moving attacker.

Attacking from a Mount - All attacks made from a mount to the ground get the height advantage modifier. The weapon used must be at least .5m long or adjacent hexes will be treated as far hexes. A horse and rider will take up 3 hexes on the Combat Display. The head and neck of the horse will be in the first hex, the body and rider in the second, and the hindquarters in the third. There is a -8 modifier to any attacks made into Sector I unless the weapon used is at least 2.0m long.



Unseating a Rider - A rider may be knocked off their mount if they take damage that would produce a knockdown or bash (if the bash does more damage than the Strength+applicable riding skill of the rider). The character will roll a number of hexes equal to the Velocity Modifier for bashing, and will be treated as defenseless until their next action.

Long Combats - Occasionally, a combat will occur between excellent opponents. In real life, this could take several minutes of combat. In game time, it could take forever. In purely hand-to-hand combats, you can speed things up by halving the skill of the combatants for blocking purposes. All things will remain equal relative to the combatants, and the combat will be shortened dramatically. The time actually spent in combat will vary, depending on the skill of the fighters, but for good characters, the play time may be multiplied by a factor of 10 or more to get the actual time.

Entanglement - Certain weapons or combat forms can entangle or pin an opponent on a successful called shot. If an extremity is hit, roll 1d20. If the result would be another hit, that extremity is bound to the closest body part. With arms, this is normally to the body, and with legs, the other leg. If the second roll would not have hit, the attacker may say the weapon has either "grabbed" that location, giving a -10 modifier to all use of that body part until freed, or that the weapon strikes, doing normal damage. If a location is entangled, it will normally take 1d3 actions to free. This may be modified by circumstance.

Example - Ohio Smith lashes out with a bullwhip and makes a successful called shot to an opponent's pistol. His foe now takes a -10 to his aim if he tries to fire, and if Ohio can make a Strength roll by enough (like the Toppling rules), he can lank the weapon out of his opponent's grasp.

Wrestling - To pin a person using Wrestling skill, the scores of the characters are compared. Each character has a chance of their skill over the sum of the skills. On the UMC, go down from the total to find the skill of each person, then go left to find the number needed on 1d20. Whoever makes this roll first pins the other character. If the pins are simultaneous, the person who made the roll by more gets the pin. Once a pin is made, both sides continue rolling, but the character with the pin can add 1 to their chance per 5(n) points of Strength. Each phase the pin is maintained, the modifier for Strength may be added, until the pinned character cannot escape. If the pinned character makes his roll and the attacker doesn't, then the pin is broken. A character who has a pin may use the damage they could do with a punch on the pinned character. This automatically hits, but the location is random. Once determined, the location of damage is used for all other "punches" on that pin. Wrestlers may do called shots, for instance trying for a choke hold. Wounding skill can be used with this skill to snap bones or perform other grisly combat maneuvers. Called shot modifiers apply to the skill before the skills are compared.

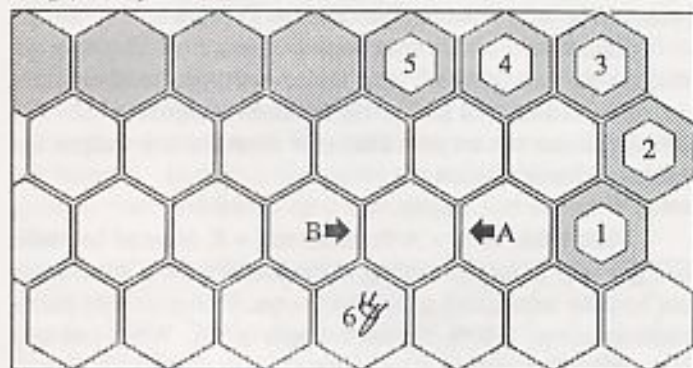
Example - If two wrestling characters had Skills of 12 and 8, the first would have a 12/20 chance of pinning the second, and the second would have a 8/20 chance of pinning the first.

Grabbing - To grab something from a character, the grabber must make a Dexterity roll, with modifiers like a called shot. If a tug of war develops, the first person to fail a Strength roll loses the grab. Characters may dodge, block or parry grabs (like blocking a bare-handed grab with a knife...ow!).



Toppling - Anyone in an entangled situation may attempt to pull their opponent off balance. The chance of doing this on 1d20 is a Strength Roll, with a modifier of the difference in BP, positive for the heavier character, and negative for the lighter character, and further modified by the locations entangled (feet entangled together is a substantial minus, for example). If the roll is made, the amount made by is the negative modifier applied to the opponent's actions on the next phase. Less than 1/2(d) this amount will pull the weapon or entangled item from the opponent's grasp, or pull entangled characters to the ground.

Restrictions - If a character doesn't have room to swing a weapon, there will be a lesser chance to hit. A clear hex to each side is needed for each 1m(n) of weapon length, but Sectors I, II, and VI must be clear directly in front of the character no matter how short the weapon. For each blocked hex adjacent to the character, there is a -2 modifier to all attacks. For each other hex that is blocked (but not those blocked by other hexes closer in) there is a -1 modifier. Thrusting attacks can only be restricted by obstacles directly opposite the direction of the thrust. A hex is considered blocked if an obstacle (at least Large) occupies the hex or crosses 2 hexsides.



Example - Character A has a weapon 1.6m long. This rounds to 2m, therefore character A needs 2 hexes in all directions to have no modifiers. However, adjacent hex 1 is blocked for -2 by the wall, non-adjacent hexes 2, 3, 4, and 5 are blocked for -1 each, and non-adjacent hex 6 contains an overturned chair for another -1. The total minus due to obstructions is a -7. This is cumulative with the other modifiers. Character B has a knife, and his Sectors I, II, and VI are clear, so he has no modifiers for obstructions, but since character A is 2 hexes away, nor can he do anything. This room has a ceiling higher than 4m (2m over the character's head) or there would be an additional -1 for the ceiling restricting the character's swing.

Breaking a Weapon - Normally, weapons are strong enough to withstand the abuse they deal out. However, improvised weapons are seldom this good, and regular weapons can be used in situations other than those they were designed for. In normal use (blocks, attacks, etc), a *weapon* does half damage(d) to itself, or takes half damage(d) from an opponent's attack. Parries seldom do damage to the item parried, or parried with.

Example - An epee has a DV of 9, and an AV of 5. If it does an attack for maximum damage (9 points with a Strength of 10), it will only take 5, which bounces off its AV.

If a weapon is used in such a way to cause damage to itself (hacking on a chain, for example), the *full* attack is treated as an attack on the weapon.

Example - The epee is thrust into a wall. The blade will bend and snap if the attack does more than 5 points of damage.

If damage penetrates the AV of the weapon, it will lose BP. Divide the length of the weapon by its total BP. If more than this amount is done, the weapon is broken off at that point. If this would be random, roll 1d10 and assume each point is a 10% loss of weapon length. Some weapons may still be useful after such treatment, others may not.

Damage Modifiers - Melee weapons may do extra damage or lesser damage, depending on the Strength of the wielder and how the weapon is wielded. Every point of Strength above or below 10 is a modifier of 2 to the DV of the weapon. Whether this is positive or negative depends on the Strength of the character. This amount should be figured ahead of time to save time during combat. If a weapon that can be used with one or two hands is used with both hands, the DV gets a +10 modifier. If a two-handed weapon is used with one hand, the DV gets a -6 modifier. Weapons that can be dulled may have their DV modified after heavy use. A modifier to DV of up to -5 is reasonable, as is lowering the Damage Type by 1.

Example - A character with a Strength of 12 gets a +4 modifier to damage with any melee weapon, so if using a weapon with a normal DV of 10, for them it would be 12. Fill this information out on your character sheet for any weapon the character commonly uses.

Stamina Use - A Stamina roll will have to be made once per turn in melee combat if the character has spent more than half the turn using a melee weapon. This generally corresponds to using 51-80% of your Strength (p.30). While you may use your full Strength on attacks, time is also spent shifting position, parrying, or doing other actions not requiring a full effort. You may modify this time period for the weight load or weapon used. Daggers might only require a roll once a minute, while plate armor and a greatsword might require several rolls a turn.

Thrown Weapons - These are any form of melee or improvised weapon that can be thrown for effect, and fall in a gray area between projectiles and melee. You can see them coming, and dodge them, but they are difficult to block with a weapon (but fairly easy with a shield).

They use all modifiers applicable to projectile weapons, melee called shot rules (thrusting attack only), and can be blocked or parried, but only at an additional -5.

Throwing things - The maximum distance an object can be thrown by a human is roughly 100 meters. A non-aerodynamic (not meant to be thrown) object can be thrown 1/2 this distance. In general an object can be thrown a distance in meters equal to $\text{Strength}^2 / (\text{mass of object in kilograms} \times 4)$. Small objects or objects with very low density will travel lesser distances. This is left to the discretion of the GM, with a recommended maximum throw of 100m. Throwing while stationary only gets 1/2 the range, and throwing while prone gets 1/4 the range. Thrown objects can travel up to 30 meters per second, which will make it difficult (if not impossible) to hit any target more than 30 meters away which can see the attack coming. Note that there are exceptions. A professional baseball pitcher can throw a baseball at over 40m/sec, but this is an exception rather than the norm.

The chart below gives the distances objects can be thrown with varying amounts of Strength. Thrown weapons use RC 1/1 for aiming and damage, but do not get positive modifiers for range (otherwise people would throw knives instead of stabbing with them). All positive modifiers for range are counted as +0.

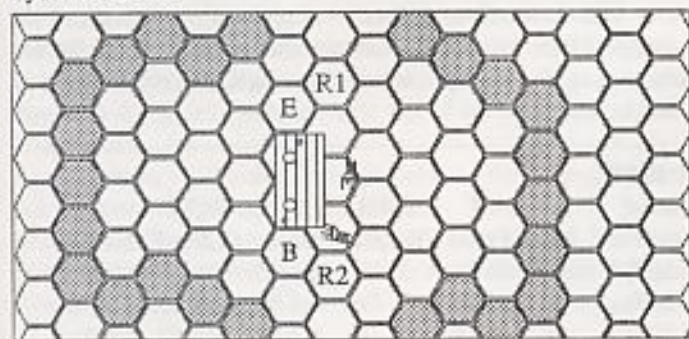
Mass	Strength							
	6	8	10	12	14	16	18	20
.10kg	90m	100m	100m	100m	100m	100m	100m	100m
.25kg	36m	64m	100m	100m	100m	100m	100m	100m
.50kg	18m	32m	50m	72m	98m	100m	100m	100m
1.0kg	9m	16m	25m	36m	49m	64m	81m	100m
2.0kg	4m	8m	12m	18m	25m	32m	41m	50m
5.0kg	2m	3m	5m	7m	10m	13m	16m	20m
10kg	1m	2m	3m	4m	5m	6m	8m	10m
20kg	0m	1m	1m	2m	2m	3m	4m	5m
50kg	0m	0m	0m	1m	1m	1m	2m	2m

Underwater Combat - Underwater combat is run the same as normal combat, with the following modifiers. All damage done underwater is halved(n) for hand to hand weapon thrusts, and quartered(n) for cutting attacks, so if characters were involved in a waist-deep swordfight, damage done to a location below the waist would be halved or quartered.

Normal guns fired underwater will probably work (but possibly rupture your eardrums from the blast). Some automatic weapons will even cycle reliably. Those weapons that have no provision for gas escape (revolvers and semiautomatics do) may build up dangerous amounts of pressure, weapon reliability going to Type VI for such shots to reflect the danger. Weapons such as bows and crossbows will work underwater, but have a maximum range of 1/10(n) their normal range, or 40 meters, whichever is lowest. They will also be quickly ruined unless special models made for just this purpose. All underwater projectiles are counted as RC1 for damage, and the range is multiplied by 20 for damage purposes. Thrown weapons such as spears have a maximum range of 5 meters and the range for damage purposes is also multiplied by 20. Thrown weapons such as knives will not work underwater at all.



Sample Combat - Eric Smith and Bret Jones in one of their incarnations have gotten into a fight in a waterfront bar back in 1840. Each of them is one on one, with the rest of the patrons forming a rough circle around them, taking bets. The layout is below.



E=Eric, B=Bret, T=Thug, B=Brick, X=Other patrons

Eric and Bret are wearing 10/2 armor over their torsos, and the rednecks are wearing light cloth, for essentially zero armor. The weight of Eric and Bret's armor gives them a -2 modifier to their normal Physical Speed.

Pertinent Attributes and Skills:

	STR	DEX	WIL	SPD	BP	IMHW	BRWL
Eric	12	10	10	10	30	4	4
Bret	10	13	10	10	30	7	5
Redneck 1	14	12	13	13	32	8	7
Redneck 2	15	12	14	13	31	8	10

The GM determines that combat starts on Phase 1. Everyone is going to be punching, so Initiative rolls will be a function of skill. After rolling, the order of action is Brick, Eric, Thug, Bret. Brick takes a swing at Bret. There are no modifiers, so he needs a 10. Rolling an 11, he narrowly misses. Whoosh! Bret narrowly avoids a jab to the head. Eric tries a right cross to Thug. The table is jutting into his side arc, for a -2, but his skill is so low that this isn't a hindrance. He needs a 4 and rolls a 14, missing badly. Thug tries to nail Eric, and rolls a 9, missing. Bret tries to hit Brick. As with Eric, the table has no effect, so he needs a 5, and gets a 3. The 1d20 hit location roll (p.71) is a 4. Fist attacks are a -6 modifier to location, so this goes to 3, for a hit in the right arm. Rolling 1d5 for damage (1d6, ignoring 6, p.47), he gets a 2, for 2 points non-lethal damage to the arm. Using the basic damage system (p.48), this is only a -2 modifier. Big deal. Nobody moved this phase. Now to Phase 2.

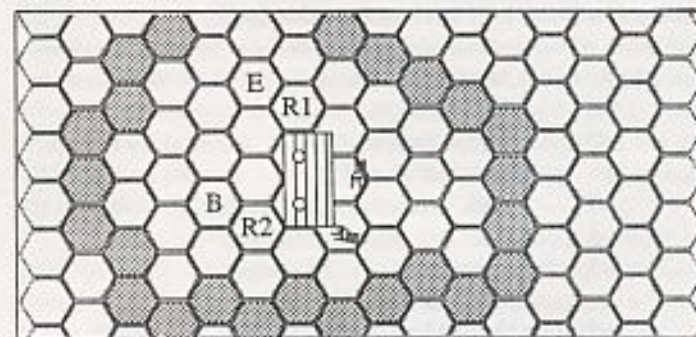
Determining Initiative, order is Thug, Brick, Bret, Eric. Thug takes another swing at Eric. His chance is the same as before, but he rolls a 4, for a hit. The modified location is left abdomen. Thug gets 1d7 (1d8, ignore 8) for damage, and rolls a 2. Since Eric's armor has a blunt trauma resistance of 2 (10/2), he takes no damage. Yea! Brick takes a swing at Bret with his right arm. He has an impairment of -1, so he needs a 9, and gets a 6. The location roll is 07, which is modified to 05. In the face. Bret takes a big bite of the knuckle sandwich. Brick also rolls 1d7, and gets a 5. Everything after the first 2 points is quadrupled (p.47), so Bret takes 14 points, which is a Damage

Level of 9, with non-lethal effects. Since punches are Type IV damage (p.47), 3/4(d) is non-lethal at a Damage Level of 6, and 1/4(d) of this is lethal damage, so there will be additional effects at a Damage Level of 2.

Using the basic damage system (p.48), Bret takes half the Damage Levels as an impairment, so he takes a (DL6/2)=-3 bruising impairment, and a (DL2/2)=-1 lethal impairment from possibly having his nose busted.

In addition, he must make a "Stun" roll. For head hits, the Stun multiple is 4 times the largest impairment, so Bret must make a Willpower Roll with a -12 to avoid additional, short-term minuses. He needs a 4 or less, and rolls a 6. Bad news! Since the stun minus is *greater* than his normal Willpower, a failed roll means he is knocked out. A meaty fist looms in Bret's vision, there is a sharp pain, and then everything goes black.

Bret slumps to the floor on his action, leaving Eric to fend for himself. Deciding that tools are a definite advantage, he grabs a chair and backs up a few steps. The layout is below. Now to Phase 3.



Thug grabs a beer mug and closes. Brick steps over to Bret and gives him a kick, just for the sake of it. Eric decides to swing the chair while he still can. He takes a -5 for acting on an off-phase, meaning he needs a 3 to hit. Rolling a 3, he does so. Getting lucky, he crashes the chair across Thug's skull. It has a DV of 11, Type III damage, but Eric's Strength of 12 gives it a +4 to damage, for a DV of 13 instead. For damage, Eric rolls 1d10 and 1d3, getting a total of 8 points. Everything after the first 2 points is quadrupled, for 26 points, so with 32BP, Thug takes a Damage Level of 16. So, he takes a bruising impairment of -4, a lethal impairment of -4 (impairment to the head is halved, remember?), and must make a Willpower roll with a minus of 4 times the largest impairment, or a -16. He fails, on a 14, and is knocked cold.

Normally, this would be considered good news, but the crowd considers this unsporting, and grabs Eric while Brick knocks him senseless. Unconscious and stripped of valuables, they are thrown out into the gutter. Bon voyage!

Combat Simplified - For those of you out there who prefer an addition and subtraction system over the modifier system used in *TimeLords*, a way of converting the modifiers is presented. Divide all modifiers by 2(d), and use the resulting amount as an *addition or subtraction* to the character's skill. This works best for skills in the 6-14 range, but becomes too unequal at other levels. The UMC is not needed now, and play may proceed slightly faster.

Advanced Damage - When you have played long enough that you want to get into more detailed game mechanics, read this section. Otherwise go to page 78.

Hit Location - When a hit is made, a hit location must be rolled, just as for basic damage. Projectile weapons, thrown weapons and energy use the sector numbers, and hand to hand attacks use the facing numbers.

Example - Projectile weapons firing into Sector I will hit Sector I, but a hand-to-hand attack could hit center, left front, or right front. Percentile dice(d%) are rolled and cross-referenced with the appropriate table to get the location hit.

Location Modifiers - Certain attacks have a better chance of hitting certain areas. The amounts shown here should be used as modifiers to the amount rolled on the percentage dice for location. Straight additions and subtractions are in the rightmost column, and apply to an "average" 1d% roll of 50. Or, you can use half the left-most modifier as a straight addition or subtraction to the 1d20 hit location table (p.48).

Modifier	Attack	Addition
-6	With fists	-15
+7	With feet (count rolls less than 35 as 35)	+17
-7	With fists using martial arts	-17
-3	With feet using martial arts	-7
-7	Using hand to hand weapon less than .2 meters long	-17
-5	Using hand to hand weapon less than .4 meters long	-12
-2	Using hand to hand weapon less than .6 meters long	-5
-10	From mount with weapon less than .6 meters long	-25
-6	From mount with weapon less than .8 meters long	-15
-2	From mount with weapon less than 1.0 meters long	-5
-2	Attacker has height advantage (negates minimum for kicks)	-5
+2	Attacker at height disadvantage	+5
+7	Attacker prone, defender up (as for kicks)	+17

Effects of Location - Hits to different locations will get multiples on damage due to the fact that these locations are more responsible for keeping you alive. Each torso or abdomen hit will have all damage over two points *doubled*, and hits to the head are *quadrupled* after the first two. This takes into account muscles or bone that must be penetrated before serious damage is done to the brain or internal organs. It is *very* important to note that only damage which is unaffected by armor is multiplied. Damage reduced in lethality by armor is *not* multiplied.

Example - A 10 point hit to the torso will have 8 points of the damage doubled, for 16, plus the non-doubled 2, for a total of 18 points of damage. See p.47.

Multiplication of damage applies to most animals as well, and can be applied in differing amounts to alien or fantasy creatures as well. Very large creatures may require 3 or 4 points before multiplication, and small ones only 1, or even none.

Hit Location Chart - A copy of the Advanced Hit Location Chart follows. Locations are coded as Head, Torso, Arm or Leg for multiplication of damage, and the multiple is listed as well.

Roll(d%)	Sector	I	II,III	IV	V,VI	Name
Location	BPx	Front	RF,RR	Rear	LR,LF	
1(H)	4x	01-02	01-03	01-05	01-03	Skull
2(H)	4x	03-05	04-06	06-06	04-06	Face
3(H)	4x	06-06	07-08	07-08	07-08	Neck
4(A)	1x	07-10	09-13	09-12	09-10	U.R.Arm
5(A)	1x	11-13	14-14	13-14	11-11	R.Shoulder
6(T)	2x	14-16	15-16	15-16	12-13	U.Chest
7(A)	1x	17-19	17-17	17-18	14-14	L.Shoulder
8(A)	1x	20-23	18-19	19-22	15-19	U.L.Arm
9(A)	1x	24-25	20-21	23-24	20-21	R.Elbow
10(T)	2x	26-28	22-26	25-27	22-22	R.Chest
11(T)	2x	29-31	27-29	28-30	23-25	Chest
12(T)	2x	32-34	30-30	31-33	26-30	L.Chest
13(A)	1x	35-36	31-32	34-35	31-32	L.Elbow
14(A)	1x	37-39	33-35	36-38	33-35	R.Arm
15(T)	2x	40-41	36-38	39-40	36-36	R.Abdomen
16(T)	2x	42-44	39-41	41-43	37-39	Abdomen
17(T)	2x	45-46	42-42	44-45	40-42	L.Abdomen
18(A)	1x	47-49	43-45	46-48	43-45	L.Arm
19(A)	1x	50-51	46-47	49-50	46-47	R.Hand
20(L)	1x	52-56	48-52	51-56	48-50	R.Hip
21(L)	1x	57-57	53-53	-	51-51	Groin
22(L)	1x	58-62	54-56	57-62	52-56	L.Hip
23(A)	1x	63-64	57-58	63-64	57-58	L.Hand
24(L)	1x	65-70	59-66	65-70	59-66	R.Thigh
25(L)	1x	71-76	67-74	71-76	67-74	L.Thigh
26(L)	1x	77-79	75-77	77-79	75-77	R.Knee
27(L)	1x	80-82	78-80	80-82	78-80	L.Knee
28(L)	1x	83-89	81-87	83-89	81-87	R.Shin
29(L)	1x	90-96	88-94	90-96	88-94	L.Shin
30(L)	1x	97-98	95-97	97-98	95-97	R.Foot
31(L)	1x	99-00	98-00	99-00	98-00	L.Foot

The basic 1d20 hit location table is repeated below.

Roll	Loc.	BPx
1	Head	4x
2-3	R.Arm	1x
4	R.Hand	1x
5-7	Chest	2x
8-9	L.Arm	1x
10	L.Hand	1x
11-12	Abdomen	2x
13-16	R.Leg	1x
17-20	L.Leg	1x



Advanced Damage System - The human body is not a homogeneous whole. Damage to different areas will have different effects, and even multiple hits to the same location may have different effects. A hit to a given spot on the torso might be a graze from one angle, or penetrate the heart from another. On the next few pages, you will see some tables designed for extremely realistic damage results, which you might want to include. They are a little more complex than the basic rules, but they take things into account that would be impossible for the basic system.

How to - Take the Damage Level of the injury, and find that column on the appropriate chart. There are 5, for the Head/Neck, Torso, Arms, Legs, and Whole Body. Roll 1d10 with any modifiers that apply, and cross-reference the left-hand column with the Damage Level. The results are then applied to the character.

Example - A character with 26BP gets shot in the abdomen with a bullet that does a multiplied total of 21 points. This gives a damage result of 16. Rolling 1d10, an 8 is the result. Find this spot on the Torso table. The result should be:

Damage Level »	16
	B11
Roll » 8	S9
	E12

This is the basic damage result. The character takes a -11 to actions and has suffered a broken bone or other long-term injury (B11), must make a Willpower roll with a -9 or be stunned or possibly unconscious (S9), and has suffered an eventually fatal injury, which is on column 11 of the Eventually Fatal Table. (E11)

One of the benefits of the advanced damage tables is that different damage effects of weapons can be simulated. Here is the same result, with a bit more of the table shown:

	14	15	16	17	18	19
	B9	B10	B11	B12	B13	B14
8	S7	S8	S9	S10	S11	S12
	E13	E12	E12	E11	E10	E9

Look at the upper right of the Torso damage table (p.75). The heading listed "Special Effects" has some numbers for Hydrostatic shock weapons, i.e. most bullets. Numbers with a "+" are shifted to the right, and numbers with a "-" are shifted to the left. In this case, the numbers are +3E, +3S for a hydrostatic shock attack. If the character had been stabbed, the result would have been +2B, +2E, -2S.

The fact that the character was hit with a bullet shifts the E result 3 columns to the right, making it an E9, and the S result 3 columns to the right, making it an S12. The impairment is not changed, so it remains an 11. The net result is that the character receives a -11 to their Strength, Stamina, and Physical Skills, they must make a Willpower roll with a -12 to avoid being stunned, and must check for an eventually fatal result on the "9" column of the "Eventually Fatal" table. On average, the character will live for 24 minutes without treatment before dying.



If a character ever receives a lethal impairment modifier of -15 or greater, the possibility exists of permanent damage to the character. Using the same row as the 1d10 roll indicated, roll 1d20 and go across, but not past the initial result. The result is the *permanent* negative modifier to attributes that the character will have without modern healing. Modern (circa 2000AD) medical technology can subtract 1d10 from the modifier, and advanced technology or magic can remove all of it, if it is good enough (GM option). Since the modifier is permanent, use the UMC to find the new value for modified Attributes, and replace the old value with the new value.

Example - On the "1" row of the Torso table, a DL of 15 gives an impairment of -15 (B15). A character taking this effect would (at GM option) roll a d20, and count the result as a "DL". If the roll were a 6, the result is a -6 impairment (B6), so the injury will only heal up to the effect of a -6 impairment. The character will have a permanent -6 to Strength and Stamina after natural healing. For an average man, this means that his Strength and Stamina of 10 go to 7. This can increased back up by training and exercise, but until then it stays at 7. A modifier of -20 can mean an amputation, especially if the modifier to the immediate left is also a -20. Advanced technology may be able to cover for this also, but it might take a while.

Effects of Impairment - Impairment is a modifier to particular actions, the actions determined by the part of the body hit. A blow to the head might affect your ability to think clearly more than your Strength, and a cut to the legs would hurt your movement, but not your thinking. In general, when the total impairment reaches -20 or more on a body part, that part of the body cannot be used. Arms dangle loosely, weapons falling from battered hands. A leg impaired to this extent cannot bear any weight, and the character must crawl. If the total impairment on both legs is 20 or greater, the same thing happens. Impairment to the chest or abdomen of this amount weakens the characters to the point where breathing or motion is so painful that they cannot do any sort of physical activity. An impairment of this level to the head area means the character is too dazed to act, and while they may not actually be unconscious, the effect is essentially the same. See the table on your character sheet for exact effects of damage on the different body areas. Areas shaded out are *unaffected* by damage.

Damage Tables - On the following pages are copies of the advanced damage tables. There are 5, for the head/neck area, torso, arms, legs, and whole body damage. Additions and subtractions to the results are given for various weapons and locations. These modifiers are applied horizontally to the rolled result, and apply only to the areas specified. If the result goes off a side of the table, any remaining amount is applied vertically, down for the left side, and up for the right.

Example - If a weapon has an effect of -2B and +3E, it means that for purposes of broken bones the result goes 2 columns to the left, and for eventually fatal results it goes 3 columns to the right. A good example is burns. You could easily be fatally burned without breaking anything, and the modifiers reflect this.

Hydrostatic shock is for bullets or supersonic projectiles. Blunt instruments are those which do not have cutting or puncturing ability, such as a baseball bat. Burns include damage from heat or cold. Sharp weapons include any weapon used in a cutting, hacking, or slashing mode, such as knives. Puncturing weapons are those which usually leave small external wounds, and do most of the damage to internal organs, such as arrows, quarrels, and stab wounds. Weapon types are not combined on a hit, so a sword would either be cutting or puncturing, but not both in the same hit.

General Effects - Here is a list of the effects on the Damage Tables that follow. These results are supposed to accurately recreate the effects of damage of various types to different areas of the body, and you should feel free to add in any specific or dramatic effects of your own for the different locations.

x Impairment - The listed attribute, attributes, or skills receive a negative modifier of this amount to all actions involving their use.

Example - A result of "5" means the character will take a -5 to all the actions that are affected by a hit to that part of the body. The actions affected vary with the part of the body that is injured, and are listed on the specific tables. Mark down the impairment on your character sheet.

Sx Stun - The character must make a Willpower roll with a negative "x" modifier or will be take a minus to all actions of the amount missed by *for an equal number of phases*.

Example - A character fails the modified Willpower roll by 10, so they take a -10 to all actions for the next 10 seconds.

If the roll is made, there is no effect. If a character fails a Willpower roll *and* the modifier was *greater* than their Willpower, they are knocked unconscious or dazed beyond the point of conscious action.

Example - A character takes an S14 result, meaning that they must make a Willpower roll with a -14 to avoid being stunned. If their Willpower were 13, and they failed the roll, they would be knocked out. If their Willpower were 14 or better, they could only be stunned temporarily by this result.

Count the amount *over* the character's Willpower as an "Eventually Fatal" result to determine the length of this unconsciousness. When the character wakes up, they are treated as being stunned with a negative modifier equal to the amount the original roll was failed by, for an equal number of phases. A combat result of S20 means the character is knocked out unless they roll a 1 on their Willpower roll, regardless of how high their Willpower is.

B Broken bone. The area of the body hit is "broken". It has no additional effect, but the damage will take 4 times as long to heal for the first reduction of the impairment. The rest heals normally. This is usually broken bones, but may just be damage in a slow healing area, like tendons and ligaments.

Example - A result of B6 means that the character takes a -6 impairment, and it will take much longer to heal than normal because of the nature of the injury.

Ex Eventually fatal wound. This is the column of the Eventually Fatal Table that must be rolled on. Roll 1d10 on this table to see how long the character will live without medical treatment.

Example - An E4 result means that a character has from 1-10 turns to live without prompt medical treatment. In this case, the wound is probably a severe bleeding injury.



Optional - A character may lose consciousness before death. Roll 1d10 on this table again to see when the character passes out. If the result is before the predicted "death", the character will lose consciousness at the given time. If after, the character may be conscious until death, depending on other rolls. This unconsciousness is counted as an S20 result.

Please note that an "Eventually Fatal" result *does not* mean that the character stands no chance of survival, just that left untended, complications of the injury will cause death.

F Fatal. Wound is instantly fatal. The character is dead, and there is nothing that can be done about it. The trauma of the injury was so severe, or traversed such vital areas that instant death occurs.

Head/Neck Damage Special Effects (3 locations)

Location 2 (Face) +2B -2E -2S
 Location 3 (Neck) +1B +3E -3S
 (B results go to F)
 Damage Effects: Bruise damage cannot cause E, F or B results
 Impairment effects: Intelligence, Dexterity, Skills

Weapon Type Special Effects

Hydrostatic shock +3E +3S
 Blunt Instruments -2B -3E
 Burns/Freezing -5B -3E
 Edged weapons +1E -1S
 Piercing weapons +2E -2S

Damage Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	20+
Roll	1	1	1	1	2	2	3	3	4	4	5	5	6	6	7	7	8	8			
	S1	S2	S3	S4	S5	S6	S7	S8	S9	S10	S11	S12	S13	S14	S15	S16	S17	S18	S19	S20	S20
				E9	E9	E8	E8	E7	E7	E6	E6	E5	E5	E4	E3	E2	E1	F	F	F	F
2	1	1	1	2	2	3	3	4	4	5	5	6	6	7	7	8	8	B9	B9		
	S1	S2	S3	S4	S5	S6	S7	S8	S9	S10	S11	S12	S13	S14	S15	S16	S17	S18	S19	S20	S20
				E9	E9	E8	E8	E7	E7	E6	E6	E5	E5	E4	E3	E2	E1	F	F	F	F
3	N	1	1	1	2	2	2	3	3	4	4	5	5	6	6	7	7	B8	B8	B9	
	S1	S2	S3	S4	S5	S6	S7	S8	S9	S10	S11	S12	S13	S14	S15	S16	S17	S18	S19	S20	S20
				E9	E9	E8	E8	E7	E7	E6	E6	E5	E5	E4	E3	E2	E1	F	F	F	F
4	N	1	1	1	2	2	2	3	3	4	4	5	5	6	6	7	7	B8	B8	B9	B9
	S1	S2	S3	S4	S5	S6	S7	S8	S9	S10	S11	S12	S13	S14	S15	S16	S17	S18	S19	S20	S20
				E9	E9	E8	E8	E7	E7	E6	E6	E5	E5	E4	E3	E2	E1	F	F	F	F
5	N	1	1	1	2	2	2	3	3	4	4	5	5	6	6	7	7	B8	B8	B9	B9
	S1	S2	S3	S4	S5	S6	S7	S8	S9	S10	S11	S12	S13	S14	S15	S16	S17	S18	S19	S20	S20
				E9	E9	E8	E8	E7	E7	E6	E6	E5	E5	E4	E3	E2	E1	F	F	F	F
6	N	N	1	1	1	2	2	2	3	3	4	4	5	5	6	6	7	B7	B8	B8	B9
	S1	S2	S3	S4	S5	S6	S7	S8	S9	S10	S11	S12	S13	S14	S15	S16	S17	S18	S19	S20	S20
				E9	E9	E8	E8	E7	E7	E6	E6	E5	E5	E4	E3	E2	E1	F	F	F	F
7	N	N	1	1	1	1	2	2	2	3	3	4	4	5	5	6	6	B7	B7	B8	B8
	S1	S2	S3	S4	S5	S6	S7	S8	S9	S10	S11	S12	S13	S14	S15	S16	S17	S18	S19	S20	S20
				E9	E9	E8	E8	E7	E7	E6	E6	E5	E5	E4	E3	E2	E1	F	F	F	F
8	N	N	1	1	1	1	2	2	2	2	3	3	4	4	5	5	6	B7	B7	B8	B8
	S1	S2	S3	S4	S5	S6	S7	S8	S9	S10	S11	S12	S13	S14	S15	S16	S17	S18	S19	S20	S20
				E9	E9	E8	E8	E7	E7	E6	E6	E5	E5	E4	E3	E2	E1	F	F	F	F
9	N	N	1	1	1	1	2	2	2	2	3	3	3	4	4	5	5	B6	B6	B7	B7
	S1	S2	S3	S4	S5	S6	S7	S8	S9	S10	S11	S12	S13	S14	S15	S16	S17	S18	S19	S20	S20
				E9	E9	E8	E8	E7	E7	E6	E6	E5	E5	E4	E3	E2	E1	F	F	F	F
10	N	N	1	1	1	1	1	2	2	2	2	3	3	3	4	4	5	B6	B6	B7	B7
	S1	S2	S3	S4	S5	S6	S7	S8	S9	S10	S11	S12	S13	S14	S15	S16	S17	S18	S19	S20	S20
				E9	E9	E8	E8	E7	E7	E6	E6	E5	E5	E4	E3	E2	E1	F	F	F	F

Torso Damage Special Effects (7 locations)

Locations 6,10,11,12 (Chest) +3B +2E
 Locations 15,16,17 (Abdomen) +2S

Weapon Type Special Effects

Hydrostatic shock +3E +3S
 Blunt Instruments -2B -3E
 Burns/Freezing -5B -3E
 Edged weapons +1E +1S
 Piercing weapons +2B +2E -2S

Damage Effects: Bruise damage cannot cause E, F or B results
 Impairment effects: Strength, Stamina, Running Speed, Skills

Damage Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	20+
Roll	1	1	2	B3	B4	B5	B6	B7	B8	B9	B10	B11	B12	B13	B14	B15	B16	B17	B18	B19	B20
	S1	S2	S3	S4	S5	S6	S7	S8	S9	S10	S11	S12	S13	S14	S15	S16	S17	S18	S19	S20	S20
				E14	E14	E14	E13	E13	E12	E11	E10	E9	E8	E7	E6	E5	E4	E3	E2	E1	F
2	N	1	2	3	B4	B5	B6	B7	B8	B9	B10	B11	B12	B13	B14	B15	B16	B17	B18	B19	B20
	S1	S2	S3	S4	S5	S6	S7	S8	S9	S10	S11	S12	S13	S14	S15	S16	S17	S18	S19	S20	S20
				E14	E14	E13	E13	E12	E11	E10	E9	E8	E7	E6	E5	E4	E3	E2	E1	F	F
3	N	1	2	3	4	5	B6	B7	B8	B9	B10	B11	B12	B13	B14	B15	B16	B17	B18	B19	B20
	S1	S2	S3	S4	S5	S6	S7	S8	S9	S10	S11	S12	S13	S14	S15	S16	S17	S18	S19	S20	S20
				E14	E14	E13	E13	E12	E11	E10	E9	E8	E7	E6	E5	E4	E3	E2	E1	F	F
4	N	N	1	2	3	4	5	B6	B7	B8	B9	B10	B11	B12	B13	B14	B15	B16	B17	B18	B19
	S1	S2	S3	S4	S5	S6	S7	S8	S9	S10	S11	S12	S13	S14	S15	S16	S17	S18	S19	S20	S20
				E14	E14	E13	E13	E12	E11	E10	E9	E8	E7	E6	E5	E4	E3	E2	E1	F	F
5	N	N	1	2	3	4	5	B6	B7	B8	B9	B10	B11	B12	B13	B14	B15	B16	B17	B18	B19
	S1	S2	S3	S4	S5	S6	S7	S8	S9	S10	S11	S12	S13	S14	S15	S16	S17	S18	S19	S20	S20
				E14	E14	E13	E13	E12	E11	E10	E9	E8	E7	E6	E5	E4	E3	E2	E1	F	F
6	N	N	1	1	2	3	4	5	B6	B7	B8	B9	B10	B11	B12	B13	B14	B15	B16	B17	B18
	S1	S2	S3	S4	S5	S6	S7	S8	S9	S10	S11	S12	S13	S14	S15	S16	S17	S18	S19	S20	S20
				E14	E14	E13	E13	E12	E11	E10	E9	E8	E7	E6	E5	E4	E3	E2	E1	F	F
7	N	N	N	1	1	2	3	4	5	B6	B7	B8	B9	B10	B11	B12	B13	B14	B15	B16	B17
	S1	S2	S3	S4	S5	S6	S7	S8	S9	S10	S11	S12	S13	S14	S15	S16	S17	S18	S19	S20	S20
				E14	E14	E13	E13	E12	E11	E10	E9	E8	E7	E6	E5	E4	E3	E2	E1	F	F
8	N	N	N	1	1	1	2	3	4	5	B6	B7	B8	B9	B10	B11	B12	B13	B14	B15	B16
	S1	S2	S3	S4	S5	S6	S7	S8	S9	S10	S11	S12	S13	S14	S15	S16	S17	S18	S19	S20	S20
				E14	E14	E13	E13	E12	E11	E10	E9	E8	E7	E6	E5	E4	E3	E2	E1	F	F
9	N	N	N	1	1	1	2	2	3	4	5	B6	B7	B8	B9	B10	B11	B12	B13	B14	B15
	S1	S2	S3	S4	S5	S6	S7	S8	S9	S10	S11	S12	S13	S14	S15	S16	S17	S18	S19	S20	S20
				E14	E14	E13	E13	E12	E11	E10	E9	E8	E7	E6	E5	E4	E3	E2	E1	F	F
10	N	N	N	1	1	1	2	2	3	3	4	5	B6	B7	B8	B9	B10	B11	B12	B13	B14
	S1	S2	S3	S4	S5	S6	S7	S8	S9	S10	S11	S12	S13	S14	S15	S16	S17	S18	S19	S20	S20
				E14	E14	E13	E13	E12	E11	E10	E9	E8	E7	E6	E5	E4	E3	E2	E1	F	F

Arm Damage Special Effects (10 locations)

Locations 5,7 (Shoulder) +2B -2E -2S
 Locations 14,18 (Lower arm) +1B +1E -3S
 Locations 19,23 (Hands) +5B -3E

Damage Effects: Bruise damage cannot cause E, F or B results

Impairment effects: Arm Strength, Skills and Dexterity Rolls

Weapon Type Special Effects

Hydrostatic shock +1B
 Blunt instruments -2E
 Burns/Freezing -4E
 Edged weapons -1B +1E
 Puncturing weapons -3B -2E -2S

Damage Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	20+
Roll	1	2	4	6	8	B10	B12	B14	B17	B20	B20	B20	B20	B20	B20	B20	B20	B20	B20	B20	B20
				S1	S2	S3	S4	S5	S6	S7	S8	S9	S10	S11	S12	S13	S14	S15	S16	S17	S18
				E10	E10	E10	E9	E9	E9	E8	E8	E8	E7	E7	E7	E6	E6	E6	E5	E5	E5
2	2	3	4	6	8	B10	B12	B14	B16	B18	B20	B20	B20	B20	B20	B20	B20	B20	B20	B20	B20
				S1	S2	S3	S4	S5	S6	S7	S8	S9	S10	S11	S12	S13	S14	S15	S16	S17	S18
				E10	E10	E10	E9	E9	E9	E8	E8	E8	E7	E7	E7	E6	E6	E6	E5	E5	E5
3	2	3	4	5	6	8	B10	B12	B14	B16	B18	B20	B20	B20	B20	B20	B20	B20	B20	B20	B20
				S1	S2	S3	S4	S5	S6	S7	S8	S9	S10	S11	S12	S13	S14	S15	S16	S17	S18
				E10	E10	E10	E9	E9	E9	E8	E8	E8	E7	E7	E7	E6	E6	E6	E5	E5	E5
4	1	2	3	4	5	6	8	B10	B12	B14	B16	B18	B20	B20	B20	B20	B20	B20	B20	B20	B20
				S1	S2	S3	S4	S5	S6	S7	S8	S9	S10	S11	S12	S13	S14	S15	S16	S17	S18
				E10	E10	E10	E9	E9	E9	E8	E8	E8	E7	E7	E7	E6	E6	E6	E5	E5	E5
5	1	2	3	4	5	6	8	B10	B12	B14	B16	B18	B20	B20	B20	B20	B20	B20	B20	B20	B20
				S1	S2	S3	S4	S5	S6	S7	S8	S9	S10	S11	S12	S13	S14	S15	S16	S17	S18
				E10	E10	E10	E9	E9	E9	E8	E8	E8	E7	E7	E7	E6	E6	E6	E5	E5	E5
6	N	1	3	4	5	6	7	8	B9	B10	B12	B14	B16	B18	B20	B20	B20	B20	B20	B20	B20
				S1	S2	S3	S4	S5	S6	S7	S8	S9	S10	S11	S12	S13	S14	S15	S16	S17	S18
				E10	E10	E10	E9	E9	E9	E8	E8	E8	E7	E7	E7	E6	E6	E6	E5	E5	E5
7	N	1	2	3	4	5	6	7	8	B9	B10	B12	B14	B16	B18	B20	B20	B20	B20	B20	B20
				S1	S2	S3	S4	S5	S6	S7	S8	S9	S10	S11	S12	S13	S14	S15	S16	S17	S18
				E10	E10	E10	E9	E9	E9	E8	E8	E8	E7	E7	E7	E6	E6	E6	E5	E5	E5
8	N	1	2	3	4	5	6	7	8	B9	B10	B11	B12	B14	B16	B18	B20	B20	B20	B20	B20
				S1	S2	S3	S4	S5	S6	S7	S8	S9	S10	S11	S12	S13	S14	S15	S16	S17	S18
				E10	E10	E10	E9	E9	E9	E8	E8	E8	E7	E7	E7	E6	E6	E6	E5	E5	E5
9	N	1	2	2	3	4	5	6	7	B8	B9	B10	B11	B12	B14	B16	B18	B20	B20	B20	B20
				S1	S2	S3	S4	S5	S6	S7	S8	S9	S10	S11	S12	S13	S14	S15	S16	S17	S18
				E10	E10	E10	E9	E9	E9	E8	E8	E8	E7	E7	E7	E6	E6	E6	E5	E5	E5
10	N	1	2	2	3	4	5	6	7	8	9	B10	B11	B12	B13	B14	B16	B18	B20	B20	B20
				S1	S2	S3	S4	S5	S6	S7	S8	S9	S10	S11	S12	S13	S14	S15	S16	S17	S18
				E10	E10	E10	E9	E9	E9	E8	E8	E8	E7	E7	E7	E6	E6	E6	E5	E5	E5

Leg Damage Special Effects (11 locations)

Locations 20,22 (Hips) +1B +1E
 Locations 26,27,28,29 (Lower legs) +2B -3E
 Locations 30,31 (Feet) +5B -3E

Damage Effects: Bruise damage cannot cause E, F or B results

Impairment effects: Strength, Stamina, Running Speed, Skills

Weapon Type Special Effects

Hydrostatic shock +1B
 Blunt instruments -2E
 Burns/Freezing -5B -4E
 Edged weapons -1B +1E
 Puncturing weapons -3B -2E -2S

Damage Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	20+
Roll	1	1	2	4	6	8	B10	B12	B14	B16	B18	B20	B20	B20	B20	B20	B20	B20	B20	B20	B20
				S1	S2	S3	S4	S5	S6	S7	S8	S9	S10	S11	S12	S13	S14	S15	S16	S17	S18
				E11	E11	E10	E10	E9	E9	E8	E8	E7	E7	E7	E6	E6	E5	E5	E4	E4	E3
2	1	2	3	4	6	8	B10	B12	B14	B16	B18	B20	B20	B20	B20	B20	B20	B20	B20	B20	B20
				S1	S2	S3	S4	S5	S6	S7	S8	S9	S10	S11	S12	S13	S14	S15	S16	S17	S18
				E10	E10	E10	E9	E9	E9	E8	E8	E7	E7	E7	E6	E6	E6	E5	E5	E4	E3
3	1	2	3	4	5	6	8	B10	B12	B14	B16	B18	B20	B20	B20	B20	B20	B20	B20	B20	B20
				S1	S2	S3	S4	S5	S6	S7	S8	S9	S10	S11	S12	S13	S14	S15	S16	S17	S18
				E10	E10	E10	E9	E9	E9	E8	E8	E7	E7	E7	E6	E6	E6	E5	E5	E4	E3
4	N	1	3	4	5	6	7	8	B10	B12	B14	B16	B18	B20	B20	B20	B20	B20	B20	B20	B20
				S1	S2	S3	S4	S5	S6	S7	S8	S9	S10	S11	S12	S13	S14	S15	S16	S17	S18
				E10	E10	E10	E9	E9	E9	E8	E8	E7	E7	E7	E6	E6	E6	E5	E5	E4	E3
5	N	1	3	4	5	6	7	8	9	B10	B12	B14	B16	B18	B20	B20	B20	B20	B20	B20	B20
				S1	S2	S3	S4	S5	S6	S7	S8	S9	S10	S11	S12	S13	S14	S15	S16	S17	S18
				E10	E10	E10	E9	E9	E9	E8	E8	E7	E7	E7	E6	E6	E6	E5	E5	E4	E3
6	N	1	2	3	4	5	6	7	8	9	B10	B12	B14	B16	B18	B20	B20	B20	B20	B20	B20
				S1	S2	S3	S4	S5	S6	S7	S8	S9	S10	S11	S12	S13	S14	S15	S16	S17	S18
				E10	E10	E10	E9	E9	E9	E8	E8	E7	E7	E7	E6	E6	E6	E5	E5	E4	E3
7	N	1	1	2	3	4	5	6	7	8	9	B10	B12	B14	B16	B18	B20	B20	B20	B20	B20
				S1	S2	S3	S4	S5	S6	S7	S8	S9	S10	S11	S12	S13	S14	S15	S16	S17	S18
				E10	E10	E10	E9	E9	E9	E8	E8	E7	E7	E7	E6	E6	E6	E5	E5	E4	E3
8	N	1	1	2	3	4	5	6	7	8	9	B10	B11	B12	B14	B16	B18	B20	B20	B20	B20
				S1	S2	S3	S4	S5	S6	S7	S8	S9	S10	S11	S12	S13	S14	S15	S16	S17	S18
				E10	E10	E10	E9	E9	E9	E8	E8	E7	E7	E7	E6	E6	E6	E5	E5	E4	E3
9	N	1	1	2	2	3	4	5	6	7	8	9	B10	B11	B12	B13	B14	B16	B18	B20	B20
				S1	S2	S3	S4	S5	S6	S7	S8	S9	S10	S11	S12	S13	S14	S15	S16	S17	S18
				E10	E10	E10	E9	E9	E9	E8	E8	E7	E7	E7	E6	E6	E6	E5	E5	E4	E3
10	N	1	1	2	2	3	3	4	5	6	7	8	9	B10	B11	B12	B13	B14	B16	B18	B20
				S1	S2	S3	S4	S5	S6	S7	S8	S9	S10	S11	S12	S13	S14	S15	S16	S17	S18
				E10	E10	E10	E9	E9	E9	E8	E8	E7	E7	E7	E6	E6	E6	E5	E5	E4	E3

Whole Body Damage - Use this table when a character is hit with an explosive attack, or an attack which fills the entire hex or area the character occupies.

Average any armor or defense the character has, and do not multiply damage or effects based on location. Since effects are averaged out over the entire body, no 1d10 roll is required.

Whole Body Damage Special Effects

Damage Effects: Bruise damage cannot cause E, F or B results
Impairment effects: All

E results are decreased by 1 column per DL over 20+, and DL's of 40+ are an F result.

Weapon Type Special Effects

Burns +4E
Freezing +2E

Roll	Damage Level																			
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
n/a	1	2	3	4	5	6	7	8	B8	B9	B9	B10	B10	B11	B11	B12	B12	B13	B13	B14
	S1	S2	S3	S4	S5	S6	S7	S8	S9	S10	S11	S12	S13	S14	S15	S16	S17	S18	S19	S20
															E16	E15	E14	E13	E12	E11

Eventually Fatal Table - Use this if a character ever receives an "E" injury result. Use the indicated column and roll 1d10. The result is the time it will take the character to die if the injury is left untreated. Roll again to see when during this period they will lapse into unconsciousness. If after "death", the character will remain conscious until the actual death occurs.

Otherwise, things like blood loss, concussion or infection will render the character insensible before this time. This table is also good for generating random lengths of time for other purposes, such as how long a character might be blinded or deafened from an explosion, random times to check for weather changes, how long someone will wait for you, etc.

Roll	Eventually Fatal Column																			
	p - Phases					t - Turns					m - Minutes					h - Hours				
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
1	1p	2p	4p	1t	2t	4t	8t	2m	4m	8m	16m	30m	1h	2h	4h	8h	16h	1d	2d	4d
2	2p	4p	8t	2t	4t	8t	16t	4m	8m	16m	30m	1h	2h	4h	8h	16h	32h	2d	4d	8d
3	3p	6p	12p	3t	6t	12t	24t	6m	12m	24m	48m	90m	3h	6h	12h	1d	2d	3d	6d	12d
4	4p	8p	16p	4t	8t	16t	32t	8m	16m	32m	64m	2h	4h	8h	16h	32h	64h	4d	8d	16d
5	5p	10p	20p	5t	10t	20t	40t	10m	20m	40m	80m	150m	5h	10h	20h	40h	80h	5d	10d	20d
6	6p	12p	24p	6t	12t	24t	48t	12m	24m	48m	96m	3h	6h	12h	24h	2d	4d	6d	12d	24d
7	7p	14p	28p	7t	14t	28t	56t	14m	28m	56m	112m	210m	7h	14h	28h	56h	112h	7d	14d	28d
8	8p	16p	32p	8t	16t	32t	64t	16m	32m	64m	128m	4h	8h	16h	32h	64h	128h	8d	16d	32d
9	9p	18p	36p	9t	18t	36t	72t	18m	36m	72m	144m	270m	9h	18h	36h	72h	144h	9d	18d	36d
10	10p	20p	40p	10t	20t	40t	80t	20m	40m	80m	160m	5h	10h	20h	40h	80h	160h	10d	20d	40d

Quick Results Table - This table shows the information you get from the basic damage system, impairment based on the level of damage and the part of the body hit.

It also adds the "B" results for broken bone injuries, which are not part of the basic system, and takes into account stun modifiers for location hit.

Level	Quick Results Table																			
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Head	N	1	1	2	2	3	3	4	4	5	5	6	6	7	7	8	B8	B9	B10	B10
	S4	S4	S8	S8	S12	S12	S16	S16	S20	S20	S20	S20	S20	S20	S20	S20	S20	S20	S20	S20
Torso	1	2	3	4	5	B6	B7	B8	B9	B10	B11	B12	B13	B14	B15	B16	B17	B18	B19	B20
	S1	S2	S3	S4	S5	S6	S7	S8	S9	S10	S11	S12	S13	S14	S15	S16	S17	S18	S19	S20
Arms	2	4	6	8	B10	B12	B14	B16	B18	B20	B20	B20	B20	B20	B20	B20	B20	B20	B20	B20
	S1	S1	S2	S2	S3	S3	S4	S4	S5	S5	S5	S5	S5	S5	S5	S5	S5	S5	S5	S5
Legs	2	4	6	8	B10	B12	B14	B16	B18	B20	B20	B20	B20	B20	B20	B20	B20	B20	B20	B20
	S1	S1	S2	S2	S3	S3	S4	S4	S5	S5	S5	S5	S5	S5	S5	S5	S5	S5	S5	S5

Healing - Full info on healing and recovery is on the next page, but the basics are as follows. Cross-reference your adjusted Constitution with the impairment of an injury. This gives two numbers. The first is how long it takes to recover from that level to the next one up, like a -5 going to a -4.

The second number is how long it would take for the impairment to completely heal, assuming conditions remain constant, a good guide for non-play down time, or other between adventure rest periods. The table is based roughly on the formula: $\text{Healing} = (\text{Con}/10) \times (1 - (\text{BP taken}/\text{Total BP}))$.

Con	Impairment																			
	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14	-15	-16	-17	-18	-19	-20
6	2/2	2/4	2/6	2/8	3/11	3/14	4/18	5/23	6/29	7/36	8/44	9/53	10/63	12/75	14/89	100+	-	-	-	-
7	2/2	2/4	2/6	2/8	2/10	3/13	4/17	5/22	6/28	7/35	8/43	9/52	10/62	12/74	14/88	100+	-	-	-	-
8	1/1	2/3	2/5	2/7	2/9	3/12	3/15	4/19	5/24	6/30	7/37	8/45	9/54	10/64	12/76	14/90	100+	-	-	-
9	1/1	1/2	2/4	2/6	2/8	2/10	3/13	4/17	5/22	6/28	7/35	8/43	9/52	10/62	12/74	14/88	100+	-	-	-
10	1/1	1/2	1/3	2/5	2/7	2/9	3/12	3/15	4/19	5/24	6/30	7/37	8/45	9/54	10/64	12/76	14/90	100+	-	-
11	1/1	1/2	1/3	2/5	2/7	2/9	3/12	3/15	4/19	5/24	6/30	7/37	8/45	9/54	10/64	11/75	12/87	100+	-	-
12	1/1	1/2	1/3	2/5	2/7	2/9	3/12	3/15	4/19	5/24	6/30	7/37	8/45	9/54	10/64	11/75	12/87	100+	-	-
13	1/1	1/2	1/3	2/5	2/7	2/9	3/12	3/15	4/19	5/24	6/30	7/37	8/45	9/54	10/64	11/75	12/87	100+	-	-
14	1/1	1/2	1/3	2/5	2/7	2/9	3/12	3/15	4/19	5/24	6/30	7/37	8/45	9/54	10/64	11/75	12/87	100+	-	-
15	1/1	1/2	1/3	2/5	2/7	2/9	2/11	3/14	3/17	3/20	4/24	4/28	5/33	5/38	6/44	7/51	8/59	9/68	10/78	11/89
16	1/1	1/2	1/3	1/4	2/6	2/8	2/10	2/12	3/15	3/18	3/21	4/25	4/29	5/34	5/39	6/45	7/52	8/60	9/69	10/79
17	1/1	1/2	1/3	1/4	2/6	2/8	2/10	2/12	3/15	3/18	3/21	4/25	4/29	5/34	5/39	6/45	7/52	8/60	9/69	10/79
18	1/1	1/2	1/3	1/4	2/6	2/8	2/10	2/12	3/15	3/18	3/21	4/25	4/29	5/34	5/39	6/45	7/52	8/60	9/69	10/79
19	1/1	1/2	1/3	1/4	1/5	2/7	2/9	2/11	2/13	2/15	3/18	3/21	3/24	4/28	4/32	4/36	5/41	5/46	6/52	6/58
20	1/1	1/2	1/3	1/4	1/5	2/7	2/9	2/11	2/13	2/15	3/18	3/21	3/24	4/28	4/32	4/36	5/41	5/46	6/52	6/58

Medical Skills - Just as combat is a part of the game, so is getting seriously trashed by hostile forces. As outlined in the skill list, there are two kinds of medicine (plus veterinary medicine). These are First Aid, and Medicine. The first covers paramedic type skills. Mouth-to-mouth resuscitation, bandaging, CPR, and simple field surgery like pulling a bullet from a leg, sewing up a gash, or simple bone setting, essentially, all the things characters will need to have done in the field.

Medicine skill covers things you need a hospital (or field hospital) for, like major surgery, bone pinning, prescribing assorted drugs, treating concussions, etc.

The way the skills work is similar. For healing purposes, you get a modifier to your Constitution based on the quality of the medical care you are getting, which in turn is dependent on the wound. You won't really heal a minor cut any faster if a doctor bandages it than you would if an EMT did it. On the other hand, with extremely serious injuries, you need highly trained medical care simply to survive, much less heal up properly. Special modifiers to medical skills are below.

Modifier	Amount
User of skill has complete set of tools	+0
User has incomplete set of tools	-1 to -10
Using skill on self (vary with location)	-1 to -20
Advanced technology (TL12+)	+1 to +20
Double normal time is spent (to +10)	+2
Multiple attempts made	-1 (cumulative)
Eventually fatal injury	- Column used

When a character takes an eventually fatal result, the only way the wound can be made "not fatal" is by means of these skills. First Aid skill takes a minimum of 10 seconds to use properly, and takes modifiers based on the time and quality of treatment. The amount the modified skill roll is made by is multiplied by 2, and the eventually fatal result is shifted this many *columns* to the right. So, a bleeding injury that would cause death in a few minutes can be quickly bandaged, slowing or stopping the bleeding until better care is available. However, any eventually fatal injury which is treated to an eventually fatal time of more than 12 hours will go septic if it is left in the shaded area of the table for 12 hours or more. Infection has set in, and the injury can no longer be treated with First Aid skill. This can also represent things like an internal organ failing due to delayed damage effects, onset of brain edema from a concussion, etc. In some of these cases, drastic field surgery can render the injury "not fatal". The most likely case of this would be to amputate a gangrenous limb. This is not a nice option to confront characters with, but it can happen. Also, First Aid skill will *not* improve the chances or time on any eventually fatal injury that *starts* with a time of 1 day or more, or any injury which the GM determines is not repairable without hospitalization. This type of eventually fatal result requires sophisticated knowledge and/or actual surgery to correct.

This system reflects actual situations. An eventually fatal wound can be stabilized without too much skill, but if neglected, or not treated properly with modern medicine and surgery, the patient likely to die quickly of complications.

Medicine skill requires at least 10 minutes to perform correctly. However, each point the roll is made by shifts the result by 4 columns to the right instead of 2, and it can be used on any eventually fatal result.

Optional - To represent quack medicine, and to prevent characters from simply slapping bandages on wounds instead of performing sound treatment, say that any amount a medical roll is failed by shifts an eventually fatal result a column to the *left*. Suddenly, spending time on treating injuries becomes a lot more important. This means that incompetent, sloppy or unlucky treatment will cause an eventually fatal wound to get *worse* instead of better, and examples of patients being "treated to death" abound in histories of medicine.

Note - The TimeLords damage system is realistic (i.e. lethal) enough as it is, and you might want to give characters some slack, especially early on when they have little training or can't instantly teleport to the nearest high-tech hospital.

Recovery - If a character is injured or impaired, they will need time to recover. Each impairment is usually treated as a separate injury for recovery purposes. A group of small wounds will heal faster than a single large one. See the recovery table on the previous page. Cross-reference the impairment and the Constitution of the character. The number is a multiple, and the actual time increment is based on the type of impairment.

Lethal impairment - number of days

Non-lethal impairment - number of hours

Stamina impairment - Half the impairment in minutes

Power impairment - Half the impairment in hours

After the smaller number, the impairment is reduced by 1. For long-term recovery under constant care, the larger number is the time it will take for the entire injury or impairment to heal.

Characters cannot engage in any sort of activity while recovering Stamina losses, and any time spent in such activity does not count.

A character's Constitution can be modified by the condition of care they are receiving.

Modifier	Amount
Poor or unsanitary conditions	-10
Fair conditions	-5
Average conditions (food and rest)	+0
Receiving trained medical care	+Skill
Character in modern hospital	+(TL-8)

Example - A character sustains a -4 slash to the arm, which is given basic care (cleaned, bandaged, in a sling). They also have a -8 to Stamina due to exertion. With a Constitution of 10, and average conditions, the Stamina losses will be gone after an hour (15 increments of 4 minutes) of sitting around the campfire, and the injury will be healed after 5 days of average care.

Optional - To speed up bookkeeping on injuries, you can *add* all the impairments together, and the quarter the time needed for healing. At the end of this time, assume all injuries to be completely healed.

Foot Movement - A person on foot can cover about 1m/sec at a normal walk, or roughly 30 kilometers in 8 hours. You can of course move faster, but your Stamina will limit how far you can go.

Movement	Make Stamina roll once per
1-2m/sec	1000 meters
3-4m/sec	300 meters
5-6m/sec	100 meters
7-8m/sec	30 meters
9+m/sec	10 meters

A human character's maximum running speed is 9 meters per phase, modified by Running skill (p.23). For reference, in this system you would need to make roughly 17 Stamina rolls in a "4 minute mile", and about 140 for a "3 hour marathon". The latter would require a Stamina of over 20 in this system.

Turn Mode - A moving character can make a 60° turn every hex equal to their velocity squared/10(n). Characters can make multiple turns in any hex if moving 1-2m/sec.

Velocity	Turn
1m/sec	any hex (multiple times)
2m/sec	any hex (multiple times)
3m/sec	every hex
4m/sec	every other hex
5m/sec	every third hex
6m/sec	every fourth hex

Belly Down - A character may crawl along on their stomach at the rate of 1 meter per 3 phases. The character will be treated as prone while doing this.

Crawling - Crawling along on hands and knees can cover 1 meter per phase. A character will be treated as prone while doing this.

Changing Position - Going from one position (prone, kneeling, upright, etc.) to another takes a full phase to do, and combat actions attempted on that phase are counted as hip firing.

Backwards - You can move backwards at up to half your maximum movement. Moving backwards without looking may require a Dexterity roll to avoid a fall, with a -2 per meter moved. Looking backwards negates this, but will effectively shift your "facing" by two hexsides as you look over a shoulder, a dangerous proposition in melee combat.

Hazardous Ground - This is any sort of terrain that is likely to cause a character to slip and fall. This has a safe speed limit. Anyone moving at less than or equal to this speed can maintain their footing. Over this, and they must make a Dexterity roll when moving or changing facing, with a minus of the amount they exceed the safe speed. For instance, loose gravel might have a safe speed of 6m/sec, so you could move fairly fast on it, while very slick ice might have a safe speed of 1m/sec, or even 0m/sec, making it difficult to traverse without falling down. For certain types of terrain (ice, for example), special gear will increase the safe movement speed (and even maximum speed, like skates).

Creature Movement - For creatures which have different movement rates than man, assume that Stamina rolls are based on the same fraction of maximum movement, and that turn modes are based on the same formula.

Example - A horse with a maximum speed of 20m/sec could make a 60° turn every 40 hexes at this speed, giving it a turn radius of about 40 meters.

Acceleration and Deceleration - A character may accelerate up to 3 meters per phase, and decelerate up to 6 meters per phase. The movement each phase is after acceleration or deceleration. Creatures can generally accelerate up to full speed in 3 or 4 seconds, depending on the type of animal involved. Larger animals may be more ponderous, and small ones may reach their maximum velocity almost immediately.

Falling - If a character falls, they may take damage. The Damage Level a character takes from a fall is determined from the following table.

Height(meters)	Damage Level
1-4	1
5-6	2
7-8	3
9-10	4
11-13	5
14-17	7
18-20	9
21-25	11
26-30	13
31-40	15
41-50	17
51-60	18
61-70	19
70-100	20
100+	20+



Damage from falling will be to 3 areas (not hit locations) of the body. This is done by rolling three locations until they are all on different body areas (each arm or leg, torso, and head). A character who makes a Catfall skill roll can choose the three areas. A character who fails must make a Dexterity roll with a positive modifier equal to the Damage Level to do so (this is kind of grim isn't it?). Each area will take the Damage Level result as damage from a blunt instrument. Damage taken will be both in lethal and non-lethal (blunt) damage. Armor will only reduce the effect of the "surface" a character lands on, for instance negating the effects of a surface covered with fist-sized rocks. Armor doesn't otherwise protect against falling damage (you fall a hundred meters onto your armor instead of the ground...).

Different surfaces will modify the effective height. Hard ground will be a +5 modifier, rocky ground a +10, average ground a +0, soft ground a -5, deep mud a -10, and deep water a -18. Characters knocked unconscious in water will float for one turn before they begin to sink, at 1m/sec.

Jumping - A character can jump a horizontal distance in meters equal to half their velocity in m/sec, plus or minus up to 10% of the jump distance. Characters who are encumbered have a lower top speed, and therefore have a shorter maximum jump, as might overweight characters.

Example - A character moving 8m/sec will be able to jump 4 meters, plus or minus up to 40cm.

If the landing point is lower, the amount it is lower may be added to the distance (up to 3 meters). If over 1.5 meters lower, a Dexterity roll must be made to avoid a fall. If the landing area is higher, the distance jumped is decreased by 3 times the height difference. A character may jump vertically a distance of 1/10th their horizontal jump, plus or minus 10%.

Example - Using the numbers from the previous example, the character would be able to jump up .4 meters, plus or minus 1d4 centimeters. The maximum height a person can reach with their hands is 1.5 times your height, plus this amount. The highest vertical obstacle you can throw your body over is .6 times your height, plus this amount.

Water Movement - It isn't always on land that problems (i.e. adventures) occur. Characters may find themselves shipboard, or face water-borne perils thousands of kilometers from the ocean.

Swimming - Swimming may be done in water over 1 meter deep, as long as the character is only 10% encumbered or less (they generally sink if using more, depending on what is carried). Normal swimming speed is 1 meter per phase, plus an extra meter every (20 - Strength) phases (count 20 and greater as 19). If the character is fully clothed, the Strength bonus is lost because of drag effects.

Water Visibility - Visibility is strongly situation dependent. In clear Caribbean water it may be up to scores of meters, and in muddy rivers it may be essentially zero. The GM should make a general estimate, and modify it for character action (stirring up sediment) or dramatic effect.

Foot Movement - The area is treated as Hazardous ground for movement, with a maximum safe speed dependent on the water depth.

Depth	Safe speed	Max speed
<1/10 character height	4m/sec	6m/sec
>1/10 to 1/4 character height	2m/sec	4m/sec
>1/4 to 1/2 character height	1m/sec	2m/sec
>1/2 character height	1m/sec	1m/sec

Breath Holding - A character may hold their breath for a number of actions equal to (Stamina + Willpower) x 4, plus 1d10. Resting counts as 1 action, swimming as 3 actions, and any strenuous underwater activity as 5 actions. A scuba tank or air bladder will be rated by the number of actions it can hold. A scuba tank may hold 5000 or so, good for about a half hour, and an air bladder or similar low tech item may hold up to 100. The 1d10 is rolled secretly by the GM. If the character exceeds the

amount of time, a Willpower roll must be made each phase, with a cumulative minus of the actions used after the time limit. If this roll is failed, the character passes out and may drown.

Greg Porter Age: Indeterminate
Height: 188cm Weight: 85kg
Quote: "Looks like it's time for some premeditated self-defense"



STR: 11 DEX: 13 APP: 10 POW: 10
CON: 12 WIL: 13 PER: 12 BP: 31
INT: 19 BRV: 14 STA: 12 Speed: 12

Major skills

PIST 13 SWD 9 WRIT 13 GEOL 13
RIFL 10 KNF 12 STLH 10 LATN 8
ARCY 10 LKSM 10 ELEC 8 RMCH 10
MLSC 10 SCSY 8 COSC 8 ULTA 6

Notable equipment

Stunner (50V) Vibroknife (6I)
Electronic book (1Megapages) Multiband transceiver
First aid kit Tentfield
1934 BMW motorcycle, AV20 fairing
Double-barrelled sawed-off, APDS slugs

Armor

20/5 torso vest
10/2 body suit
16/12 Helmet

Location: Introducing public to time travel, late 20th century
Notes: Stranded, currently searching for new Matrix. Numerous scars.

Light - The level of light available will have an effect on Perception, Skills, and combat. For game purposes there are 3 light levels: Normal, Poor and Night. Normal is the equivalent of normal daytime conditions, or a well lit room. The ambient light level is high enough that everything can be clearly seen. Poor is the level you would have during a very overcast day, shortly after sunset, or in a dimly lit bar. Sight Perception rolls get a -4 modifier in poor light, as do skills affected by dim light levels. Night conditions are equivalent to those found after sunset on a clear night, and is the equivalent of starlight or some moonlight. A room illuminated only by twilight would count as having this level of light. Sight Perception rolls get a -8 modifier, as do skills affected by the lack of light. Color perception in humans does not work at these levels of light, and many objects will be reduced in contrast because of it. For example, orange and grey appear the same if there is not enough light to activate the color sensitive cone cells in the eye.

Artificial Light Sources - A description of some light sources likely to be used is provided here for your benefit and to guide you in designing your own.

Item	Good light	Poor light	Night	Lasts
Matches	0m	1m	2m	20 sec.
Candle	0m	1m	3m	1 hour
Lantern	1m	2m	5m	6 hours
Penlight	1m	2m	5m	6 hours
Flashlight	5m	10m	30m	12 hours

Lights in General - Lights that project in a circular area will go down one rating for each distance of 3 times the last rating.

Example - Good to 2 meters, Poor to 6 meters, and Night to 18 meters. Lights projecting a 30 degree cone drop off the same way, but go 3 times farther than the same light in a circular spread. For the previous case, the numbers would now be 6, 18, and 54 meters.



Equipment - Your average character (especially in the Primary Game) is not comfortable unless they have a team of Sherpas to carry everything they think they might need. Extreme examples of this are things like "sword caddies" (Hmmm, a giant. Nebish, hand me the +5 Sword of Giant Cleaving).

The GM should *always* make sure the characters have enough capacity to carry all the items they say they have, with "tragic accidents" to take care of excess strongly recommended.

There are two different formats for equipment. These are for normal items, and clothing and armor. These two categories should cover most of the character's needs. Not all of the spaces on a format may be used, depending on the specific item. If an area is unused or not applicable, place a dash through it.



Equipment Format - This is the format used for most kinds of equipment.

#	Name	Rg	Life	Cap.	AV	BP	Mass	Bulk	TL	Cost	Note
25	Candle	-	5 hrs	-	1	2	.25	S/1	4+	3	

- Item number, for easy reference.

Name - Name of item.

Rg - Range of item under ideal conditions, for lights this is for Daylight/Twilight/Night. Radios will have a Pow x rating. The range of the radio in km is the Pow of the transmitter times the Pow of the receiver.

Example: A Pow 1 walkie-talkie and a Pow 3 base station would be able to communicate up to $3 \times 1 = 3$ km.

Life - Operating life of item in normal use. This could be how long a lantern burns on a charge of oil, for example. Electrical items will have a power consumption factor here, generally in Joules per unit time, like 1J/sec for one Joule per second.

Cap. - If item has a limited operating life, this is what the item uses for power, and how much is required for a full charge. Items powered off of batteries will show what type the item takes. The actual power stored in those batteries will vary with Tech Level.

AV - Armor Value of item.

BP - Body Points of item.

Mass - Mass of item in kilograms.

Bulk - The size of the item for carrying purposes. A /n means that the item covers n locations.

TL - Historical period in which the item was manufactured.

Cost - The cost of the item in dollars.

Notes - Additional information about item. This will include special information not covered by the format.

Note that this is just the barest sketch of the item, and doesn't help you much unless you already have a good idea what the item does. Special pieces of equipment should have a brief description available if characters are to use it.

#	Name	Rg	Life	Cap.	AV	BP	Mass	Bulk	TL	Cost	Note
e ^A	Gizmo	-	π	∞	2	9	3.2kg	M/2	13	400	$\mu=\Omega$

Clothing Format - This is the format generally used for clothing and armor.

#	Name	Locs	AV	BP	Mass	Tech Lev.	Cost	Notes
11	Hard hat	Skull	4/1	3	.45	9-12	20	

- Item number, for easy reference.

Name - Name of item.

Loc Covered - Locations covered by the clothing or armor.

AV - Armor Value of item.

BP per Loc - Body Points of item per location covered.

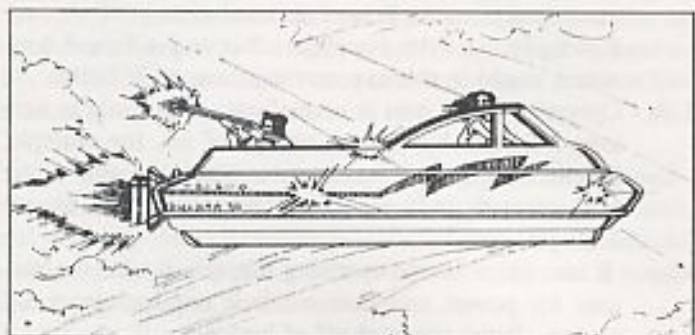
Mass - Mass of item in kilograms.

TL - Historical period in which the item was manufactured, if known.

Cost - Cost of item in dollars.

Notes - Additional information about item. This will include information not covered by the format, and will include the maximum amount of gear that can be hidden under street clothes, for example.

Equipment Damage - Equipment is given an Armor Value and Body Points, like everything else. The first represents the amount of abuse the item can take without being damaged, and the second is how much damage it can take before breaking. When equipment loses Body Points, it may either be reduced in capacity, break, or both. What happens is dependent on the equipment. A radio might break, but binoculars might still be useful. The chance of a failure of some sort is a roll on 1d20, the number needed being the modifier found after finding the BP taken on the same column as the total BP.



Example - If an item took 5 BP out of 10, it would be half damage and the number on 1d20 or less would be a 10. For easy fractions like 1/2, 1/4, etc., just roll a smaller die, or figure it out in your head, like a 1 on 1d4 for 25% damage, or a 1 or 2 on 1d6 for 33% damage. Normal items will *automatically* break after taking 1/2(u) of their BP. Equipment worn on the body acts as armor, but no damage gets through until the item has lost all its BP in most cases. In general, do *not* count the AV twice when damage penetrates both sides of an item and hits a character. This is what the BP loss is for.

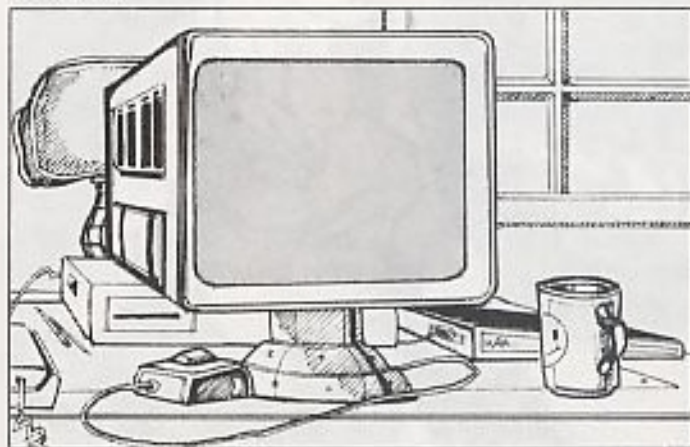
Note - Items that have more than one location of length (like S/2), should be treated as having their total BP split between the number of locations. If any single location loses all its BP, the item is usually broken, or broken in half at the damaged spot. The GM may have to determine special effects. A revolver cut in half might simply have the barrel shortened, while a semi-auto would have some of the firing mechanism removed as well.

Equipment Bulk - Equipment, gear, weapons, etc., come in various sizes. The listed Chance to Hit is the chance in 20 that the object will be hit if the location it is worn on is hit. The Mass is the approximate mass of a random item with this bulk. Examples of the bulk of different items is given below.

Bulk	Example	Chance to Hit	Mass
Very Small(VS)	Penknife	4	.1kg
Small(S)	Shoe, dagger	8	1kg
Medium(M)	Typewriter	12	5kg
Large(L)	Chair, Tire	16	20kg
Very Large(VL)	Sofa, person	-	100kg
Ext.Large(EL)	Horse	-	500kg
Huge 1(HG1)	Truck	-	2000kg
Huge 2(HG2)	Large Truck	-	4000kg
Huge 3(HG3)	Tractor-Trailer	-	20000kg

Equipment Accessibility - Equipment stashed in packs, pockets, etc., will take several seconds to get at. To get at any item worn on the belt or outside of clothing takes a phase. To get at items in pockets, boots, etc., takes 2 phases. Items that require elaborate work to get at, such as inside winter clothing, will require a Dexterity roll with a -10 to get at. Items in a pack require removal of the pack, and a Dexterity roll with a -15 to find, unless specifically placed for easy access, when they will take only at a -10. Using these guidelines, you should be able to make consistent and reasonable times to get at other things.

Encumbrance - Up to 10% of carrying capacity may be carried with no effect on movement or combat. Carrying capacity is Strength squared in kilograms, and assumes a load that is evenly distributed and fairly compact. Carrying 10% of your capacity in ping-pong balls would not weigh you down, but would take up so much space that you would be ineffective doing anything else. A dead weight such as a carried person will be more encumbering than an equivalent weight in a good backpack. Each 10%(u) of your carrying capacity after the first is a -2 modifier to Physical Speed. This cannot be lowered to below 1. Each 10% is also a -2 modifier to running speed and other physical skills. Skills may be affected again because of an off-Phase penalty on actions. The character will get fewer actions without a minus, and the minus will be larger when it does occur.



Repair - Damaged items can be repaired with the appropriate Repair skill. The appropriate Repair skill is usually complemented by any skill for operation of the equipment in question. For a car, this would be Mechanical Repair and Automobile Driving. The adjusted roll is the chance of effecting a repair. If the roll is failed, you can try again, with a cumulative +2 modifier, so you will *eventually* get it right. You can go for a jury-rigged repair, a normal repair, or a detailed repair.

A jury rigged repair means that a successful repair brings the item to barely functional condition. If a 1 is rolled on 1d20 each time it is used, it will break again. An additional +1 is added to this roll per use, so the item *will* break down again.

Example - Your fan belt breaks, and you repair it with a piece of rope you found in the trunk of your car.

A normal repair covers only the damaged areas and little or no cosmetic repair will be performed. If the repair is successful, all of the damage taken will be restored. The item will still be noticeably the worse for wear.

Example - A hole is shot in your car's radiator. With a soldering iron and a pair of pliers, you bend out the pieces and solder them back together. It works, but the repair is noticeable.

A detailed repair is a complete overhaul of the device, complete with cosmetic repair. If the repair is successful, all of the damage is repaired, and appearance is restored as well.

Example - Your rifle stock is shot in half. You pin the pieces together with a steel rod and glue, plug the remaining areas with wood slivers, and then sand, restain and polish the entire stock to cover the scars.

Spare Parts - If equal or greater than the fraction in 20 of BP left is rolled on a repair roll, the item needs spare parts for the repair, and cannot be repaired with tools alone. The exact parts needed are found out after 1/10 the full repair time is spent on the repair.

Example - If an item with 20 BP took 4 in damage, it would have 16 left. If the repair roll is 16 or greater, the repair will require spare parts and cannot be performed solely by tools.

Repair Time - Repairs can take time. This can be an excuse by the GM to get characters to stay in a continuum, or an unpleasant delay when you would much rather be somewhere else. The time in minutes for a repair will be $(4 \times \text{BP lost} \times \text{AV of item needing repaired} \times \text{Complexity of item})$.

Item type	Example	Complexity
Non-mechanical	Masonry	1
Simple mechanical	Lever, pulley	2
Regular mechanical	Crossbow, lawnmower	3
Delicate mechanical	Clock	4
Electromechanical	Disk drive	5
Electronic	Radio	6
Miniaturized	Digital watch	10

Jury-rigged repairs take 1/4(u) this time, normal repairs take this amount of time, and detailed repairs take twice this amount of time. The time may be divided by up to 3 if multiple people are working on the repair. All repairs assume that proper

tools are available. If not, repair rolls will take up to a -20 modifier (many repairs are impossible without tools, like changing a tire).

Example - An item that has a complexity of 3 is being repaired. It has lost 5BP, and originally had an AV of 3. The time in minutes between repair rolls will be $4 \times 5 \times 3 \times 3$, or 180 minutes (3 hours). This time might be modified by the tools available and the number of people helping.

Equipment Aging - Occasionally, characters may chance to acquire equipment left by other time travellers, or somewhat durable items found in an aged and decrepit but otherwise intact state. Over time, items will slowly deteriorate, and will lose a fraction of their BP due to exposure and neglect.

First, figure out the conditions the item has been under, then see below. Roll the dice for each modifier, and keep track of the separate results.

Amount	Modifier
2d2+2	Item rapidly decays with exposure to the elements.
1d3	Item slowly decays with exposure to the elements.
1d2	Item will not (or very slowly) decay with exposure.
1d2/4	Average summer temperature at or less than 0°C.
1d2/2	Average summer temperature is 1-10°C
1d2	Average summer temperature is 11-25°C
2d2+1	Average summer temperature is more than 25°C.
1d2/4	Area receives less than 10cm of rain per year.
1d2	Area receives 11-100cm of rain per year.
2d2+1	Area receives more than 100cm of rain per year.
1d3+2	Item is left in the open.
1d2	Item is sheltered from sun or rain.
1d2/2	Item is sheltered from sun <i>and</i> rain.
0	Item in an environmentally sealed chamber.
1	Item is found after less than a year.
1d2+1	Item is found after 1-5 years.
2d2+1	Item is found after 6-25 years.
2d3+2	Item is found after 26-100 years.
2d4+3	Item is found after 101-500 years.
2d6+4	Item is found after 500+ years.

Example - A group of characters is hailed as wizards by a local 13th century French lord, who escorts them to a barn. Inside is a German A7V (WWI tank) that his great-grandfather's wizard used to defeat the heathen Arabs, 52 years ago (don't ask how it got there). He wants the characters to make it work again. In fact, he *insists*. The item has the following characteristics: Will slowly rust (1d3), average temperature 11-25°C (1d2), rainfall of 11-100cm per year (1d2), sheltered from sun and rain (1d2/2), and item abandoned for 26-100 years (2d3+2). After rolling dice, the results are $2 \times 2 \times 2 \times 1 \times 7 = 52$, so each of the mechanical items in the vehicle has lost 52% of its BP. Fortunately, most of this is due to neglect rather than broken parts, and luckily, an A7V has two engines, which could provide spare parts in a pinch. However, it is unlikely that characters will realize that with only one engine, it will only run in circles...

If they get it running in exchange for whatever bargains they can drive, they still need to figure out how it got here...

Building Things - Sooner or later the characters will want to design and build their own equipment. Especially early on, they may be a flurry of light bow, crossbow and spear making, depending on what the characters have in the way of starting equipment and opponents.

Guns - To design firearms of any type, at any TL, use the 3G system, also produced by the BTRC. The DV of a projectile or beam is based on its energy and diameter. This formula is:

$$\sqrt{(\text{Energy in Joules} \times .735) / \text{diameter of bullet in cm}}$$

The conversion from foot-pounds to Joules is 1fp equals 1.36J. If you have the velocity and mass of the projectile in the common English terms of grains and ft/sec, or metric terms of grams and m/sec, but not the energy, the energy is:

$$\text{Foot pounds} = (\text{Grains}/450,285) \times (\text{ft/sec})^2$$

$$\text{Foot pounds} = (\text{Grams}/29,429) \times (\text{m/sec} \times 3.28)^2$$

Eric Smith Age: Indeterminate
Height: 183cm Weight: 85kg
Quote: "Why isn't anyone ever happy to see us?"



STR: 13 DEX: 12 APP: 12 POW: 10
CON: 13 WIL: 11 PER: 12 BP: 31
INT: 19 BRV: 11 STA: 14 Speed: 12

Major skills

RIFL 10 BRWL 7 COMP 10 SPAN 7
AUTW 6 MEDA 15 MLSC 12 PSAD 7
PIST 10 SURC 6 MSIC 14 KNFE 7
SLST 11 COSC 18 Bass +6 HIST 11

Notable equipment

M-10, 9mm (21)
M-16 (49)
First aid kit
Tentfield
Bass guitar with amplifier
Laptop supercomputer

Armor

16/4 Torso vest
12/9 Helmet
Location: Secret base inside Mt. Everest, but regularly meets with other TimeLords
Notes: Builds robots in spare time

Equipment Design - To construct a piece of equipment, you must first design it. This can range from a drawing in the dirt to a complete set of blueprints, depending on the item. This in itself could require drafting or engineering skills, or just be a matter of common sense. If it seems necessary, plans can be made as a Mental Task (see below).

Once the plans are done, figure out the skills needed to build the item, and average them, taking into account the relative importance of each skill towards the final product if necessary. The consult the following tables and multiply all applicable factors in each.

Item	Factor
Crude and functional	x1.0
Plain	x1.5
Aesthetic	x2.0
Artistic	x5.0
Ergonomically designed	x2.0
Armor Value	$\sqrt{\text{AV}}$
Complexity of item	As per Repair Time
Item bulk/per extra location	VS x.2/+1 S x.6/+2 M x2.0/+5 L x6.0/+1.5 VL x20/+4 EL x50/+10
Proper tools used	x1.0
Improvised tools used	x3.0
Poor or no tools used	x10.0
Building from plans or parts	x.30
Building from plans and parts	x.10

The number computed is the number of man-hours of labor it will take to complete the item. A roll on the averaged skills is necessary to actually finish, otherwise there will be cost, time and material overruns, equal to the original sums times the amount the roll was missed by. After this, roll again, and repeat the process until you give up or the project is done.

For some items, they really should be made of component parts, especially if these parts have function outside the item as a whole, or if their complexity is vastly different. For instance, a car is an EL regular mechanical object, but it would make more sense to break it down into groups like chassis, drivetrain, etc., which might require still more equipment to make...

Example - Joe Novice, amateur TimeLord, decides to make a light crossbow. He remembers how to make a crossbow action, and has a Swiss Army Knife as his only tools. After scribbling down some plans and dimensions on a sheet of notepaper, he begins. The GM says this will be based on his woodcarving skill, which is at his aptitude of 3, and mechanical engineering, which he has a 9 in, for an average of 6.

The item is crude and functional (x1.0), regular mechanical (x3.0), has an AV of 4 (x2.0) is Medium in bulk (x2.0), is being made from plans (x.3), but with improvised tools (x3.0). The total is $1 \times 3 \times 2 \times 2 \times .3 \times 3 = 10.8$ hours. After a full day of doing nothing but hack at saplings and carve wooden pegs, Joe can make a skill roll to complete the weapon. Rolling a 16,

he fails by 10, so the weapon needs 50% more time and materials. Finding that old shoelaces do not make durable enough bowstrings, he scavenges through everyone's packs and starts bargaining for a newer set or trying to braid dental floss into a suitable string. After another 5.4 hours he can try again. Eventually, he will get it right (and get a roll to improve his woodcarving skill).

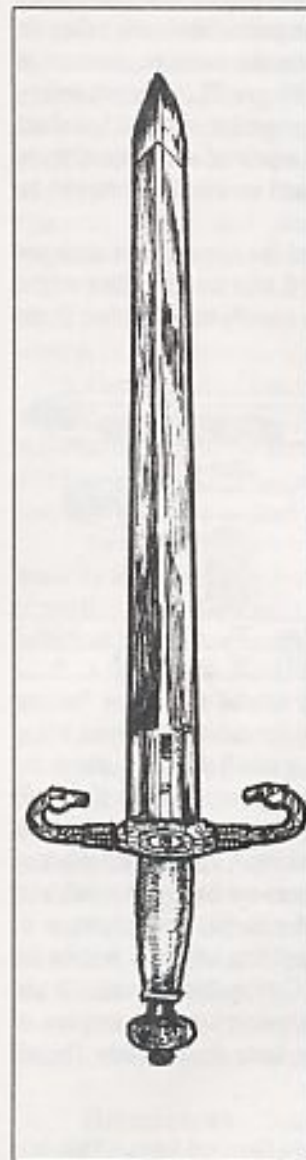
Mental Tasks - Using a skill or knowledge to complete a non-construction/research task done can be important, but usually more so between adventures rather than during them. Characters may try to fathom properties of the Matrix, learn more about the hyperdimensional physics involved, or set up detailed plans for big events, like invasions, break-ins, etc. Multiply all applicable factors, as you did for equipment construction.

Difficulty of Task (approx. skill)	Factor
Ridiculously easy (1-2)	x.1
Easy (3-4)	x.3
Simple (5-6)	x1
Below average (7-8)	x3
Average (9-12)	x10
Moderately difficult (13-14)	x25
Very difficult (15-16)	x80
Extremely difficult (17-18)	x250
Nearly impossible (19-20)	x750
Impossible (21+)	x3000
Skill vs. difficulty	$x(30 - \text{Difference})/20^2$
Task can be worked on with (if applicable)	
pencil and paper	x.3
abacus	x.2
calculator	x.05
small computer	x.002
large computer	x.00001
Task has never been done by character	x3
Task has never been done	x3
Task has been done by character	$x1/\text{Aptitude}$
Intelligence of character	$x10/\text{Intelligence}$

The end result is the time in minutes it will take to complete the task. A skill roll should be made to see if the task is performed correctly, which may or may not be hidden from the player, depending on circumstance, since you don't always know if you did the experiment right, etc.

Example - A character is trying to formulate an attack plan against a nearby stronghold for a group of somewhat cooperative barbarians. The GM says this is a moderately difficult task based on Military Science skill, which the character only has a 6 in. The time involved would be: Moderately difficult (x25), skill difference (x3.4), task has never been done by character (x3), and we'll say no Intelligence bonus or penalty. So the end result is $25 \times 3.4 \times 3 = 255$ minutes, or 4.25 hours to get the attack plan formulated and communicated to the barbarian leaders. The GM rolls secretly on the character's Military Science skill to see how accurately the barbarians interpreted his wishes, as well as the overall soundness of the plan itself.

Goodies - Everyone loves goodies, those gadgets that show up in history as isolated examples, weapons that never really caught on, but might have been effective, or items from the future which characters might get their hands on eventually. A short list is below, and you should feel free to make up your own. After all, given an infinite universe, someone already has...elsewhere or elsewhen.



Dagger gun - This is a combination melee and projectile weapon, and is one in a long tradition of putting guns into any object that is capable of holding them. Historical examples go from the 15th century to the present, and include penknives, gloves, bracers, shields, swords, polearms, pens and cigarette lighters. The item illustrated is an Italian example from the 16th century, currently on exhibit in the Metropolitan Museum of art, New York. It is .45m long, and has a cutting or puncturing DV of 81. The tip of the weapon can be fired by means of a wheellock action in the hilt, and has an IA of 0, an RC of 1/1, and a DV of 81. Estimated cost of production would be about \$1000 in modern terms, but since was meant for formal wear, ornamentation would add substantially to this. It is interesting to note that if the blade were plated in gold, the seam at the tip would be undetectable, and the weapon could be carried where firearms would otherwise be forbidden.

More recent examples include a spring-fired dagger supposedly used by Russian Spetsnaz forces (now illegal in the US), and a dagger/4-shot .22 pistol manufactured by Norinco of China.

Vibroblades - An old science-fiction standby, this is a normal bladed weapon with a high-powered ultrasonic transducer in the hilt. Any contact with the blade while it is activated subjects the target to hundreds of tiny oscillatory cuts, greatly improving the efficiency of the weapon. It does normal damage, but the attack is counted as armor-piercing for purposes of penetrating armor. A good vibroblade can cut through anything eventually, as long as it is softer than the blade and the powercell holds out.

Vibroblades become available at TL13 or better, and are generally a restricted item. If available, they will cost at least twice the price of a good regular blade of the same size.

Stunners - Either the current form, which is a melee weapon, or versions from TL13 and up, which are ranged weapons. These send an electrical impulse which rapidly fatigues the muscles of the area hit (and hurts like hell, besides). The damage is all non-lethal, and is totally stopped by any metal or conductive armor, or any armor with a value of 3 or more. The ranged versions use a small laser (DV of 2I-3I) to ionize a conducting path through the air to the target, and the jolt of electricity is sent down this conductive path. Obviously, they do not work underwater or in space. On the average, damage is about 20V at TL11, and goes up by 10 per TL. Larger, heavy duty models will likely be a bit more powerful. At TL11, a short range version is available which fires a pair of small metal darts (3I) with a range of about 10 meters, and continuous jolts can be applied each phase to the location hit.

Note that since a laser is needed for a stunner, it does not always have to be a low-power laser. Laser assault rifles might have a "stun" option, but can always switch to lethal fire if the targets start shooting back.



Name	DV	RC	IA	Init	Mass	Bulk	TL	Cost	Clip	ROF
Stunner	30V	2/1	+1	+3	.60	S/1	15	600	50	4

Tentfield - This is a highly useful accessory for any time traveler, but also hard to come by for most characters, being a TL16+ item. In its basic form, it is a small package, about the size of a paperback book, containing a power source (fusion?) and a small force field generator. The device will project a field up to 3 meters in diameter, which has an AV of 2. People can slowly walk through it, but it will otherwise keep out wind, rain, snow and hail. The spherical field can be made opaque or transparent, and temperature and humidity adjusted within the range of human tolerance (within 30°C of ambient level). It can also pull moisture from the air to provide small quantities of drinking water. The power source lasts indefinitely for all practical purposes.

Plastiflesh - The all purpose first aid item. This is a TL13+ item, a mix of synthetic skin, absorbable adhesives, antibiotics, coagulants and tissue growth hormones. In effect, it provides a +10 to first aid skill on any injury that does not involve a broken bone or eventually fatal result, and provides a +5 to even them. You basically peel off the protection on the adhesive, close the edges of the wound and slap it on. It bonds to skin almost instantly, and will naturally slough off as new skin grows underneath it. It usually comes in palm-sized patches, although long, thin strips are available. While capable of working near miracles, it still requires competent use, as foreign bodies left in a wound will still cause infection, and it will not stop internal hemorrhaging. Patches of plastiflesh run about \$200 each at TL13, and about \$50 each at higher TL's.

Power Converter - This is one of those rarest of artifacts, a piece of working Designer technology. When found, it will probably appear as a shiny, amorphous blob of metal with a Matrix-shaped depression on one side, massing about 1kg. If a Matrix is placed in the depression, it will seem to be absorbed by the device. The Matrix will communicate what it knows of its "hosts" to the power converter, which is "soft", and will physically alter its shape into a form the user can understand, with buttons and readouts. Once activated, the device is capable of producing electrical power on demand, in any form desired, at any voltage or current requested, with a maximum constant output of roughly 10 megawatts. Aside from making one nasty melee weapon (don't fumble it!), it has a variety of practical uses, like cooking, welding, carving holes in 10cm steel plate or pushing a 1,000 ton submarine at 60kph.

Scanner - This is a high-tech (TL14+) minicomputer designed to accept a wide variety of analog or digital input. It will hold up to four skill modules for Intelligence-based skills, each of which will give up to a +10 to use of the skill. For example, you could get a translator module, giving a +10 to speak a specific foreign language. A wilderness survival module would be able to analyze food and water for edibility, or give tips on how to find and build shelter, or a perimeter security module could make sonic scans of local terrain, giving a +10 to Perception vs. stealthy intruders.

The scanner is about the size of a college textbook, and masses about 2kg. If available, it will cost about \$5,000.

Featherstaff and Brandestock - These are a form of concealed melee weapon. The featherstaff looks like a large walking stick. A hefty swing, however, will cause a long blade to come out of the top and lock into place, effectively making the weapon into a spear. The brandestock was a small halberd-type weapon (about a meter long) with a similar blade.

Girandoni Windbüchse - This is one of those technological innovations that was slightly ahead of its time. The Windbüchse was a compressed air rifle, and while it did not have the penetrating ability of a regular rifle during its short period of use near the end of the 18th century, it had a 20 round magazine, and could fire almost silently as fast you could cycle the action with your thumb. Perhaps unfortunately, the mechanism was delicate and did not stand up well to abuse given it by the coarse Austrian Jäger to which it was issued.

The stock of the weapon was a removable compressed air reservoir, which took about 20 minutes to pump up, and which held enough air for about 30 shots.



Name	DV	RC	IA	Init	Mass	Bulk	TL	Cost	Clip	ROF
Windbüchse	15I	2/2	+1	-1	4.00	VS/8	7	150	20	1

Explosives - This section covers explosives, explosions, and other similar nasty things that the characters will want to get their hands on for increasing the local entropy quotient.

Explosive Damage - All explosives are rated by the amount of damage .1 kilogram can do. This number is doubled every time you *quadruple* the amount of explosive.

Double effects at: .5kg 2kg 8kg 32kg 125kg 500kg

There may be 2 Damage Values, one for blast effect, and another for fragmentation effect (if any). Full effect is felt in the hex of detonation. At a range of 1 hex, and each time the range is multiplied by 1.5(n), you halve the damage.

Halve effects at: 1m 2m 3m 5m 8m 12m

The DV is rounded down and is Type III damage. Any damage that is explosive in nature will have an "E" after the DV. Explosive damage should be rolled for rather than taking the average. There have been instances where people have survived explosions that should normally have killed them outright, and if characters are involved, they may need every edge they can get.

Damage Allocation - Damage allocation from explosions uses the Whole Body Table. The average AV of the character is used to protect from the blast. The average AV is the total of the AV on each location, divided by 30.

Deafening - Any explosion may temporarily deafen a character. The Damage Level the character takes is counted as an eventually fatal result. The time gotten from this is the amount of time the character is deafened by a blast. If the character takes any damage whatsoever, the minimum effect is an E0 result. The net result of this deafness is that the characters eardrums may have been damaged, and all Perception rolls based on hearing get an automatic -15. The effects will start to wear off after the time has elapsed.

Blast Knockback - A reasonable explosion will throw a character back from the force of the blast. The character will be knocked back a number of meters equal to the DV at the character with a -18 modifier. Kneeling characters will be thrown 1/2(d) this distance, and prone characters 1/10(d) this. Treat such knockback as a fall from an equivalent height.

Explosive Types - Several different types of explosives are listed below, with all information that should be needed for use in play. It is *strongly urged* that players limit their fascination with explosives to their characters.

Explosive	TL	DV	Det. Ease	Sensitivities
Black Powder	5	30E	5	Flame, sparks
Nitroglycerin	8	55E	2	Everything
Guncotton	8	45E	9	Shock, sparks
Dynamite	8	40E	12	Severe shock
Ammonium Nitrate	8	40E	19	Nothing
Picric Acid	8	50E	12	Severe shock
TNT	9	45E	16	Nothing
Plastique	10	55E	17	Nothing

If these DV's seem high, consider that a normal grenade or antipersonnel mine only has about .1-.2kg of explosive in it. A .1kg charge of TNT (about 3.5oz) will get a DL16 effect on the Whole Body Table. A .5kg charge within 1 meter would be DL40, that is, it would blow you to bits (for practical purposes).

Black Powder - The oldest of explosives, its use dates back over a thousand years in China. In Europe, one of the first recorded uses was at the battle of Crecy in 1346. Black powder must be in an enclosed space to have an explosive effect, otherwise it will just go "POOF!". This may be useful at night for temporarily blinding an enemy, especially if mixed with an equal part of powdered magnesium. Black powder is sensitive to any type of sparks or flame. The necessary ingredients are charcoal, sulfur, and potassium nitrate (saltpeter), with the respective percentages being 15%, 10%, and 75%.

Nitroglycerin - The first high explosive, invented in 1846. It is extremely sensitive! It is made from sulfuric acid, nitric acid, and glycerin, with an approximate ratio of 7:5:2.

Guncotton - Guncotton is made by absorbing nitric and sulfuric acids into cellulose (usually cotton). If improperly manufactured, residual acid will react with the guncotton, which will lose a point of Detonation Ease each 1d2 weeks until it hits zero (boom!). The properly made product is fairly stable.

Dynamite - Dynamite is a stable form of nitroglycerin, made by absorbing it into charcoal, diatomaceous earth, sawdust, or anything that can totally absorb it. Old dynamite may start to sweat out pure nitroglycerin, with predictable consequences.

Ammonium Nitrate - This explosive is very difficult to set off, making it useful for high-stress situations. It can be made from ammonium nitrate fertilizer and fuel oil.

Picric Acid - This explosive may react with metal containers to form unstable (Detonation Ease=3) salts, and should be kept in non-metal or lined containers. It is made from sulfuric acid, nitric acid, and phenol, and until recently was available in dilute form in most high school chemistry labs.

TNT - A common high explosive, TNT is made from nitric acid, sulfuric acid, and toluene. It is used in both military and industrial applications.

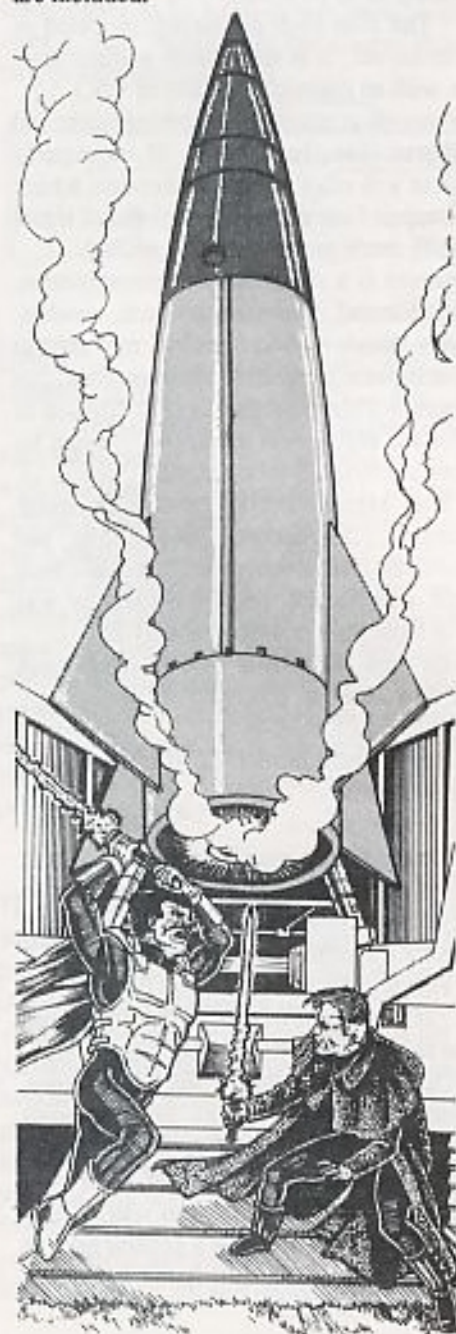
Plastique - Plastique is made from TNT with plasticizers added to make it more malleable.

Detonators - Detonators are usually metal tubes about the size of a person's little finger. They are usually set off with a fuze or electricity. They have efficiencies from 1 to 20, and if one goes off while touching a character, will have a DV of 1/2 this amount (Type III). This is sufficient to remove fingers.

Detonation Ease - If the sum of the detonator efficiencies used on a charge is equal to or greater than the Detonation Ease, the charge will go off. Otherwise, the charge will not detonate, and the detonators lost. Explosives may be detonated accidentally. If sensitive to an attack, if it takes 1/2 the Detonation Ease in BP, it will go off. If not sensitive, it must take 3 times the Detonation Ease in BP before it will go off. This damage must be done in 1 phase. This is a general rule, so use your own judgement. For instance, any flame applied to open black powder will probably set it off.

Megaforce - This is the section of the rules that covers the weapons and devices that all self-respecting gamers would secretly love to use, and will seemingly innocently try to get their hands on, despite claims to the contrary.

Usually, this includes any item which an enemy cannot defend themselves against, and which they have no chance of surviving a direct hit from, which is the entire reason characters want to have them in the first place. Because the designer also holds a love for weapons of random, indiscriminate, total destruction, rules for these things are included.



Artillery - Anything too big to be shoulder fired will be classified as artillery. This includes light cannon, anti-tank guns, and a variety of archaic spear, bolt and rock chucks.

Modern artillery and cannon are listed below, generally from TL8-12 (Data are for TL11 rounds). Generally, you would only use *two* of the DV's listed at the same time, like a high explosive armor piercing shell, or a high explosive fragmentation round, etc. The DV listed for normal rounds is for a full-bore projectile (uncommon or non-existent in the larger sizes). Armor-piercing ones or shaped charge rounds begin to appear at TL9, and will have at least double the normal DV, and act as armor piercing ammunition. By TL11, almost all rounds will be of that type. However, they cost significantly more. Fragments will never have an actual DV of more than 100I. The mass listed is for the basic weapon. Traversing mounts, trailers or other paraphernalia will usually double this.

Cannon	DV	RC	Average	Explosion	Fragmentation	Cannon wt.
20mm	150I	5/4	83	16E	25FE	90kg
30mm	220I	5/5	121	30E	55FE	150kg
40mm	250I	5/6	138	60E	100FE	300kg
57mm	420I	5/7	231	100E	200FE	400kg
75mm	560I	5/8	308	160E	350FE	600kg
90mm	620I	6/8	341	190E	500FE	900kg
105mm	700I	6/8	385	280E	700FE	1400kg
120mm	750I	6/8	412	380E	900FE	2000kg
155mm	950I	6/8	523	500E	1500FE	5000kg

Archaic cannon will vary widely in damage and mass. The selection below is taken from TL6-7, and represents the most common guns of the period. These are counted as flintlocks for malfunction purposes, and can be overloaded.

Cannon	DV	RC	Average	Mass w/carriage	Powder per shot	Shot mass
6-Pdr	150I	2/4	83	800kg	.5kg	2.7kg
12-Pdr	190I	2/4	105	1200kg	1kg	5.5kg
24-Pdr	240I	2/5	132	1600kg	2kg	10.9kg
32-Pdr	280I	2/5	154	2000kg	3kg	14.5kg

Thoroughly medieval and ancient weapons are below, generally from TL4 and lower. These usually required large crews to man, and were constructed on the site they were to be used. Smaller versions of these siege weapons may be towed behind horses or other beasts of burden.

Siege Weapon	Projectile	DV	RC	ROF	Crew	Shot mass
Small ballista	Spear	40I	2/4	1 per 3 min.	3	4kg
Medium ballista	Stone	100II	2/4	1 per 5 min.	5	8kg
Large ballista	Stone	120II	2/4	1 per 8 min.	7	12kg
Small onager	Stone	65II	2/4	1 per 3 min.	4	4kg
Medium onager	Stone	90II	2/4	1 per 5 min.	6	8kg
Larger onager	Stone	110II	2/4	1 per 8 min.	8	12kg
Small sprengal	Spears	35Ix4	2/4	1 per 3 min.	4	2kg
Medium sprengal	Spears	45Ix4	2/4	1 per 5 min.	6	3kg
Large sprengal	Spears	55Ix4	2/4	1 per 8 min.	8	4kg
Trebuchet	Stone	500II	2/4	1 per 15 min.	12	250kg

Man-portables - The short list on the next page is a small sample of the various man-portable heavy weapons that *should* be the most powerful items a GM will let characters have. No living creature and very few non-military structures can put up with an attack from this sort of weapon, and the only counter is to similarly arm opponents, which makes things real messy, real quick. Cost is what you would pay through official channels. Black market prices will be up to 10 times as much.

Weapon	DV	Avg.	IA	RC	Mass/per shot	TL	AV	BP	Cost
Bazooka	1600SH	880	+1	2/5	5.90/3.50	9-10	11	25	\$500
M72 LAW	2350SH	1293	+1	2/4	2.50/-	10-11	9	11	\$250
RPG-7	2500SH	1375	+1	3/5	7.00/2.25	10-11	10	17	\$700
60mm mortar	60E	-	+1	3/5	22.0/1.40	8-12	15	14	\$2500
81mm mortar	100E	-	+1	4/5	43.0/3.20	8-12	20	27	\$3000

Misses - With large weapons and poor RC's, misses are likely to be by a substantial distance. However, the shots have to land somewhere, and given the damage some of these do, this may be important. If this is the case, roll for scatter like a called shot miss.



The amount the to hit roll was missed by counts as a modifier on the range to the target. The result is the magnitude of the miss.

Example - If a roll was missed by 3, at a range of 100m, the magnitude of the miss would be 100m with a modifier of 3 on the UMC, in this case resulting in a miss by 15m.

Fire and Flames - Fire as an attack, will work somewhat differently than other types of damage. All fire damage is lethal, and always acts against the full AV of the target (no blunt trauma effects). The first phase an item is subject to flames, it gets 4x its normal AV. The second phase, it gets 2x, the third phase it gets 1x, and it is halved(d) on each succeeding phase, down to a minimum of 1/16th its normal value. Any armor that is flammable will take damage when the fire penetrates it, as for normal armor attrition.

Generally, the DV of a flame weapon will go down by 1 each phase, as the supply of fuel is slowly exhausted, but flammable clothing may extend the burn period by several seconds.

Splatter Weapons - Weapons like flamethrowers, Molotov cocktails or the stereotyped (and unlikely) flaming oil flask all have the inherent ability to hit several targets in an area. These weapons are targeted normally, but will spread out from the site of impact, the amount dependent on the quantity and velocity of the attack. In general, half a liter of fluid will more or less cover one hex. To get the full splash effect, the attack must be moving at a speed at least equal to the quantity in liters, i.e. a 4 liter jug won't fill 8 hexes if you drop it on your foot. Usually, the area of effect is circular or elliptical, with any uneven spread usually going in the direction away from the throw.

Attack	DV	Quantity
Flaming drink	4I	.25 liter
Molotov Cocktail	8I	.5 - 1 liter
Flamethrower/Dragon breath	20I	4 liters per second

Gases - Gases are usually for the purpose of covering a large area with a drug or chemical. Usually, a container will have a number of "doses" of the chemical (each covering a hex), and a rate at which the doses are expelled, for instance a tear gas grenade might have 20 doses, and expel 2 per second.

The cloud of effect expands out from the source, filling enclosed areas and lingering. Outdoors, the cloud will trail downwind, and will lose 1 hex of effect per m/sec of wind velocity per second. The hex the item is in is almost always affected, regardless.

Nukes - No one ever uses them, but everyone thinks about it. If you need the effects of nuclear weapons in a campaign, the following rules apply.

There are four basic categories of physical damage for nuclear weapons:

- I - Total destruction
- II - V. good shelter will survive
- III - Moderate shelter will survive
- IV - Light shelter will survive

Very good shelter is underground bomb shelters or really tough skyscrapers. Moderate is skyscrapers or a stone/brick dwelling, and light is a typical wood-frame tinderbox. Everything of a higher category is wiped out or damaged beyond repair. Even structures that "survive" are damaged, if only by having most of the glass blown out. People can survive in the open in the IV area (whole body DL of 2d10), but will be seriously injured or killed in III (DL of 4d10), and can be permanently blinded in III or IV. The table below gives the outer range (in km) for the different damage regimes of various warheads.

Warhead	I	II	III	IV
.1kt	.06	.15	.35	1.0
1kt	.10	.40	.80	2.1
10kt	.30	.70	1.8	4.6
100kt	.60	1.6	3.5	9.8
1mt	1.3	3.4	8.0	21.0

Radiation damage will accumulate from fallout and other sources, absorbed in rads per hour. Dosage is cumulative, but is reduced by 10% per year.

Rather than draw out long and gory details of radiation poisoning, the following table gives quick game effects. The time listed is how long it takes for effects to show. Multiply this by 1d10 x100 to see how long it takes to complete recovery (or die). Effects are to all actions taken by the character, and the symptoms are generalized for the dose.

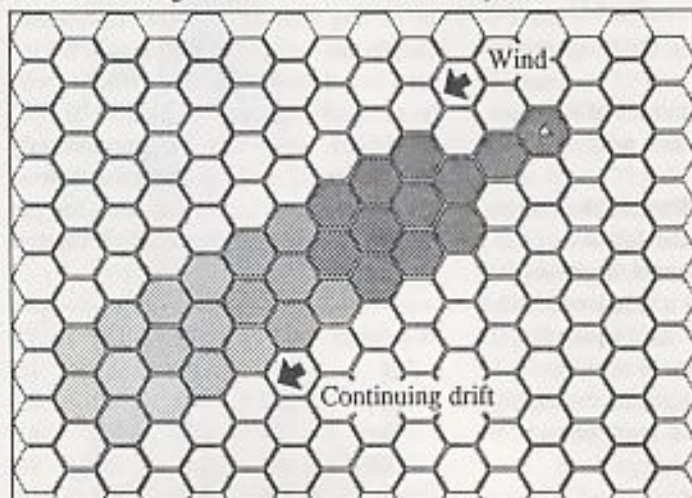
Dose	Fatal%	Time	Effects
0-99	0%	n/a	None
100-249	10%	4hr	-1d6, fatigue
250-599	50%	2hr	-2d6, fever
600-1000	90%	1hr	-3d6, infection
1000+	100%	15min	-4d6, delirium

Example - In a stiff 5m/sec breeze, the previous grenade would lose all its effect except for one hex, since the wind velocity is greater than the hexes filled per phase.

These rules also apply to obscurement like smoke, but the quality of the obscurement is divided by the wind velocity instead of hexes of effect.

Example - A smoke grenade which gives a -20 to Perception, and fills 20 hexes at 2 hexes per second is in the 5m/sec wind, so 2 hexes divided by 5m/sec is .4, making the obscurement $.4 \times -20$, or -8, and only for the 5 hexes downrange of the grenade. If this were a gas or drug, the simplest thing would be to say there was no effect, or you could say a person would take 40% of an effect each phase they remain in the area, so every 2.5 seconds would accumulate one dose of whatever the substance was.

Gases and smokes will spread in the wind. Generally, you can assume that the area filled will be a teardrop shape, with a length to width ratio of the wind velocity. For example, the area below is 9 hexes of smoke, with a wind velocity of 2m/sec. The cloud is 6m long, and 3m wide at the widest point.



Mines - Mines are generally explosive devices designed either to incapacitate a vehicle or person, and are a creative use of Anarchy skill for those so inclined. Anti-personnel mines with either be designed to attack one character, or group, like the US "Claymore" mine, or the German "Bouncing Betty", of WWII fame. They can be as simple as a buried rifle bullet with a spring-loaded nail as the firing pin, or complex enough to arm and disarm themselves several times in a given period, or recognize different target types and act accordingly.

An individual effect mine will probably have a DV of 20I vs. the foot or lower leg of a character. This is unlikely to kill them, but is usually enough to take them out of action, slowing down an advance, and consuming medical resources of various types.

A group effect mine will usually act like a grenade or fragmentation effect. Directional effect mines (like the Claymore) will blast in a 30° arc, and divide the range to the target by 5 for purposes of quantity of fragments that hit.

Example - A person 40m from a directional effect mine would be counted as at a range of 8m for determining the number of fragments that hit them.

Shaped Charges - A shaped charge weapon will have an "SH" after the Damage Value. The attack is always Type I damage (all lethal), but will also have a normal explosion effect in all other directions, with an effect equal to the DV with a -18 modifier (10% of shaped charge DV).

Example - A Bazooka has a DV of 1600SH, so it will have a normal explosion DV of 160.

Non-professional (i.e. homemade) shaped charges will have a DV equal to the base explosive damage, times half(d) the amount an appropriate skill roll (usually Anarchy) is made by.

Example - A character wants to make a small shaped charge limpet mine, and they have 2kg of TNT to play with. This has a base DV of 180. They make their modified Anarchy skill roll by 6 points, so they now have a shaped charge with a DV of 540SH. Naturally, the GM would not tell the character the actual DV unless a prototype was constructed to gauge the effectiveness, a luxury not always possible in the field.

Underwater Explosions - For explosions underwater, halve the actual range for determining damage, since the pressure waves are less attenuated and the damage carried better. However, multiply the actual range by 4 for purposes of fragmentation effects, since the water will slow them down immensely.

Example - An explosion with fragments at a range of 40m underwater would be treated as only at 20m for the blast damage, but counted as a range of 80m for fragment effects.



Grenades - Grenades are very effective weapons which require very little skill to use. However, they can be as dangerous to you as to an enemy, so you need to have some common sense to use them right.

Current NATO grenades have a casualty radius of about 5 meters, which hopefully means that you will be incapacitated or killed if one goes off and you are in that radius. However, body armor, cover and position will affect your chances significantly.

Modern grenades consist of a small HE charge, and thousands of steel fragments, which do most of the damage. These slow down rapidly, and are very little danger to anyone further than 20 meters away from the grenade.

Lower tech grenades, like those found in WWI and WWII, produce a relatively small number of large fragments, which stand less chance of hitting you, but which retain a lethal amount of velocity for a distance much further than you can throw the grenade. Below TL8, most grenades are improvised, and were not used as an effective force in warfare.

Characters might acquire grenades in one form or another. Some samples are below, for use, or to serve as examples.

Modern grenade (TL10-11)

Range	0	1	2-3	4-5	6-7	8-10	11-15	16-20
Damage Value	15I	14I	13I	12I	11I	10I	6I	3I
Average per fragment	8	8	7	7	6	6	3	2
Fragments per m ²	300	35	9	3	2	1	.5	.25
Explosion damage	45	22	8	3	3	2	1	0

WWI-WWII grenade (TL8-9)

Range	0	1	2-3	4-5	6-7	8-10	11-15	16-20
Damage Value	45I	45I	45I	45I	42I	42I	42I	40I
Average per fragment	25	25	25	25	23	23	23	22
Fragments per m ²	3	.33	.10	.03	.01	.01	.01	.01
Explosion damage	45	22	8	3	3	2	1	0

Stick of dynamite studded with nails

Range	0	1	2-3	4-5	6-7	8-10	11-15	16-20
Damage Value	25I	25I	24I	23I	20I	17I	14I	12I
Average per fragment	14	14	13	13	11	9	8	6
Fragments per m ²	30	3	1	.33	.16	.10	.05	.02
Explosion damage	80	40	15	5	5	1	1	0

The area taken up by various items is as shown below. Simply apply the appropriate number of fragments for the target size in m². For objects getting less than one hit, the fractional chance is rolled on an appropriate die type, with a minimum chance of 1%. For instance, a number of hits equal to .33 per m² would be a 16% chance to hit a standing person with 1 fragment.

Object	Front	Side
Van	5m ²	10m ²
Car	3m ²	6m ²
Motorcycle	1m ²	2m ²
Standing human*	.50m ²	.25m ²
Sitting human	.25m ²	.25m ²
Prone human	.10m ²	.25m ²

* Basically, half the fragments

Grenade Use - Once in hand, a grenade usually takes 2 seconds to use, one to pull the pin, and one to throw it. Grenades use Improvised Hand Weapon or any throwing skill in general, and are thrown with an aiming RC of 1. For each point the targeting roll was missed by, the grenade will be off by the distance to the target, modified by that amount.

Example - A 10m throw whose roll was missed by 2 would be off by a distance of 10m, modified by 2, or 1m.

Roll 1d6, 1 being towards the thrower, and going clockwise. This is the direction of the miss. Modern grenades have a 50-50 chance of going off in either 3 or 4 seconds after they are thrown, and archaic ones by a fuze whose reliability may be off by up to 50% in either direction.

General Fragmentation - For quick fragmentation effects, some weapons are given a Fragmentation Effect, or FE. The FE equals the number of fragments per m², and 4 times (u) the DV of the fragments, at a range of 1m. The FE will be halved at 2m, and every time you halve explosion damage.

Example - At a range of 1m, an FE of 40 would have 40 fragments with a DV of 10I. At 3m, there would be 10 fragments, each with a DV of 2I, and at 5m, 5 with a DV of 1I. Note that many explosions will have inherent debris fragments.

Cover vs. Explosions - Unless armor totally encloses a character, they are likely to take concussion damage. Any cover sturdy enough to withstand the direct blast will shield a character somewhat. In general, each 90° turn a blast must traverse will cut the DV in half, which can be figured out from the situation the character is in, using the minimum number of lines. Naturally, if the cover cannot withstand the blast, it offers little indirect protection.

A character in a protected position (prone, etc) will be affected by half the DV of an explosion. Explosives going off in an enclosed space will have double effect, including on the walls of the enclosure. Areas like hallways will be at normal effect, but the ranges for halving effects will be doubled.



Vehicles - The heading "Vehicles" generally covers any means of non-animal transport the characters might acquire. All vehicles will follow a certain format, and will generally appear like the one below. The circle indicates the edge of the Matrix field, and "x" will mark any hatch or doors on the vehicle.

Unarmored

Name	- Dirt bike
Seating	- 1
Mass	- 150kg
Carr Cap.	- 100kg
Length	- 2.0m
Width	- .6m
Height	- 1.2m
Max speed	- 150kph/42m
Acc/Dec	- 7m/9m/sec
Climb/Dive	- n/a
Turn mode	- 8
Range	- 300km
Fuel capacity	- 15 liters gasoline
Armor	Front 4 Rear 4
	R.Side 4 Top 4
	L.Side 4 Bottom 6
Engine	7(5BP) Tires 5(2BP)



Notes - This is a generic, fairly heavy off-road motorcycle. It can ford streams up to .8 meters deep, and crawl over obstacles up to .5 meters high. It comes with a basic tool kit, and a pair of panniers having M/2 capacity each. The AV applies only to the structure of the cycle, and does not protect the rider except from front shots from the waist down. It is very noisy, and is a +10 to hearing Perception, and usually is at high or very high contrast to surroundings as well.

Armored/Unarmored - This basically shows whether the vehicle is military or non-military. Civilian vehicles may have a significant amount of protection, but are likely to have gaps and open spots, and were not expressly designed to protect the occupants from attack.

Name - The official name of the vehicle being described.

Seating - The number of people the vehicle was meant to accommodate. An extra 50%(u) can be carried, but each 10% gives *all* passengers a -2 on all skills due to crowding.

Mass - This is the mass of the vehicle in kilograms, fully fueled but unloaded.

Carrying Capacity - This the maximum load the vehicle can safely carry, and includes the mass of the driver and passengers.

Length - The length in meters from the furthest front projection to the furthest rear projection on the vehicle.

Width - The maximum width of the vehicle in meters.

Height - The maximum height of the vehicle with all hatches closed, but not counting antennas, etc.

Max. Speed/Min. Speed - The maximum speed in m/sec that the vehicle can reach under optimum conditions. For a flying vehicle, the min. speed is the speed needed to stay aloft or avoid a stall. Hovering vehicles have a minimum speed of 0m/sec. If no minimum is listed for an air vehicle, assume that the vehicle can hover.

Acceleration/Deceleration - The maximum increase or decrease of speed that the vehicle can manage in 1 second. For deceleration, this is a straight amount. For acceleration, subtract the acceleration from the speed. If the result is 0 or lower, the vehicle may accelerate the listed amount. If greater than 0, subtract 1 from the acceleration and subtract this amount from the previous total. This is repeated until the total reaches 0 or less, or 1m/sec is reached.

Example - A vehicle with an acceleration of 5m/sec is moving 12m/sec. So, it can accelerate $12 - 5 - 4 - 3 = 0$, 3m/sec, from 12m/sec up to 15m/sec.

Reference - The following accelerations will give the listed times to reach a speed of 100kph (about 60mph).

Acceleration	Time to 100kph	Equivalent
1m/sec	28 seconds	Main battle tank
2m/sec	26 seconds	APC
3m/sec	24 seconds	Armored car
4m/sec	21 seconds	Delivery van
5m/sec	17 seconds	Economy car
6m/sec	12 seconds	Average car
7m/sec	6 seconds	Sports car
8m/sec	5 seconds	
9m/sec	4 seconds	
10m/sec	3 seconds	Dragster

Climb/Dive - This is only used for flying vehicles. This is the maximum vertical velocity the vehicle may achieve without losing speed, and the maximum amount that can safely be added to the normal maximum while in a dive.

Turn Mode - All vehicles have a turn mode based on their handling ability. In general, the turn mode is the m/sec acceleration the vehicle can pull in a turn. Divide this by 10 to get the number of gees the vehicle can do. A vehicle can make a 60° turn in a number of meters equal to the velocity squared, divided by turn mode.

Example - A sports car might have a turn mode of 9, meaning it can pull .9 gees in a tight turn. If the car were moving 20m/sec (72kph), it could make a 60° turn every $20^2/9 = 44$ meters.

This turn can be gradual, to follow the contours of any road the vehicle is on. With the exception of tracked vehicles, most vehicles have a minimum number of hexes of movement for each 60° turn, equal to their length.

Velocity	Kph	Turn mode							
		4	5	6	7	8	9	10	
0	0kph	0	0	0	0	0	0	0	0
3	11kph	2	2	2	1	1	1	1	1
5	18kph	6	5	4	3	3	3	3	3
8	29kph	16	13	11	9	8	7	6	6
10	36kph	25	20	17	14	12	11	10	10
15	54kph	56	45	38	32	28	25	22	22
20	72kph	100	80	67	57	50	44	40	40
30	108kph	225	180	150	129	112	100	90	90
50	180kph	625	500	417	357	313	278	250	250

Range - This is the maximum range of the vehicle on one charge of fuel or energy at cruising speed (60% of maximum), under optimum conditions. Subtract 10% from this for each 10% of speed over cruising velocity that is used.

Fuel Capacity - This is the amount of fuel or energy needed for one charge, and the type of fuel required.

Armor - This is the AV of various portions of the vehicle, and the BP of the engine and other motive components.

Armament - This will list any weaponry mounted on the vehicle, and may be elaborated on in the "Notes" section.

Sighting Mechanism - This will tell any modifications the weapon sights give to the skill of the user for tracking, targeting computers, etc.

Turret Traverse - This is the maximum rate that any turret on the vehicle can traverse.

Notes - This is a brief history and/or other assorted information on the vehicle.

Special Vehicle Rules - The vehicle rules apply to all forms of vehicles, but certain special maneuvers or situations will apply only to air or water vehicles.

Power Turns - Any air vehicle which relies on large aerodynamic surfaces may make a power turn. The vehicle decelerates, and the square root(u) of the deceleration is added to the turn mode for that phase.

Power Climb - A climb of more than the normal maximum may be made, sacrificing horizontal velocity as a result. You can add up to 2m/sec of climb for every 3m/sec of horizontal velocity lost. If the vehicle ever drops below its stall speed, the pilot will have to roll on the accident table each phase until speed increases to safe levels, and the pilot makes a skill roll. In addition to other effects, the vehicle will dive at an increasing rate equal to the fraction that phase's skill roll was missed by, times the current speed.

If a vehicle ever exceeds its maximum dive speed, or is forced to make a turn at a speed greater than would normally be permissible by its turn mode, figure out the modifier on the safe speed that results in the current speed.

Example - If a vehicle had a maximum safe speed of 100m/sec and was actually going 110m/sec, this is 10% over safe speed, which would be a modifier of 2 on a 1d20 system.

Now, roll a die and pray. If the roll is equal to or less than the number you just figured, there has been a structural failure of some type, permanently damaging the vehicle. Roll again. If the roll is another failure, the result is catastrophic failure, usually meaning the plane can no longer fly any direction except straight down.

Pulling Out - Vehicles with lifting surfaces may convert vertical dive velocity into horizontal velocity, in the reverse of a power climb, or put this immediately into turn mode, like a power turn.

Flying Creatures - Flying creatures will be forced to crash land if either wing ever takes a broken bone result, and must make a forced landing (or worse) if the total impairment on one wing exceeds -10, or the total on the wings reaches -20. Attacks to a flying creatures will hit as follows.

Roll	Location
1-3	Head/neck
4-10	Torso
11-15	Wings
16-20	Other appendages



Sinking - Water vehicles have the unfortunate tendency to sink when damaged. Generally, you compare the BP done to the waterline structure of the vessel to its mass in kg (or each 1000BP done to the mass in metric tons). This is the percentage of ship's mass in water it will take on in one hour, which is applied to the carrying capacity of the vessel. If the carrying capacity ever reaches 200%, the vessel sinks. Crew members involved in bailing can move an amount of water dependent on their Strength and the technology of pumping equipment, but will be around carrying capacity times 20, per hour.

Different types of vessel may have multiples to the BP done for the purposes of sinking. For instance, small vessels may multiply the BP by a fairly large number, as they will sink very fast if they take appreciable damage, while larger craft will take longer, given a proportionate amount of damage.

Winds - Sailing vessels will have a "wind ratio" mentioned in their stats, as might sail driven land vehicles. This is the maximum amount of forward velocity that the wind can impart to the vehicle.

Example - A wind ratio of 5/3 would mean that each 5m/sec of wind would give the vessel 3m/sec of velocity, up to the listed maximum speed.

Long-term Movement - Obviously, very little vehicle use will be in combat, or on a second-by-second basis. Usually, vehicles are used to get from point A to point B, and the major concern is the time it will take, and how much fuel will be consumed in the process. The following guidelines will give an idea of travel time for any long journeys the characters will make. Remember to use only the modifiers that are appropriate for the vehicle in question. For instance, hovercraft don't care if the ground is muddy, wet or icy. Also, while modifiers are cumulative, any terrain that is conceivably passable will only be a maximum of -19 to safe speed and cruising range.

Modifier	Speed	Range	Example
Optimum conditions	+0	+0	Paved road
Good conditions	-4	-4	Dirt road
Fair conditions	-8	-8	Dirt track
Poor conditions	-15	-10	Off-road
Rugged hills	-8	-8	
Mountains	-12	-14	
Ground is wet	-2	-2	
Ground is muddy	-4	-4	
Ground is icy	-15	-4	
Swamp	Only if vehicle has water movement		
Light forest	-4	-2	
Dense forest	-10	-6	
Night	-6	+0	
Per 25%(d) capacity used	-2	-2	
Per 25cm of snow	-2	-2	

Vehicles

Example - A ground crawler is traveling on a dirt road through hills and is carrying 1/2 its capacity. This gives a total modifier to its maximum safe speed and range of -16 (-80%). If the vehicle has a normal maximum of 100kph, it would only be able to crawl through this terrain at 20kph, and if its normal range was 500km, this terrain would reduce it to 100km.

These long-term movement rules can also be applied to characters on foot or on horseback.

Short-term Movement - In the event where movement is important on a short-term basis, figure things out as above. To move faster than the maximum safe speed will require a skill roll each phase by the driver (or rider, in case of animals), with a base modifier of +10, and a negative modifier equal to the fraction the safe speed is exceeded by.

Example - If the maximum safe speed were 40kph, and the character was driving at 50kph, this is 25% more than the safe speed, for a modifier of -5. Taking into account the automatic +10, the total for this roll is +5.

This same calculation applies if a character tries to do a turn at a higher speed than the turn mode would indicate is possible. In either case, if the skill roll is failed, you then roll 1d20 on the accident table, with a modifier equal to the modifier on the driver skill roll.

Accident Table

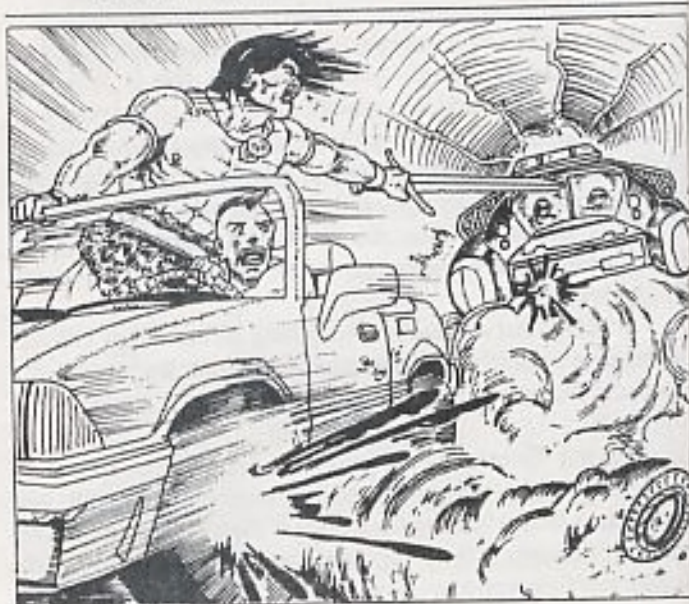
Roll	Result
1-8	Land vehicle
	Vehicle turns 1 hex facing to left or right and skids in direction of original movement. If vehicle is turning, facing changes towards inside 70% of the time.
	Other vehicle
9-12	Land vehicle
	Maneuver is half as severe as intended.
	As 1-8, but vehicle moves in the direction it is facing on the next phase.
	Other vehicle
	Maneuver is half as severe as intended.
13-16	Land vehicle
	Vehicle moves straight forward, loses velocity equal to its deceleration, and turns 1 hex facing to the side (see 1-8).
	Other vehicle
	Maneuver is in wrong direction, and is half as severe as intended.
17-20	Land vehicle
	Vehicle decelerates at maximum, goes to random facing and continues to skid on the next phase.
	Other vehicle
	Maneuver is in wrong direction.
21-24	Land vehicle
	Vehicle decelerates at maximum and rolls. If not stopped, it will continue to decelerate and tumble in a random direction in the 60° arc it was moving in. Unrestrained passengers take velocity in m/sec divided by 4(d) as a whole body DL. Those belted in divide this by 4(d).
	Other vehicle
	See 20-24.
25+	Land vehicle
	Vehicle rolls, decelerating at maximum each second, and will catch fire (if possible), doing Acceleration as a whole body DL to passengers.
	Other vehicle
	See 20-24.

Location - If a vehicle is hit, it will usually be important to get an idea where. Since there are multitudes of different vehicles types, the following hit locations are generic, and can be customized for particular vehicle types if you wish.

Vehicle Hit Location

Roll	Location
1-6	Motive system. This is the engine or whatever performs this function on the vehicle, like a reactor or mast or battery pack. If this item has been totally destroyed, roll again and ignore this result. Armor does not count against the results of this secondary roll.
7	Non-vital. This is some part of the vehicle that is expendable, like antennas, mirrors, spare tires or armament.
8-10	Propulsive system. This what actually takes the motive system power and puts it to use, like sails, tires, grav plates, etc. On applicable vehicles, wheels are hit half the time, and tires are hit the other half. Wheel hits can have GM-determined dramatic special effects on steering, brakes, etc.
11-19	Cargo or passenger. This hit is somewhere in the crew, passenger or storage areas of the vehicle. Assign each passenger and piece of luggage or cargo (including ammo) a number from 1 to twice the passenger capacity of the vehicle. For instance, a 4 passenger car would have numbers from 1 to 8. Then roll a die closest to this number. If the number rolled is the same as an item, that item takes damage equal to what was left after the shot penetrated vehicle armor. If the weapon was explosive, shaped charge or had a DV of 100 or more, other passengers will take 1/4 this amount from fragments.
20+	Non-vital hit.

Note: If shooting at the end of the vehicle which has the propulsive system, subtract 4, and if shooting at the opposite end, add 4.



Chase Combat - Rather than move a vehicle (or horseback, etc) chase out second by second, many chases can be resolved in an abstract manner, without the use of extensive maps or other aids. All you need are the stats for each means of transport, and a sheet of hex paper to keep track of relative position.

Layout - Initially, the GM should set things up on the hex paper, using an expanded grid of 5 meters per hex, or any scale that is appropriate for the speed of the chase. Actual terrain doesn't matter, only the initial speed and relative position of the participants. Remember, regardless of kibitzing, only one person will actually be in control of the vehicle, and *that* person is the one who makes the movement decisions. In order to enforce the chaos of a high-speed chase, all characters should write down what they plan to do each second *without* knowledge of what the other players will be doing (This can be loads of fun).

Terrain - The circumstances of the chase will dictate the starting terrain, although this may change over the course of the chase, especially at high speeds. Terrain will be one of three types: Open, Restricted, or Very Restricted.

Open	No obstacles, and usually with unlimited maneuvering room. The major factor will be the top speed and endurance of the vehicles involved. Example - Dogfights, or a stretch of desert highway.
Restricted	Some obstacles, but high speed can be maintained with skillful maneuvering. Both acceleration, turning ability and driver skill will be important. Example - A crowded freeway, open forest, or a dogfight among skyscrapers.
Very Restricted	Many obstacles, and top speed is almost impossible to attain. Turning ability and driver skill will be the most important factors. Example - Residential neighborhood, dense forest or city streets.

These terrain types will be important, because they will give advantages to one type of vehicle or driver.

Terrain	Advantage to:	Example
Open	Faster vehicle	Open highway
Restricted	Maneuverable vehicle	Crowded highway
Very Restricted	Best driver	City streets

Sequence - The GM will set up a time increment for each chase turn. This can range from 1 second for something fast and furious like an auto chase with gunfire, to an hour or more for a slow but dramatic chase between a pirate vessel and a merchant ship. A good general turn frame is 1 second for each meter of hex size, for instance 15 minutes for a 1km hex, or 1 minute for a 50 meter hex. Each "turn" of the chase, each driver (or captain, etc.) will state one of three intentions, the pursued stating before the pursuer. The allowed actions are: Close, Dodge and Run Away.

Close

The driver attempts to reduce the distance between the vehicles. If both drivers close, the attempt is automatically successful. All weapons fire gets the modifier for *relative* firer movement.

Dodge

The driver may be trying to close or run away, but most of their efforts are towards making the vehicle harder to hit, either by dodging or finding cover. The vehicle gets a negative modifier to be hit equal to the modifier for *relative* target speed, plus the amount the driver's skill is made or failed by. Fire from the vehicle takes a modifier for relative firer movement, plus an additional minus equal to the turn mode of the vehicle and any amount the driver skill roll was made by.

Run Away

The driver attempts to increase the distance between the vehicles. Again, if both drivers attempt this, it is automatically successful. Weapons fire gets the modifier for *relative* firer movement.

Each turn, check to see which vehicle factors will apply to the results of the chase.

Terrain	Close	Dodge	Run Away
Open	T, A	M, S	T, A
Restricted	A, M, S	M, S	A, M, S
Very Restricted	M, S	M, S	M, S

T - Top Speed M - Turn mode A - Acc/Dec S - Driver skill

The difference between the factors used is calculated, and if applicable, drivers roll on their skill and add the amount made or failed by to the total. The total for each vehicle is compared, and the high total "wins". This can have multiple consequences. A character dodging always gets to dodge, but if they win vs. someone trying to close, the opponent does not get to decrease the distance, but if they lose, the opponent does.

The relative positioning can be changed by the winner by the following amounts.

Terrain	Change distance by
Open	Acceleration (or top speed) difference
Restricted	Acceleration and Turn mode difference
Very Restricted	Turn mode and Skill difference

Example - Characters are fleeing from a military jeep in an average car through Restricted terrain. Since no one is shooting yet, the GM has assigned 5 second "turns". The characters decide to "run away". They have a positive difference of 1 point of acceleration and 2 points of turn mode, for a total of 3. The driver fails his skill roll by 3, bringing the total to 0. The jeep is Closing, and its driver fails a skill roll by 4, so the characters "win" that turn. The difference in acceleration and turn mode is a total of 3, times a 5 second turn, so range is increased by 15 meters.

Optional - If characters can successfully Run Away or Dodge 8 times in a row, they can "lose" pursuit in Open terrain. This is reduced to 6 times in a row in Restricted terrain, and 4 times in a row for Very Restricted terrain.

Multiple Chases - In the event that more than one pursuer is involved in a chase or interception, the total is compared separately between the participants. The GM may restrict certain options for the pursued party, especially if pursuers are attempting to intercept from different directions. In this case, distance is automatically decreased by the closing velocity of at least one pursuer, and the winner of that turn gets to modify the distance normally, which might carry over into the next turn as an adjustment to relative velocity. Evading multiple pursuers requires skill in moving on the large scale map, and exceptionally good skill rolls should allow the character to take advantage of surprise moves, make opponents run into obstacles, or make other good use of the local terrain.

Drugs - Drugs, whether beneficial or harmful may come into play. The reaction of living creatures to drugs covers an extremely wide range, and even when simplified for game purposes, it can still be complex.

For all practical purposes, drugs will have one of two game effects, that of raising an attribute or skill, or that of lowering them. The trick is to mimic real drug effects, which have additional effects, and effects that occur in sequence over a period of time. For the most part, all drugs will have side effects. Perhaps an extremely advanced culture will have a perfect enough knowledge of biochemistry to avoid this, but this is not likely to be of benefit to the characters all that often.

Name	The common and/or technical name of the substance.
Administration	The way in which the drug is administered. This will be one of four ways: Ingestion(I) - The drug must be swallowed to have effect. Respiration(R) - The drug is an aerosol or gas and must be inhaled. Contact(C) - The drug will work through simple skin contact. Injection(N) - The drug must enter the bloodstream through an injection or wound.
Normal Dose	This is the dose that will generate the listed effects, and is based on a body mass of around 100kg. For each half(u) this mass, multiply the severity of the effects by two, and for each double(d) this mass, divide by two.
Effects	This will be a simple to complex series of abbreviations and numbers showing the effect of the drug. The first item will always be a number. This is how long it will take for the character to feel any effects of the drug. A "+n" next to an attribute will mean the drug increases the Attribute by a modifier of n, and a "-n" signifies the opposite. This effect will

usually be in parentheses, and is followed by two numbers separated by a "/". The first is how often the character must make a Constitution roll to avoid taking the effect, and the second is the maximum time that the drug will affect the character. A drug with a series of effects will have a second set of numbers in parentheses, or sometimes more. For instance, a drug which added to Strength temporarily, but then left the character weak would have a "+Str" effect followed by a "-Str" effect.

Note - A "-CON" effect does not usually reduce Constitution rolls for the drug, but may count towards recovery of damage sustained.

Treatment This is the recommended treatment for counteracting the drug. Once administered, the character will get a +10 modifier to Constitution on all further rolls to see if the drug has further effects.

Notes This is any additional information on the drug which falls outside the normal drug format.

Example	Name - Mace Administration - R Normal Dose - 1 spray Effects - 0 sec,(-5PER,SKL,STA,BRV)1 sec/5 sec, (+1PER,SKL,STA,BRV)1 min/∞ Treatment - Copious flushing of affected area with cool water. Notes - Attributes and skills are only increased to normal levels during recovery period. Due to the pain of the effect, victim must make a Willpower roll each phase to stay in an area causing this effect. To have effect, it must be inhaled or sprayed on face, although at GM option a single effect may be taken if adjacent areas are hit.
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Explanation - Mace takes effect instantly upon contact (0 second time delay). The person struck must make a Constitution roll that second and each subsequent second for a total of 5 seconds. If they fail a Constitution roll on any second, they take a cumulative -5 modifier to their Perception, all skills, Stamina and Bravado. This lingers until a minute after the last effect, at which point the character can make a Constitution roll to negate 1 point of the negative modifier accumulated, and they get to roll on each subsequent minute until full recovery. Flushing the eyes with cool water will give the character a +10 on Constitution rolls both during the application of effects (if they are quick) and during the once-a minute recovery period after the maximum effects have already taken place.

Suggested Effects - Different "classical" effects for drugs are below. You can mix and match these, or use them as a springboard to creating your own custom effects. Only the major effects will be listed. The recovery period will usually give a slow but steady increase (or decrease) of all affected attributes, depending on the particular drug involved.

Effect	Notes	Effect	Notes
Anesthetic	+WIL, -SKL Notes - The character is feeling no pain, but may be slightly fuzzy or less in tune with their sense of touch, distance, etc.	Itching	-APP Notes - Scratch, scratch.
Antibiotic	+CON Notes - Antibiotics automatically work, as their effect is not against the body, but against "intruders" (i.e. infections). The amount Constitution is modified by is also a positive modifier to any Medicine skill used when treating an infection-based eventually fatal result.	Knockout	-BP Notes - This is counted as non-lethal damage and the character must roll on the whole body damage table whenever the results get worse for purposes of being stunned or knocked out.
Anoxia	-STA, BP Notes - The character will run out of breath and be unable to absorb enough oxygen to stay alive. The BP is counted as a whole body effect, and the character will die if the modifier to Stamina is at -20 or more when an eventually fatal result runs out.	Nausea	-BRV, APP, PER, SKL Notes - If character fails a Willpower roll due to any damage, predictable results will occur.
Blindness	-PER (sight) Notes - It will become more and more difficult for the character to make sight Perception rolls, until the modifier reaches a maximum of -30, at which point it becomes impossible.	Pain	-All Notes - Character needs to check on the whole body damage table for unconsciousness/blackouts each time the DL increases due to the non-lethal BP effect.
Coma	-All Notes - All attributes are lowered to zero. The character is in a deep state of unconsciousness and will not awake or react to any outside stimuli unless the GM desires it.	Paralysis	-STR, DEX, SKL Notes - May target a specific location, or spread from the administration site. If an extremity location takes maximum effect, all locations further away are rendered useless as well. Paralysis affects running speed to the same extent it affects Strength.
Convulsions	-All Notes - Like vomiting, except any damage the character takes is lethal, and may be whole body, specific locations or random locations.	Relaxant	-STR, WIL, SKL, +APP Notes - This can be used for drunkenness, if Willpower is reduced for purposes of being interrogated, but increased for pain tolerance purposes.
Cramps	-SKL, BP Notes - This may be either lethal or non-lethal damage, at GM option, and the effect may target a specific location (stomach cramps, leg cramps, etc.).	Stimulant	+STR, BRV, PER, STA Notes - Some stimulants may also give a -SKL effect due to jitters or decreased attention span. Many stimulants will have a wearing off period where the increased attributes go <i>below</i> normal levels for a while before returning to normal.
Deafness	-PER (hearing) Notes - It will become more and more difficult for the character to make hearing Perception rolls, but the character will still be able to sense loud or low-frequency vibrations through their sense of touch.	Stupor	-INT, WIL, PER, SKL Notes - The character must make an Intelligence roll in order to react to a change in situation. If attributes take a -20 or more, the character becomes a mindless zombie, unable to act unless set in motion or told what to do.
Diarrhea	-APP, STA Notes - The character feels lousy and is irritable. Rest stops must be made every 1d% minutes or any time a Stamina roll is failed.	Tremors	-DEX, SKL Notes - The character will have a noticeable shakiness to their hands unless actively gripping something.
Dizziness	-DEX, PER, SKL Notes - Character will have to make a Dexterity roll to complete any action which has a total negative modifier, like this effect. Preparation time may be used to negate this in some cases.	Vomiting	-All Notes - Character is totally incapacitated, and will take the minus to their BP as non-lethal damage.
Hallucinogen	-All Notes - Exact effects will vary with the substance. If the character makes their	Weakness	-STR, STA Notes - The character will feel excessively tired, but rest will not seem to help.

Administration Notes - Up to .5 grams of a substance may be placed on a dart or arrowhead, and up to 1 gram may be placed on a 10cm section of a bladed weapon. Any hit (or block by a shield) is assumed to "clean" a 10cm section of weapon, and any attack which penetrates the skin of the character is assumed to deliver the substance into the bloodstream.

Diseases - Diseases may come into play as well. Fortunately, the characters have the option of leaving via the Matrix to kill off any nasty organisms they may have been infected with, but on occasion they will not have that option. The format for diseases is the same as for drugs, except that instead of a normal dose, you have a "contagion factor", which is the chance in 20 that a character has of catching the disease if exposed to it. If they fail this roll, they roll again on their Constitution to see if it "sticks". If this roll is failed, the disease progresses normally.

Sample Drugs & Diseases - The short list below is a "starter set" of drugs and diseases that might be useful, amusing or dramatic to bring up in a campaign.

Name - Mace

Administration - R

Normal Dose - 1 spray

Effects - 0 sec.(-5PER,SKL,STA,BRV)1 sec/5 sec,
(+1PER,SKL,STA,BRV)1 min/∞

Treatment - Copious flushing of affected area with cool water.

Notes - Attributes and skills are only increased to normal levels during recovery period. Due to the pain of the effect, victim must make a Willpower roll each phase to stay in an area causing this effect. To have effect, it must be inhaled or sprayed on face, although at GM option a single effect may be taken if adjacent areas are hit. Mace canisters usually have a maximum range of 5-10 meters, and range from 5-20 sprays per can.

Name - Croton Oil

Administration - I

Normal Dose - 10 grams

Effects - 4 hours,(-5APP,STA)6 hours/12 hours,
(+1APP,STA)1 hour/∞

Treatment - None.

Notes - A really vicious purgative (i.e. diarrhea) agent, commonly available in TL7-9 pharmacies. Occasionally used to spike "bait" watermelons with to discourage thieves.

Name - Chloral hydrate

Administration - I,N

Normal Dose - .10 grams

Effects - 10 minutes,(-2BP,-1DEX,INT,STA) 5 minutes/1 hour,
(+1All)10 minutes/∞

Treatment - Stimulants

Notes - Major component of a "Mickey Finn". The BP damage is non-lethal in nature, and the only effect is to see if a stun result renders the character unconscious each time the DL on the character increases. It has a strong taste, and must be mixed with food or drink to disguise it.

Name - Rattlesnake venom

Administration - N

Normal Dose - .1 grams

Effects - 5 minutes,(-1All)1 hour/24 hours,
(+1All)2 hours/∞

Treatment - Appropriate antivenin, special

Notes - A reasonable simulation of a variety of hemotoxic venoms. The BP damage is lethal in nature, and its effects are healed like other forms of lethal damage, but with no permanent effects. The effect is doubled at the site of the injury. There is evidence to suggest that high-voltage current applied to the injury site shortly after the bite will deactivate some of the poison. Stunners and automotive spark coils will be adequate for the task, but will have non-lethal injury effects of their own.

Name - Cobra venom

Administration - N

Normal Dose - .05 grams

Effects - 5 minutes,(-1All,-2STA) 10 minutes/10 hours,
(+1All)2 hours/∞

Treatment - Appropriate antivenin, special

Notes - A reasonable simulation of a variety of neurotoxic venoms. The BP damage is lethal in nature, but only counts towards getting an eventually fatal result. There is evidence to suggest that high-voltage current applied to the injury site shortly after the bite will deactivate some of the poison. Stunners and automotive spark coils will be adequate for the task, but will have non-lethal injury effects of their own.

Name - Curare

Administration - N

Normal Dose - .1 grams

Effects - 10 seconds,(-2STR,DEX,STA,SKL)5 seconds/2 min,
(+1All)10 minutes/∞

Treatment - Neostigmine with atropine, injected.

Notes - This can be used for any non-lethal immobilizing drug, ranging from blowgun darts to animal (or human) capture guns. Note that it is quite possible to kill someone, as if Strength and Stamina both go to zero, you can safely assume they are unable to breathe without external assistance like a respirator or mouth-to-mouth resuscitation. Running speed is affected as Strength, and the location hit takes double effect.

Name - Anthrax (*Bacillus anthracis*)

Administration - R,N

Contagion Factor - 12

Effects - 4 days,(-1BRV,APP,PER,SKL)3 hours/12 hours,
(-1All), 3 hours, 48 hours, (+1All)12 hours/∞

Treatment - Antibiotics each 3 hours

Notes - Symptoms are pain and nausea, often with vomiting, abdominal cramps and diarrhea. Death is often caused by depression of respiratory centers, leading to suffocation. Not a common disease, it most often occurs among animal workers who come into contact with disease spores. These spores are extremely durable. An island off the coast of Britain was used for anthrax research during World War II, and is still quarantined today.

Name - The Plague (*Yersinia pestis*)

Administration - I,C,N, (R)

Contagion Factor - 10(18)

Effects - 4 days, (-1STR,DEX,SKL,STA,BP), 2 hours/3 days
(+1All) 1 day/∞

Treatment - Antibiotics each 3 hours

Notes - The bubonic plague killed off a large portion of the world's population during the Dark and Middle Ages (some sources claim up to one-third the world's population), and isolated cases still occur today (SW United States, SE Asia.) Symptoms include tremors, lethargy, weakness, and eventual delirium and death. BP losses are only used to generate eventually fatal results, which are rolled whenever the DL on a character increases. A more virulent form can be inhaled as airborne droplets, and the effects take place each hour instead of each two hours, and begin to manifest after two days instead of four. Mortality for untreated cases of the regular plague is about 60%, and more than 90% for the pneumonic plague.

Name - Influenza

Administration - I,R,N

Contagion Factor - 4

Effects - 2 days, (-1STR,STA,BRV,APP,PER), 3 hours/48 hours,
(+1All) 1 hour/∞

Treatment - None

Notes - Mild form of the flu, not enough to kill you, but enough to make you utterly miserable for a few days.



Psionics - Psionics in *TimeLords* will be an adaptation of the magic system presented in *WarpWorld*, the "fantasy" rules for this system. Both operate on the same principle, that of a higher set of physical laws which mankind has not yet managed to discover. "Normal" reality is a subset of these rules (don't complain, we don't know how to work time travel either). Characters with magic/psionic abilities can use their will to create effects inexplicable by current scientific theory.

Notes - Psionics will exist independently of deities, extradimensional creatures and complicated ceremonies. It may be affected by local fluctuations in the space/time continuum, which might explain why we have legends of magical powers, but no demonstrable proof of their existence today. So, any jump the characters make stands some chance of being to an area where such powers do work. If the *characters* are discovered to have abilities, they could just as easily be suppressed by unfavorable conditions on the next jump.

Use - A character with a power will define the effect they want, allot a certain amount of Power and their concentration to it, and then roll for success. The amount the roll is made by is multiplied by the Power used to get the "base effect". This effect is compared to the Power of the target to get the "modified effect". Most powers normally only affect an area about the size of one hit location. Filling a full hex with an effect will divide the base effect by 4. People or animals cannot be partially affected by some powers. For instance, you can't telekinese or teleport just *part* of a person, but you could grab their gun.

The maximum amount of Power you can use on a constant basis is equal to your Power Aptitude. If more than this is used, the excess is immediately subtracted from the Power attribute, and is recovered at the rate of 1 per period of time equal to half the total used, in hours (see p.78).

Characters in areas where psionics works on a regular basis will have Concentration Skill (INT)(+0). This adds to their Willpower when trying to use a power. Just about everything else *subtracts* from a character's effective Willpower.

Action	Willpower required
Lying down	0
Sitting	1
Talking or eating	2
Walking	2
Running	3
Using a power	Power used
Using other skills	Skill/3(u)
Awkward situation	+1 to +3

Powers are targeted with Perception, rather than a range table. Basically, if you can see it, you can hit it, making stealth and camouflage realistic defenses against psionic attacks. Inanimate objects have a Power of 1 for purposes of modified effect, and willing/cooperative subjects have a Power of their aptitude.

Example - A character with a Power of 8 decides to fry a foe. They use only their Power Aptitude (2), and when all is said and done, they have 16 "Willpower" (Willpower+skill) towards

it. Rolling 1d20, the result is 6, so they made the roll by 10, giving a base effect of 20. If the target was an average person with a Power of 5, the modified effect would be $20/5=4$, so the unlucky soul would take an attack with a Damage Level of 4 to the location specified. Since this energy is created right at the surface of the target, armor does not protect against the damage, nor is the damage multiplied for location.

Powers - Rather than utterly duplicate the magic section in *WarpWorld*, a very brief outline of powers is below. Those who wish to make extensive use of psychic/paranormal abilities are playing the wrong game and are encouraged to spend more of their money on the BTRC's companion system, *WarpWorld*.

Magic/Psionic Powers

Power Manipulation - This has no effect in and of itself, but the effect can be used to add to the Power of the target area, making it more difficult for opposing spells to take effect.

Energy Manipulation - The character may project energy on a particular band of the electromagnetic spectrum, such as light, heat, X-ray, or radio, or may be able to project force (telekinesis) or generate electricity. The modified effect may either be a Damage Level, addition to analyzation skills, communication range or AV vs. attacks of the same kind. A more difficult task is channeling existing sources of energy, like using the heat from a fire as a directed attack. Another possible task is converting one form of energy into another, like light into sound, heat into pressure, etc.

Teleport - The modified effect is the number of meters that may be traversed without crossing the intervening space.

Mind Attack - The modified effect is taken as non-lethal damage level to the target. Like all powers affecting the mind, this requires a called shot to the head for effect.

Mind Defense - The counter to all forms of mental attack. The modified effect adds to the effective Power of the target for resisting effects.

Mind Illusions - The modified effect is a blurring of reality, a modifier to all Perception and skill rolls.

Telepathy - The modified effect is the rate of communication in words per second. No language translation ability is gained, but images can be used instead of words.

Mind Control - The modified effect is the minus to a Willpower roll that the target must make to resist commands. The modified effect is the maximum level of skill that the controller can use through the resisting target.

Alter Probability - The modified effect is the chance that a pseudo-random occurrence in the target area will happen, like a gun misfiring. More difficult effects include narrowing the possibilities of *exactly* what happens.

Negate Entropy - The modified effect is the fraction of a damaged item or impairment that can be restored to full effectiveness, but it cannot be used cumulatively.

Clairentence - The modified effect is the maximum Perception that the character can use from another viewpoint, which does not have to be in line of sight, but which will take extra Perception modifiers to originally target.

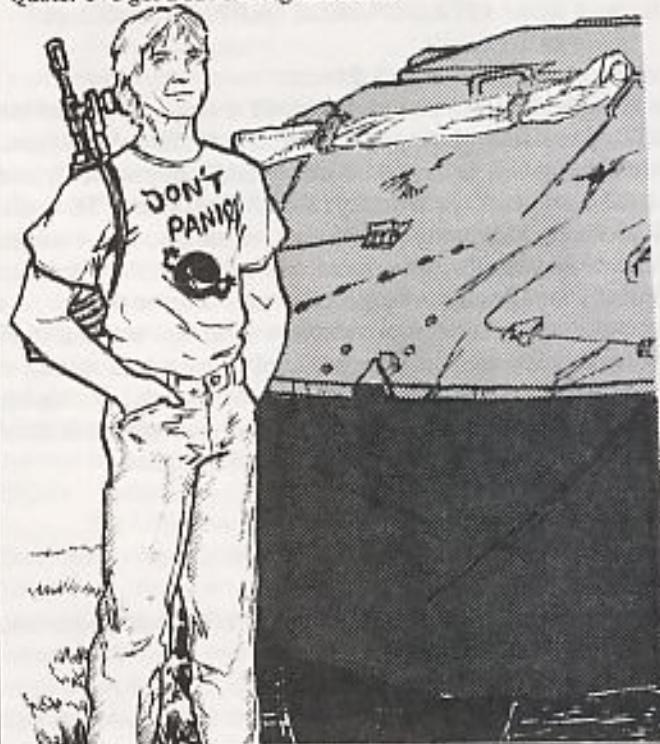
Roger Campbell

Height: 188cm

Quote: "I've got a bad feeling about this"

Age: Indeterminate

Weight: 70kg



STR: 10	DEX: 13	APP: 13	POW: 10
CON: 11	WIL: 12	PER: 14	BP: 30
INT: 19	BRV: 13	STA: 13	Speed: 11

Major skills

RIFL 11	AERO 16	FREN 9	PHIL 9
PIST 12	LTA 8	SWD 8	CARP 8
MECH 14	MCHS 10	RMCH 10	BSRD 8

Notable equipment

Beretta Model 84 (14I) Mowag Piranha APC
Galil w/folding stock (46I) Laser cannon for above (200I)
Electronic books (1Megapages)

Armor
12/4 BP vest

Location: Rebuilding alternate Earth
(bioholocaust, 1998)
Notes: Graze wound across chest (.45),
Dog bite scar, left ankle

Transform - The modified effect is the temporary modifier that can be placed on the attributes of any object, like mass, AV, physical character attributes, etc.

Time Alter - The modified effect is the modifier to the flow of time in the area of effect.

Power Tap - The modified effect is the fraction of the natural Power of an area which may be used to sustain another power used simultaneously with the Power Tap, thus creating a self-sustaining effect, which is usually stationary.

Enchant - This power is specific to the manufacture of enchanted objects, and would not normally see any use in a purely psionic-type system.

Random Worlds - Since characters in **TimeLords** can literally leave entire worlds behind on a moment's notice, many adventures (especially early on) will be on "disposable" settings, a world where they arrive, have an adventure or two, and then leave. To help the GM in creating the background for such an outline world, the following tables are provided. This is not a solar system or stellar generation table.

World Generation Tables

Table 1(1d10)	Geologic Activity	Add to Table 3/Table 10	
1	Inactive	-3	+5
2-3	Below average	-1	+3
4-7	Average	+0	+0
8-9	Above average	+1	-2
10	Very active	+3	-4

This is a basic roll to determine the age of the planet. Young planets are likely to be more active, with lots of vulcanism and mountain building, while older ones will be more stable. Also, if intelligent life has evolved, it is more likely that the older the planet, the older the culture, with correspondingly higher levels of population and technology.

Table 2(1d10)	Gravity	"Sea level" pressure/Stamina mod.
1	2x normal	-5,000m/-3 to rolls
2	1.5x normal	-2,500m/-1 to rolls
3-8	1.0x normal	0m/+0 to rolls
9	.75x normal	+2,500m/-3 to rolls
10	.5x normal	+5,000m/-6 to rolls

This roll will have an effect on how well the characters can get around. For instance, characters of normal Strength will be very strong compared to the average on a low gravity planet, while on a 2g world they will be hard pressed to simply walk around. For purposes of atmospheric density, assume each .1g difference decreases the "sea level" pressure by 1,000m of altitude, or increases it by 500m if the gravity is higher than normal. This is just a guideline. If you need a low-g, high-pressure environment to support *large* flying creatures (say dragons, for instance), go ahead and do it, or make the atmospheric pressure another random roll on this table.

Table 3(1d10)	Dominant terrain	Add to Tables 4 and 5
-2 to -1	Mostly plains	+2
0-2	Plains, low mountains	+1
3-7	All types of terrain	+0
8-11	Mountainous	-1
12-13	Tall (>4,000m) mountains	-2

The age of the planet has an effect on the dominant terrain type. Note that this is the *dominant* type. There will be virtually all types of terrain on any planet, but in different proportions. Take into account gravity effects on culture. For instance, a low-g planet with a thin atmosphere and lots of tall mountains will make many areas difficult to visit (or escape from). The type of dominant terrain will be able to affect climate on both a local and global scale.

For **TimeLords**, if you arrive there, it is capable of supporting human life. These tables just give the details of that world. You can use it to flesh out an otherwise dry planetary description from other games, if desired.

By the time you get to the end of these tables, you will have a complete world, with enough background and detail for you to find any number of quick adventure possibilities.

Table 4(1d10)	Avg. winds	Table 5(1d10)	Weather change
-2 to -1	0m/sec	-2 to -1	Ext. fast(20 min)
0-1	1m/sec	0-1	Very fast (2 hrs)
2-3	2m/sec	2-4	Fast(10 hrs)
4-6	3m/sec	5-9	Average(1 day)
7-8	4-8m/sec	10-11	Slow(5 days)
9-10	9-19m/sec	12	Very slow(2 wks)
11-12	20-33m/sec		

In areas with few mountains to block air flow or cause turbulence, hellaciously high winds can build up, but may take a long time to develop, and give plenty of warning, like hurricanes. In mountainous areas, winds can be high, but usually are not on such a continual basis. However, the turbulence and violent air flow can cause very rapid weather changes, which can easily ambush the unwary or unprepared.

Table 6(1d10)	Ocean percentage	Add to Tables 7, 9, 11
1	<5% of surface	-3
2	10% of surface	-2
3-4	30% of surface	-1
5-6	50% of surface	+0
7-8	70% of surface	+1
9	90% of surface	+2
10	>95% of surface	+3

The percentage of water on a planet will affect all aspects of its development, from evolution to weather to agriculture to technology. For instance, a relatively flat desert planet with high winds might have land-based sailing vessels plying trade routes between oasis cities. Or, a very watery planet might have very little agriculture, but lots of floating cities to alleviate land shortages.

Table 7(1d10)	Seasonal temperature variation in degrees C
-2	V.Large(Equator=30°,Temperate=50°,Arctic=70°)
-1 to 2	Large(Equator=20°,Temperate=45°,Arctic=60°)
3-8	Normal(Equator=15°,Temperate=40°,Arctic=50°)
9-12	Low(Equator=10°,Temperate=25°,Arctic=30°)
13	V.Low(Equator=5°,Temperate=10°,Arctic=15°)

This is a rough approximation of the planet's axial tilt, to give temperature variation between the heat of summer and the cold of winter. This might also apply to a planet with a slightly irregular orbit in extreme cases, where the changes between summer and winter temperatures may make certain zones uninhabitable during part of the year, or once every many years as part of a larger orbit/climate cycle.

Table 8(1d10) Average summer temperature in degrees C

1	Equator=10°, Temperate=5°, Arctic=-10°
2	Equator=15°, Temperate=10°, Arctic=-5°
3-4	Equator=20°, Temperate=15°, Arctic=0°
5-6	Equator=25°, Temperate=20°, Arctic=5°
7-8	Equator=30°, Temperate=25°, Arctic=10°
9	Equator=35°, Temperate=30°, Arctic=15°
10	Equator=40°, Temperate=30°, Arctic=20°

This is a measure of how close the planet is to its primary, and how warm it gets during the peak of summer. Like most of the other environmental factors, this will have an effect on culture and technology. Certain areas may be inhabited year-round, but only be accessible during certain seasons because of climate (like being blocked by ice floes, for example).

Table 9(1d10) Average rainfall per year Earth equivalent

-2	<10cm	North Africa
-1 to 1	30cm	Southwest US
2-3	50cm	Southern Australia
4-7	80cm	Midwest US
8-9	110cm	Western US/England
10-11	130cm	Eastern US
12	150cm	Scotland, Tasmania
13	>170cm	Central S.America

Planets with less surface water will have less rainfall, and the rains will be on average, farther apart. Note that this is an average figure. Obviously, there will be variation over the planet. Areas with slow weather changes are more likely to get more precipitation in one season than another, due to global circulation factors, which can lead in extreme cases to long seasons of dry alternating with long seasons of wet, like monsoons.

Table 10 (1d20) Period Tech Level Add to Tables 11, 12, 22

-3 to +3	Prehistoric	1	-7
4-5	10,000BC, stone tools	2	-6
6-7	3,000BC, metal tools	3	-5
8-9	1,000BC, trade, culture		-5
10	0AD	4	-4
11	400AD		-3
12	800AD		-2
13	1200AD		-1
14	1400AD, gunpowder	5	+0
15	1600AD		+1
16	1700AD, steam, balloons	6	+2
17	1800AD, blimps, rifles	7	+3
18	1900AD, flight, radio	8	+4
19	1940AD, atomic power	9	+4
20	1960AD, space travel	10	+5
21	1980AD, microchips	11	+5
22	2000AD, fusion power	12	+6
23	2100AD, antigrav, FTL	13	+6
24	2200AD, cloning, AI's	14	+7
25	2300AD, ?	15	+7

This is just a simple scale of technological development for the world. The level listed does not necessarily run on our timescale or method of chronology, but is to give the GM and players a "handle" to base their perceptions on. Only the most civilized areas will be at the level listed. Less prosperous areas will probably be one Tech Level down, and primitive or rural areas would be down two or more levels.

Table 11(1d20) Population density Earth equivalent

-6 to -4	<1 per km ²	10,000BC
-3 to 0	2 per km ²	0AD
1-3	4 per km ²	1700AD
4-6	6 per km ²	
7-9	8 per km ²	1800AD
10-12	12 per km ²	1900AD
13-15	20 per km ²	
16-18	40 per km ²	2000AD
19-21	70 per km ²	2040AD
22-23	100 per km ²	
24-25	200 per km ²	
26-27	>300 per km ²	

This is a guide as to how crowded the human population is, on the average. Naturally, there will be areas more or less crowded than this amount (up to 500x in cities).

Table 12(1d10) Government Add to Tables 13, 17

-6 to -4	None	-4
-3 to 0	Tribal	-3
1-5	Small kingdoms	-2
6-10	Countries	-1
11-14	Continental	+0
15-17	World	+1

The level of technology available will be a major factor in the scale of government possible. The Romans had the best road transport in the world, and possibly the best army, but they still had limits on how far their influence extended. Again, this will represent the majority of what characters may encounter, with varying numbers of the adjacent types *usually* making up the rest of the governments. For instance, a continuum with lots of small kingdoms might have a few country-level governments, and a large number of small tribal territories.

Table 13(1d20) Possibility of previous, advanced civilization

-3 to 17	None
18-19	Roll on Table 10 until more advanced civilization comes up.
20	Roll on Table 10 until a civilization 2 or more Tech Levels better comes up.
21	Roll on Table 10 until a civilization 4 or more Tech Levels better comes up.

Any advanced civilization will have the potential to wipe itself out, or set itself back through its own devices. Even low tech cultures can develop rapid transport like sail ships, and through ignorance spread plagues that decimate the population.

Table 14(1d10) Years since fall Add to Table 15

1	<200	+0
2	400	+1
3-4	600	+2
5-6	1000	+3
7-8	2000	+2
9	3000	+1
10	>5000	+0

This is a random roll to determine how long ago this major disaster happened with respect to when the characters appear there. This can be a backdrop or reason for many adventures. For instance, if a medieval society had century-old legends that characters interpreted as coming from a previous, modern society, and then found that certain secret orders or religious sects had "magic" knowledge or abilities, they might interpret this as enclaves of higher technology. Or, it might *really* be magic...

**Table 15(1d10) Percentage of population that is "mutants"**

1-9	<.1%
10	.5%
11	1%
12	2%
13	3%

With a radiation, biowar or other holocaust, there may be the possibility of lingering birth defects, or other long-term effects on the population. This might range from benign, like odd birthmarks, to debilitating, such as Alzheimer's disease. Or, they could be useful, like improved night vision, "magical" powers, etc. Basically, a certain fraction of the population will be set apart from the rest for reasons other than simple racial, class, caste or religious differences, visibly or secretly, and this might reflect on the characters (like if one of the characters is one of *them*).

Table 16(1d10) Government Addition to Table 17

1	Dictatorship	-3
2-3	Monarchy	-1
4	Oligarchy	-2
5-6	Republic	+2
7	Confederacy	+0
8-9	Democracy	+3
10	Mercantile	+1

This is a guide to the type of major government in the most civilized areas. The type of government will affect the general outlook and suspiciousness of the population and power structure. This will naturally vary from country to country, and should be rerolled by the GM if inquiries are about areas other than the one the characters are in.

Table 17(1d10) Government policy and outlook

-2 to -1	Hostile to outsiders
0-1	Unfriendly to outsiders
2-4	Suspicious of outsiders
5-7	Ambivalent
8-9	Easy-going
10-11	Friendly or helpful
12-13	Very friendly

Areas under iron-fisted rule, or with other oppressive problems (fundamentalism, racism, etc.) will lead to more suspicion and less openness among the people, while areas with wide freedoms and little conflict will generally be much more tolerant (but not always). Individuals can still "fall through the cracks". This table could also refer to things like the crime rate. A repressive government might dampen crime, or cause an increase in it, depending on how desperate the population is.

Table 18(1d10) Males per 100 people Add to Table 19

1	<10	+2
2-3	20	+1
4-6	40	+0
7-14	50	+0
15-17	60	+0
18-19	80	-1
20	>90	-2

This is entirely random, and optional. It could reflect an evolutionary change in the species, a cultural preference that leads to infanticide of a given sex, or a temporary drop in the population due to war or unusual plagues. Some medieval areas were so badly stripped of men by wartime casualties that the Church temporarily allowed polygamy to help rebuild the population.

Table 19(1d10) Status of women

-1 to 0	No rights or privileges
1-2	Treated as inferiors
3-8	Treated more or less as equals
9-10	Treated as superior
11-12	Totally in control

Given the modifiers from the previous table, this can be interpreted two ways. One is that the more women there are, the greater chance they will have a good cultural position, and that the fewer there are, the more likely the reverse is true. However, a society with a much smaller percentage of women could easily be a matriarchy, and one with many could possibly be ruled by the male minority. To get more variation, roll on this table twice, once to get the *status* of women (or men) in the society, and again to determine their *importance*. For instance, women might be treated as inferior, but culturally be very important (they just have no say in their own destinies). Or, a matriarchal society may rule, but men would run the army and are prohibited from public office.

Table 20(1d10) Constellations

1-3	Normal
4-6	Skewed
7-9	Barely recognizable
10	Different

The constellations we see now will slowly shift over time. In the distant past, they were different than they are today, and in the distant future will be different as well. This is over a scale of tens of thousands of years, and is useless for dating your position, but it will give clues to whether or not you are in a different continuum, or a temporally displaced alternate, or even on a different planet altogether. Note that characters from the Northern Hemisphere will usually not know Southern Hemisphere constellations, and vice versa, so you can usually throw curves in now and then just to confuse them.

Table 21(1d10)	Language root	Table 22(1d10)	Coinage
1-2	English	-6 to -2	Barter
3	Germanic	-5 to -1	Copper
4-5	French, Spanish	-4 to 0	Iron
6	Oriental	-2 to 4	Gold
7	Arabic	3-6	Silver
8	Slavic	6-9	Gems
9	Unrelated to any	10-15	Paper
10	GM choice	16-17	Electronic

The language table gives the language root for the area the characters are at. Obviously, not all languages can be included, so the GM may have to splice other choices onto the list where appropriate, like Latin, Greek, etc. This item can make a big difference to the background. For instance, a medieval society that spoke Arabic might be because the Arabs were able to move further north than Spain before being pushed back by European forces. Or a post-holocaust world that spoke a lot of Russian would lead one to some obvious conclusions. Characters may or may not be able to understand the language (at GM option).

Coinage is largely a function of Tech Level. More primitive societies will use precious metals, while more advanced ones will move to abstracts like paper money, and eventually to electronic credit. This is important, because the characters may or may not have money usable in that society, or may have difficulty exchanging one form to another.

Table 23(1d10) Adventure background

1	Cultural interaction/taboo violation
2	Flight from or pursuit of enemies
3	Characters "used" by local authorities
4	Hostile wilderness/survival
5	Exploration/discovery
6	Major historical event
7	Insidious threat/bizarre happenings
8	Mercy mission/damsel in distress
9	Advanced technological artifacts
10	Other time travelers



Just in case you haven't thought of a good adventure idea by this time, roll twice on this table to get some inspiration. The two results should interact with each other. For instance, they could interfere with other time travelers at a major historical event, or they might be pursued by enemies through a hostile wilderness. Elaborations are:

- Cultural interaction** - The characters inadvertently run afoul of a local law or custom (for better or worse), and have to extricate themselves from the ensuing predicament.
- Flight/pursuit** - The characters have to chase someone, or are/will be chased by someone for some reason.
- Used by locals** - Some local authority figure is blackmailing or coercing the characters to perform a service for them.
- Survival** - The characters must struggle against adverse environmental conditions or natural hazards.
- Exploration** - Hidden secrets, scientific discoveries, or time travel related information is waiting to be discovered.
- Historical event** - A major historical event is the backdrop for the adventure.
- Insidious threat** - Something unusual is threatening the characters, like background radiation, plague, or magic. Or, events that are totally out of place begin happening (talking animals, ghosts, etc.).
- Mercy mission** - The characters are prevailed upon to be "good guys" in defense of a needy individual or group.
- Advanced tech** - Somewhere in the adventure are advanced (for that culture) items of technology not available to the general populace.
- Other time travelers** - Somewhere in the adventure there are other time travelers, castaways or people who can recognize the characters for what they are (and who might want their Matrix).

You can write down the basics for each world on the record sheets provided, or use them as "seeds" for a full-blown campaign location.

Table 24(1d10) Unusual feature

- 1 Restrictive dress/behavior/movement
- 2 Unusual TL discrepancy
- 3 Offensive cultural practice
- 4 Ritualized behavior
- 5 Extremely violent/peaceful culture
- 6 Currently at war
- 7 Unusual flora/fauna
- 8 Rigid societal structure
- 9 Multiple intelligent species
- 10 Contains alternate version of characters

This last table is to provide you with a little more in the way of background, ideas or inspiration. If you have trouble coming up with a quick adventure idea, roll once (or even twice) on this table to get an unusual feature of the world the characters have jumped into. Basic explanations follow:

Restrictions - There are cultural or legal restrictions on things that can be done, specific to a given race, class, caste or sex. For instance, women might have to wear dresses, immigrants might need travel passes, there is racial or religious discrimination, gun control, etc.

TL discrepancy - The culture is highly advanced or backward in a particular aspect of the sciences. For instance, a medieval culture that learned how make batteries and electronic vacuum tube radios, or a modern culture that never developed atomic weapons or still held religious dogma as scientific fact.

Offensive practice - This would be a common or accepted practice that "modern", "enlightened" characters would find offensive, like cannibalism, incest, slavery, etc.

Ritualized behavior - The culture may be very formal with required forms of address, bowing to your "betters", lengthy titles or codes of behavior (like samurai), usually with penalties for failure to comply.

Violent/peaceful - The culture may have very little experience with conflict and war, or may have it to an excessive degree, like lethal gladiatorial games, open vigilanteism, mandatory weapon ownership, etc.

Currently at war - The culture/nation/region is currently at war. The proximity of the war will be largely dependent on the TL of transport available, and terrain restrictions.

Flora/fauna - The planet has some extremely unusual plant or animal life, like mobile plants, fire-breathing reptiles, sea monsters, etc.

Rigid society - The society is highly stratified, and the characters will have trouble dealing with any class they are not perceived as part of (and impersonating a class is likely to be a serious offense).

Intelligent species - There is more than one intelligent species on the planet. They might both be native, or this might represent alien visitors or genetic engineering.

Alternate history - The world has an alternate history, with corresponding alternate versions of some or all of the characters. This is a good way to reintroduce characters who are killed, while still being able to play "yourself".

John Kennedy Age: Indeterminate
Height: 175cm Weight: 83kg
Quote: "You can't have too much body armor"



STR: 14	DEX: 14	APP: 12	POW: 10
CON: 9	WIL: 12	PER: 13	BP: 31
INT: 20	BRV: 12	STA: 15	Speed: 14

Major skills

PIST 12	BOW 7	MECH 15	ECON 8
RIFL 12	HIST 8	MLSC 10	SOCL 7
AUTW 6	NORW 7	PSYC 10	BSRD 8
RAPR 8	SIGN 7	FSAD 7	SURW 10

Notable equipment

M-16, with burst fire (49I)
Stunner (50V)
5 fragmentation grenades
Shotgun microphone

Vibrosaber, dagger (10I, 6I)
5 stun grenades (60IV)
First aid kit w/dental tools
Numerous false ID's

Armor

40/30 torso vest
10/2 body suit
20/15 Helmet

Location: Prefers high-tech, but may occasionally go on time-tampering runs to various alternate worlds.
Notes: Fond of unusual tactics

Campaign Detail - This section covers a lot of those nit-picking little things that as a GM you might not have considered, or simply ruled on because there was no framework to operate under. This can happen in any genre, but especially so for time and dimension travel.

Money - All the prices in the equipment, weapons, armor, etc. lists are in "1990" dollars, that is, where possible, prices were taken right out of catalogs. In other cases, conversions from archaic items to known items were done, and these differentials give rise to the possibility of gaining or losing "wealth" simply because of the different cost of goods. In general, this isn't the case. Unless the price is fixed, a gram of gold will buy about as much now as it would a hundred years ago. You could buy a Colt revolver for \$13 out of the Sears 1902 catalog, but then again, gold was only worth \$35 an ounce.

The table below is a general guide to the price changes you can expect for goods over time, and presumes "average" conditions, that is, no excessive shortages, gluts or hyperinflation, and the scale is set to a baseline of 1990. Most items will follow this guideline.

Year difference	Price multiplier
+100	x50
+50	x10
+20	x3
+10	x2
+0	x1
-10	x.6
-20	x.4
-30	x.3
-50	x.2
-75	x.1
-100	x.08
-150	x.07
-200	x.06
-400	x.05
-700	x.04
-1000	x.03
-2000	x.02

This can occasionally work to a character's advantage, but usually only over a small time increment.

Example - A character takes a \$100 bill back 20 years. Since the value of the bill is *not* decreased, it's buying power has increased to $\$100/.4 = \250 , provided no one looks too closely at the date of issue...



Character Improvement - As your characters gain game experience, they will slowly but surely increase in attributes and abilities. They will just as surely pick up quite a number of scars and broken bones as well.

Improving Skills - Usually, only one attempt to increase skills is allowed per adventure. If the adventure takes more than 5 days or is extremely busy, you should consider allowing more than one roll.

Any skill used in that period is eligible for improvement. For each skill, roll 1d20. If the roll is equal or greater than the current level of skill (or a 20), the character will gain points towards improving the skill. If the skill can be improved, roll 1d3. If the skill was used successfully, roll 2d3, and if the skill was used successfully in combat, roll 3d3 (these are not cumulative). Add the sum to the Skill Bank for the appropriate skill. If the total for that skill is equal or greater than the SP it would take to improve the skill a level (the difference between costs for the levels), the skill is improved by a point, and the points used are removed, any remainder staying in the Skill Bank. See page 37 for skill costs.

Example - A character with a Pistol skill of 9 used it successfully in combat, and got 7 points on their roll of 3d3. They already had 13 points in their Skill Bank for Pistol skill, so they now have a total of 20. A skill of 10 costs 100SP, and a skill of 9 costs 81SP, so they get to raise their Pistol skill by 1 point, and have 1 point left in their Skill Bank towards later increase (20 points in bank - 19 to raise the skill).

Practice - When practicing to improve a skill, at least 20 hours must be spent over 5 days for skills that do not use material, but just require practice. For skills that do use material, at least 100 "units" of material are needed. This could be welding rods, bullets (or bursts), etc. The time spent using these materials must be matched by an equal time studying other aspects of the skill (like drawing a gun, quick reloading, etc.). Then, the character rolls normally for improvement, and if successful, gets 2d3 points towards improving the skill.

Note - Especially with weapon skills, if a character practices with only one weapon, they only gain a *specific* skill with that weapon, rather than an overall skill. Variety of practice is the key to overall skill.

Any character with a skill of 6 or more can teach someone who is at a lower level. For dedicated instruction, 1 may be added to the 1d20 roll for successful practice for each 3(u) points in the teacher's skill, and a similar amount added to the points gained. Textbooks are rated with a certain skill, but only give bonuses per 5(u) points of skill the text can teach.

Note - College education gives about 2SP per week.

Improving Attributes - Characters may attempt to improve Attributes along the same time scale as skills. Normally, this requires a conscious effort on the part of the character, but sometimes the normal actions characters take will be sufficient. If the character rolls over their Attribute (or a 20), they will get 1d3 points towards improving the Attribute, and the cost is the difference in AP between the Attribute levels. The actions needed to qualify for Attribute improvement are below.

Strength - Weightlifting, carrying at least 30% of your capacity for at least 6 hours a day, heavy manual labor.

Dexterity - Making lots of Dexterity rolls (especially in critical situations), practicing several Dexterity-based skills and doing well.

Constitution - Healing, fighting off harmful drugs or diseases.

Intelligence - Making brilliant deductions or leaps of logic, doing something to convince the GM you are smarter.

Willpower - Making lots of Willpower rolls, or acting for a long period under constant hardship or emotional stress.

Bravado - Pulling situations out of the hole by succeeding with bluffs or threats that you couldn't have done, or which would have been extremely risky.

Appearance - Deliberately trying to improve your looks and manner, spending extra time each day on improving your personal appearance. The maximum possible improvement will be determined by the GM.

Perception - Making lots of Perception rolls, using your wits to guide your senses, noticing things that everyone else misses.

Stamina - Making at least as many Stamina rolls per day as your current Stamina.

Power - Not normally improved in *TimeLords* campaigns. If used, Power can be increased only by use under extreme stress. For instance, practicing would never improve it, but using it under circumstances where your life is threatened would.

Personality Changes - Normally, there is a sharp dichotomy between the personality of players and characters. This shouldn't happen too much in the Primary Game, and the GM and players should be aware of the possibility. Players should not immediately revert to the kinds of actions that *characters* normally engage in (bloodthirsty, greedy and powerhungry). To allow this will cause the game to turn into *Time Plunderers* and *Megalomaniacs*. This isn't to say that the characters won't become toughened and even calloused by the things they see and endure, but at heart, they are still the people sitting at the table, not characters on a sheet of paper. Use whatever tactics are appropriate, but keep the players and characters from getting too detached.

Aging - Theoretically, characters using a Matrix will never age. The Matrix filters out all impurities from their systems, along with microorganisms that would be harmful to the destination site. If a person uses a Matrix to jump at least once a month, their bodies will undergo no physical deterioration with time.

For characters who are not so lucky, roll 1d% on each birthday past the age of 30. If the roll is less than the age, the character will lose 10AP and 40SP, split between the different skills and attributes as the player chooses. If designing characters over 30 years old from a point base, they will get the AP and SP for starting at an older age, but will have to roll for aging losses after the character creation is complete.

Skills can never be reduced below the Aptitude of the character in the skill. If an attribute is ever lowered to zero, the

character dies. In addition, if the player ever rolls an "01" on the percentile dice, losses are multiplied by 10, and this usually represents some sudden, unexpected health problem, like heart attack, stroke or other organ failure.



Death and Reincarnation - Characters, if played long enough, *will* die, either due to bad luck or unforeseen accidents. Odds are that a normal person will live less than 500 years, even if given physical immortality. Accidents happen. Time travellers are at significantly higher risk than the average person. Of course, that is based on the way we live now. People with extended lifespans will probably become very cautious until the technology to "clone" memories becomes possible.

If your character dies, it can be very traumatic, since in the Primary Game, the character actually represents *you*. Don't worry too much. Just remember that it's only a game. Theoretically, there are other examples of "you" out there, which can be inserted into the campaign as part of an adventure with the other characters. Of course, it won't *exactly* be you, but a close (or not so close) alternate, with perhaps slightly different skills based on the new continuum. And, the new character will not have all your experience and increased attributes and skills. You will be starting over, but it will still be "you", as much as you want it to be.

A simple way to generate a "new you" is to roll a separate 1d6 for each Attribute and non-Aptitude skill. On a 1 or 2, you lose a point, a 3, 4 or 5 is no change, and a 6 is an increase of a point in the Attribute or equivalent skill (like animal riding instead of automobile, for example). Additionally, roll 1d6 for each member of the group. On a 6, the new character doesn't "know" (in an alternate sense) that other player's character.

The situation of "retread" characters can bring up interesting character dialog. How are the other members of your party going to say why they want you to join? "Because we had someone just like you, and they got killed" probably won't thrill your "new" character all that much.

Hunting - It's not hard for a group of characters in the wilderness to become totally self-sufficient. Guns, or even bows are very effective against unsuspecting herbivores. Such periods of wilderness "down-time" usually occur while healing from injuries, hiding or training in skills that would be frowned upon in urban areas.

However, unless the game supply is deemed to be infinite, the supply will eventually be hunted out. This depends on the mass of the animal in question. If the animal is a herd animal, multiply the result by 1d10. The final result should be divided by the number of people in the group, and the "hunted out" area will extend over a 100km² area (5.6km radius). Naturally, with large animals, preserved meat can last well beyond the demise of the last animal in the area.

Mass of animal	Days to hunt out
<1kg	1d100 ² + 100
1-10kg	1d20 ² + 20
11-50kg	1d10 ² + 10
51-100kg	1d8 ² + 8
101-500kg	1d4 ² + 4
501+kg	1d4/2 ² + 2



Weather - Generally, weather will suit the dramatic conditions a GM has set up for an adventure, but it is just as logical to let random weather patterns be a boon or bane to the characters (or their enemies). Roll 1d20 on the table below for precipitation or cloud cover. Add 1 for each 50cm of rainfall the area receives per year. Roll once per increment generated on the Random Worlds tables, or just once per day for simplicity.

Roll	Weather	Roll	Weather
1-5	Clear, little or no cloud cover	15-16	50% cloud cover
6-9	Occasional or distant clouds	17-18	70% cloud cover
10-12	10% cloud cover	19	90% cloud cover
13-14	30% cloud cover	20+	Precipitation

If there is precipitation, the quantity will be 2cm, times 1d10/3, adding 10% per 100cm of rain per year over the first 100cm, and subtracting 10% per 10cm of rain per year below 80cm. If it makes a difference, roll 1d20 on the table below to see when the precipitation starts, and again to see when it stops.

Roll	Time of day	Roll	Time of day
1	Early morning (3am-6am)	12-13	Late afternoon (4pm-6pm)
2	Morning (6am-9am)	14-15	Evening (6pm-8pm)
3-4	Late morning (9am-Noon)	16-17	Late evening (8pm-10pm)
5-8	Early afternoon (Noon-2pm)	18-19	Night (10pm-Midnight)
9-11	Afternoon (2pm-4pm)	20	Late night (Midnight-3am)

For average winds over a given period, roll 2d10 and see below. If precipitation is very heavy, characters are on a coast or it is a season for storms, add up to 3 to the roll.

Roll	Winds	Roll	Winds
1-2	Calm	16-18	2.0x average (minimum of 3m/sec)
3-4	.50x average	19-20	4.0x average (minimum of 5m/sec)
5-7	.75x average	21	6.0x average (minimum of 10m/sec)
8-12	Average	22	8.0x average (minimum of 15m/sec)
13-15	1.5x average (minimum of 1m/sec)	23	10x average (minimum of 20m/sec)

Yearly Rainfall - The following list gives a variety of locations on our Earth, with additions to precipitation rolls and average rainfall per storm by the previous rules.

Area	Rain	Mod	Average	Area	Rain	Mod	Average
Appalachians	120cm	+2	2.0cm	Central France	60cm	+1	1.6cm
Midwest US	80cm	+2	2.0cm	Southern France	100cm	+2	2.0cm
Northwest US	250cm	+5	2.2cm	Northern Germany	70cm	+1	1.8cm
West Coast US	100cm	+2	2.0cm	Southern Germany	90cm	+2	2.0cm
Southwest US	30cm	+1	1.0cm	Northern Russia	25cm	+1	1.0cm
Northern Mexico	30cm	+1	1.0cm	Central Russia	50cm	+1	1.4cm
Central Mexico	70cm	+1	1.8cm	Western Russia	50cm	+1	1.4cm
Southern Mexico	150cm	+3	2.0cm	North Africa	10cm	+0	.6cm
Central S.America	200cm	+5	2.2cm	Central Africa	100cm	+2	2.0cm
Coastal S.America	100cm	+2	2.0cm	Southern Africa	80cm	+2	2.0cm
Northeast Canada	80cm	+2	2.0cm	N, E, SE Australia	80cm	+2	2.0cm
Central Canada	40cm	+1	1.2cm	W. Coastal Australia	25cm	+1	1.0cm
W. Coastal Canada	300cm	+6	2.4cm	SW Coastal Australia	60cm	+1	1.6cm
West Ireland	150cm	+3	2.0cm	S. Coastal Australia	40cm	+1	1.2cm
East Ireland	80cm	+2	2.0cm	Central Australia	10cm	+1	.6cm
Scotland	150cm	+3	2.0cm	West New Zealand	400cm	+8	2.6cm
West England	120cm	+2	2.0cm	East New Zealand	80cm	+2	2.0cm
East England	70cm	+1	1.8cm	Tasmania	150cm	+3	2.0cm
W.Coastal France	80cm	+2	2.0cm	Japan	150cm	+3	2.0cm

Temperature - The temperature chart below is for "our" Earth. Other worlds or alternates may have different temperature ranges, as per the Random Worlds tables. Average temperature varies on a daily basis, so roll 2d10 on the variation table below it. This average temperature is for continental areas. Rolls for variation should be made more extreme by 1 if in a deep continental interior, less severe by one on a coast, and less severe by 2 if on an island. The daily variation can also be used with the numbers for alternate worlds, with possible adjustments for the severity of local weather.

Latitude	Summer	Fall	Winter	Spring	Sample
Equator	31°C	30°C	28°C	29°C	Nairobi
10°	30°C	27°C	23°C	26°C	Saigon
20°	29°C	24°C	18°C	23°C	Bombay
30°	28°C	22°C	13°C	21°C	Houston
40°	23°C	13°C	1°C	11°C	Chicago
50°	19°C	7°C	-7°C	6°C	Prague
60°	15°C	1°C	-13°C	1°C	Juneau

Roll	Variation	Roll	Variation
0-2	-20°C	9-13	+0°C
3-4	-10°C	14-15	+3°C
5-6	-5°C	16-17	+5°C
7-8	-3°C	18-20	+10°C

The Environment - Characters in many adventures will be braving the untamed wilderness, filled not only with unknown perils, temporal anomalies, and large numbers of vicious creatures who aren't smart enough to realize what a gun is, but also the environment. Humans have a limited range of conditions they are comfortable under, and also have such basic needs as food, water and sleep.

Temperature - Humans are comfortable in the relatively narrow temperature range of 15-30°C (59-86°F). They can survive higher temperatures at some penalty to performance, but need protective gear to survive colder temperatures for long periods.

Cold - For each 5°C(d) below 15°, a character will suffer a whole body damage result. If only parts of the body are exposed, the effects will be to that area only. An exception is the head. Since it takes up a large fraction of the body's blood needs, it can be unprotected down to 0°C without taking a damage result. The damage level is DL1 (Type IV) per hour, per 5° below a safe temperature, and is cumulative.

Example - After spending an hour at freezing temperatures (0°C), a character will take a whole body Damage Level of 3, which is not going to kill them, but is still not good. After another hour, they would be at DL6 instead of DL3.

This can be applied to shorter time periods. For instance, if you were exposed to a -45°C temperature for 5 minutes, that would be 60°C below the safe level, or a DL of 12 per hour. A period of 5 minutes is 1/12 of an hour, so each 5 minutes would be a DL of 1. This should not be used for periods of less than 5 minutes.

Characters will need to roll on Stamina when they take damage. This represents the body automatically expending stored energy to keep warm. They can also *prevent* damage by rolling on Stamina once per 5°C of unsafe temperature per hour (vigorous exercise). Once a character is totally exhausted by exertion, they will need to make a Willpower roll each hour to avoid collapsing into unconsciousness.

Clothing will increase the effective temperature a character feels. Each point of AV will increase the effective temperature by 5°C for regular clothing. Special winter clothing will increase the effective temperature by 25°C per point.

Example - A regular jacket (AV of 1/0) would keep a character warm down to 10°C. A down jacket with the same AV would give protection down to -10°C.

Wind will decrease the effective temperature by 2°C per m/sec. Being totally wet decreases the temperature by 5°C, and triples wind effects. Being immersed in water has the same effects as exposure in air, but the safe range is only down to 20°C (68°F), and any difference is *tripled*, since water conducts body heat away much better than air.

General Encounters - On occasion, you may want to generate a random encounter, or a chance roll may signify an unusual event. The table below (1d20) provides a quick way to see what the party has run into, and is usable about anywhere or anywhen.

Roll	Encounter
1	Medium creature
2	Large creature
3	Small creature
4	Natural hazard
5	Large creature
6	Intelligent creature
7	Medium creature
8	Small creature
9	Natural hazard
10	Intelligent creature
11	Intelligent creature
12	Medium creature
13	Small creature
14	Medium creature
15	Small creature
16	Natural hazard
17	Intelligent creature
18	Intelligent creature
19	Intelligent creature
20	Intelligent creature

Small creatures are things like squirrels, rabbits, snakes, cats or dogs. Medium creatures are deer, wolves or other man-sized creatures. Large creatures might be bears, lions, moose, elephants, etc. Intelligent creatures are usually humans, and natural hazards can vary from quicksand to getting mugged, depending on the area.

The following additions and subtractions are usually used on the above roll to compensate for local conditions.

Tech Level	+/-	Area type	+/-
1	-12	Wilderness	-3
2	-11	Rural	+0
3	-10	Town	+1
4	-8	City	+2
5	-6	Megapolis	+3
6	-4		
7	-2		
8	+0		
9	+2		
10	+4		
11	+6		
12	+8		
13+	+10		

Heat - Characters past the upper level of the comfort range will suffer a variety of effects. Each 5°C over this range will cause an extra -5 modifier on any exertion-based rolls, and the maximum roll that will succeed is reduced by 5 as well.

Example - At 35°C, a character will fail their Stamina roll on a 15 or more, when normally, only a 20 is automatic failure.

For humans, each 5°C over the comfort range will double necessary water consumption (4 liters, 8 liters, etc.). Species with higher water needs will consume proportionately more.

The effects of wind and being soaked apply to heat as well, although wind will have no effect on water consumption. Very humid conditions will increase effective temperature by 5°-10°C, and dry conditions can decrease the effective temperature by 5°C (no effect on water consumption). Clothing has effects identical to those in cold climates, making certain types of armor and climate incompatible. Extreme heat can of course cause physical damage, but for constant exposure, humans can only tolerate temperatures up to 50°C, and then only if it is very dry.

Hunger - Characters will require about .5kg of concentrated field rations per day, or about 1kg of less nutritious food. Characters with significantly more or less than 30BP should multiply this amount by the proportional mass difference. Every 20 Stamina rolls a character makes will add .5kg to the amount of *normal* food needed and 1 liter to *base* water needs. Failing to get adequate nutrition has several effects. First, the short-term reserves of the body are depleted. Then the long-term reserves are used, and in extreme cases, the body will begin to break down its own tissues to provide support to the vital organs.

Each day without food will require a Stamina roll, with the maximum successful roll reduced by one each day, so after 3 days, a 17, 18, 19 or 20 would fail, regardless of Stamina. Each failed roll means a cumulative -1 exertion modifier which is *not* regained by rest. If a character reaches a -20 due to starvation, they fall into a coma, and usually die. A -20 due to a combination of exertion and hunger does not. The character simply falls unconscious until they recover back up to a level of -19 or less.

Minuses due to starvation are recovered as lethal damage, so it can take a long time to recover from a forced fast. Going to fractional rations to conserve food will simply stretch out the time required between rolls, like every other day for half rations.

Thirst - Water is a more pressing matter. People require about 2 liters of water per day, more under any kind of exertion. People can generally go about 12 hours without water before suffering ill effects, but conditions might reduce this. Each 5°C over the range halves the time before you are impaired (but not less than 1 hour). The first increment is "free". Each one after this requires a Stamina roll, as for hunger, with similar effects. However, each consecutive period that sufficient water was not consumed (for that time period) is a cumulative -1 exertion modifier, in addition to the normal -1 for failing a Stamina roll.

Example - Nathan Borg has been staked out under the burning sun, having been in the wrong place at the wrong time. The temperature is 40°C (104°F). Naturally enough, he doesn't do much. This is 10°C over the comfort range, so he has to roll for dehydration every 3 hours. The first period, he takes no

effects. The next period, he takes a -1 for not getting water, plus another -1 for failing a Stamina roll (at -10 because of the heat). The next roll sees another failure, for -1, plus an extra -2 for not getting water, for a total of -5. During the relative cool of the night (30°C, 1 roll per 12 hours), he makes his Stamina roll, but takes another -3 for lack of water (-8 total). When the sun comes up, his goose is cooked, since he will take at least a -4, -5, and -6 just from lack of water, not to mention failed Stamina rolls. By next sunset, he will be at -20 or more, and will pass mercifully into unconsciousness before dying of dehydration.

Damage due to dehydration is recovered as non-lethal damage, so full recovery can be made in a matter of a few days.

Sleep - Each character will require a certain amount of sleep each night to remain at their peak. Subtract Constitution from 20. *In general*, this is the time required for sleep each night. The minimum sleep time is usually 4 hours, regardless of Constitution. Characters *may* rest more, especially if recovering from injury or exertion. Those who sleep less will take a -1 modifier to all Intelligence or Perception-based skills or rolls per hour of missed sleep (max. of largest amount missed), and a minus to other actions of -1 per 2 hours missed. This (larger of the two) is *added* to other modifiers a character can "sleep off" for recovery purposes, the sleep modifier being removed first.

Example - A character takes a -2 modifier one day due to lack of sleep. That day, he takes a -10 exertion modifier due to heavy hiking. That night, he can recover both if he sleeps long enough to get rid of a -12 exertion modifier. If he only slept enough to remove a modifier of -8, he would wake up with a -4 exertion modifier still nagging him in the morning.

Creatures - The term "creatures" covers just about everything biological from squirrels to stegosaurus. They may be malevolent, benevolent, or just not care. This usually depends on whether or not they're hungry.

Name: Tyrannosaurus			
Strength	: 50	Length/Height	: 7m
Dexterity	: 6	Mass	: 1000kg
Constitution	: 15	Max velocity	: 16m/sec
Intelligence	: 2A	Preferred habitat	: E/P/N
Willpower	: 18	Spec. Attacks	: Bite, 40II, Tail, 60IV
Bravado	: 17	Body Points	: 330
Perception	: 7	Speed	: 28
Appearance	: 4	Size Var.	: x.5 to x1.5
Stamina	: 20	Armor Value	: 4
Power	: 82	Food Value	: 4000
		Armor Material	: More than you'll ever need...

Notes: Mean critter. Avoid if possible.
Skill with bite is 12, and with tail thrash is 6.



Creatures will usually have a format similar to the one shown above. Most of the terms are self explanatory, but there are few which need elaboration.

Preferred Habitat - This will be up to three letters, separated by a slash. The first letter represents the preferred climate zone of the animal, and is either E (equatorial), T (temperate) or A (arctic). The second represents the terrain, and is P (plains), H (hills), or M (mountains). The last is the humidity/water level preferred, and is D (dry), N (normal) or W (wet). A "*" in any position indicates no preference or a wide range of tolerance.

Special Attacks - This is any attack the creature has, or special abilities. An attack like 4x4 means a multiple attack, like a claw swipe. Each attack is rolled separately, but all will hit the same or adjacent locations as the first hit.

Size Variation - This is the normal size range for adult creatures of this type. Most physical attributes will be multiplied by this amount, and Body Points will be refigured based on the new mass. For variation, roll 1d10. On a 1 or 10, the creature is smaller or larger than the base, within the range just specified.

Food Value - This is optimum number of man/days of rations a properly butchered creature of this type will provide.

Armor Material - This is the type and number of locations of armor that can be made from a properly skinned and treated creature of this type.

Automata - These are a special class of creatures, although some may have enough intelligence to count as NPC's, while others may qualify as vehicles due to their design. For the most part, they use a creature or NPC format sheet, and simply ignore any attributes that do not apply. Stamina represents the power supply of the device. Rather than a gradual slowdown, as for humans, any time a device needs to make a Stamina roll, it automatically fails, and loses a point of "Stamina". When these are all gone, the machine stops running. Unless extraordinarily sophisticated (TL15+), robots will not be self-repairing, and do not recover damage. For simplicity, robots will be treated like humans for purposes of taking damage effects, with the following exceptions. Robots are never stunned or knocked unconscious. Broken bone results mean that the impairment effect is doubled, and they take no effect from bruising or non-lethal damage (except maybe electrical attacks).

Two locations on a robot must be designated as the "brain" of the device, and all hits to this area are treated like a head hit on a human. Four locations are allotted as power supply or control centers, and are counted as torso hits. Characters dealing with these robots will not necessarily know where these are. For instance, a robot could have its "brain" deep within the torso, a power supply in a tracked base that would be a lower leg location on a person, and have TV eyes on the ends of its arms.

If you want to "program" non-intelligent robots, you can give them one ten-word sentence per point of Intelligence Aptitude, each sentence covering a general range of actions, which the players can take advantage of ambiguities in.

Example - A robot programmed to chase the largest moving target might let a crawling character sneak behind it while it is chasing a running character, who *appears* to be larger. It might require an "Intelligence" roll to not be fooled, based on the GM's opinion of its programming.

Aliens - Humans will not always be the dominant life form on a planet. A planet might be under alien rule, there might be a galactic society with hundreds of races, or maybe a different species developed intelligence at the same time as man.

Aliens will generally have the same attributes as humans, but on a different scale. Their average level of Strength might be higher or lower, as might their Intelligence. Attributes like Appearance are harder to quantify, and generally only apply to others of the same general race or phenotype.

Aliens as PC's or NPC's will buy Attributes in a different way. The racial norm is represented by a series of pluses or minuses to the Attributes, as below.

"Elf"

Strength	+2
Dexterity	-2
Constitution	+0
Intelligence	+0
Willpower	+1
Bravado	-1
Perception	-2
Appearance	+0
Stamina	-1
Power	+2



If an attribute has a "+" beside it, it means you must add that number to the level of the Attribute you want to buy, to get the level the actual cost is based on. For example, to buy a Strength of 10 would cost the AP needed for a Strength of $10+2=12$. If the total of bonuses and penalties is negative, the race has an edge over humans, and if positive, they are at a disadvantage. If you wish to counter this, you could give them advantages or disadvantages to compensate, like increased or decreased height or mass (and BP), and special abilities or limitations.

Aliens are more than people in funny suits. They may have entirely different motivations than humans, and personalities can be for lack of a better word, totally alien. "Why did you attack us?" "Because it was Tuesday!". This is not to say that all alien races are totally insane (to us, at least), but it would probably be too much to ask to have them totally motivated by human standards. Aliens can be fun, and should be played to the hilt if you include them.

Non-Player Characters - NPC's are the inhabitants of the game world that aren't player-controlled. The GM will usually run their personalities as that person would react when in contact with the characters. This can be difficult, but is usually more rewarding all the way around. Rather than having a party of bandits attack the characters, perhaps they would be more careful with their precious lives and maybe spy on the characters first, to see if there will be any opposition. Maybe they will set up an ambush, or try a bluff to get the characters to give up their goods. Combat is stupid if threats will suffice. Dialogue is important, and can always be used by the GM to give the characters useful information. There is more to adventuring than shooting first and asking questions later.

NPC's have all the attributes and characteristics a player character has, and a short list of equipment, with personality and motivation notes. NPC's for *TimeLords* adventures will usually have a brief character sketch so the GM can give characters an idea of what they look like.

Renegade Time Patrolman

Age: 32 Height: 195cm Weight: 103kg

Body Points: 34 Speed: 14

Strength : 14
Dexterity : 14
Constitution : 12
Intelligence : 14
Willpower : 13
Bravado : 13
Perception : 12
Appearance : 11
Stamina : 12
Power : 6

Skills:

All required skills, two at 6 levels over base, the rest at 3 levels over base.

Equipment:

Varies, but usually very high quality.



Initial Reactions - A quick method of getting NPC first impressions is to add the Appearances Aptitudes of the two characters together, and then rolling 1d20. If the result is less than the total, the reaction is favorable. If failed, the reaction is ambivalent. If greater than twice the total, it is unfavorable, and if greater than three times the total, it is hostile. The intensity of the reaction is inversely proportional to the chance of getting it. These first impressions can be modified by situation ("Drinks are on me!"), reputation ("Do you feel lucky...punk?"), and the more a character blends into an area (language, clothing, etc.), the better the reaction is likely to be.

Creature reactions are dealt with the same way, but ambivalent or positive reactions usually mean that the creature leaves the area or ignores the characters. A hostile reaction will usually cause threat gestures, but no attack unless the creature is startled or provoked. Reactions will be strongly influenced by circumstance, like for stepping on a snake.

Another special reaction case is if there are witnesses to the arrival of the characters into a continuum. The bright and loud pyrotechnics that occasionally occur are likely to have quite an effect on the surprised inhabitants, not to mention the disoriented and trigger-happy characters themselves. This can be an adventure in and of itself. For instance, one party appeared in a monolith circle during an important ceremony, with an amphitheater packed with onlookers. Playing their cards right (and led on by a devious GM), they soon became demigods on an alternate Earth. Then they found out what happens to demigods who can't prevent droughts or insect plagues...

To get an idea of initial reactions add the average Intelligence and Appearance of the onlookers. Multiply this by their Tech Level, and divide by 20. Then use any of the *modifiers* below that apply.

Modifier	Amount
Appropriate setting (temple, etc.)	+6
Appropriate timing (eclipse, etc.)	+6
Inappropriate setting (swamp, etc.)	-10
Inappropriate timing (during a riot, etc.)	-6
Characters dressed appropriately	+2
Characters dress unimportant	+0
Characters dressed outlandishly	-3
Non-human audience	+ or -1d10
Only 1 witness	+12
2-3 witnesses	+8
4-7 witnesses	+4
8-15 witnesses	+2
16+ witnesses	+0
Special circumstances	varies

Roll 1d20 and compare it to this number just like for any other initial reaction. Favorable reactions usually indicate curiosity. Ambivalence indicates caution or fear. Unfavorable may indicate awe, while hostile may mean an immediate attack.

Culture Shock - Or, "Toto, we're not in Kansas anymore!" Among the other challenges to a GM and players in any time/dimension travel game is that *nothing* is constant. In almost all other game worlds, you can make certain assumptions about life, culture and behavior. How well off would you be if you woke up in a random (but populated) area of the globe every morning? New languages, customs, *laws* and more would cause most of us no end of trouble. This simple lack of understanding could be an adventure in and of itself, especially early on.

For instance, as late as early this century it was considered "indecent exposure" for a woman to wear pants (in some parts of the world, it still is). This can be quite amusing, although female members of your group are unlikely to think so. Just think of all the problems a group of poorly equipped, scuzzy-looking adolescents can get into just by the clothes they wear. On the other hand, no one is likely to ask for an ID if they go into a bar...

On the other side of the gender coin, have you ever heard of the term "press-gang"? This is where a squad of soldiers goes on the prowl looking for "volunteers" to join the army or navy. Methods were unscrupulous at best, and they hanged deserters. Certain military units (notably British Grenadiers) were chosen for certain physical characteristics (like height), and bounties or "finder's fees" were paid to people locating such individuals for service. A spiked drink, and you wake up in the Army...





Of course, witchcraft is always a popular theme, a reason to persecute anyone you don't particularly like. Any sufficiently advanced technology is indistinguishable from magic, and in some cases, it doesn't take much to qualify. How many devices (much less attitudes) do the characters have that would arouse suspicion or ire among a powerful and intolerant religious authority, especially the fanatical kind?

Future shock is less common, but it can and should occur. We feel rather smug about our knowledge and understanding of physical processes, and usually do not consider that a culture a thousand years beyond our own is as likely to be as incomprehensible to us as our technology would be to someone from the Dark Ages. Sure, with a little practice we would be "functional" in that society, but it would take years to fully understand as much as the average person would know in their childhood. Think of how "functional" you would be in a country that uses another language, and doesn't know yours.

An example from play involved trying to rescue a kidnapped party member. One character picked up a dropped rifle and tried to fire it at a fleeing robot. The rifle had 6 firing studs. He hit the largest, and the power pack dropped out and landed on his foot, generating unrepeatable comments from him.

Another character leapt into a parked grav vehicle to chase them down, and was totally stymied by the total lack of controls. By the time the kidnappers escaped, the only thing he had managed to do was lock himself in by setting off the burglar alarm. In both cases, "modern" characters with lots of science-fiction under their belts were rendered helpless by their ignorance of common items from a vastly different time period.

You get the idea that time and dimension travel requires a bit more work and thought than the average game to keep things going, but that there are also a wide variety of new adventure possibilities open as well.

Things you didn't know. - An extremely condensed timeline follows, but before you get to that, here are some temporal and cultural and technological tidbits that could be quite relevant to any strictly historical journeys. Some of these may be hearsay, but are still interesting. For instance:

In medieval Holland it was believed that people with red hair bring misfortune (understandable to a country invaded by the Danes).

The Trans-Siberian Railroad was completed in 1917, linking Moscow and Vladivostok.

Many of the villains of WWII were considered good or harmless by Allied leaders in the pre-war period. For instance, Churchill praised Mussolini in 1925 as "the saviour of his country."

Women received the right to vote in Australia first, in 1861.

Until 1886, aluminum was considered a precious metal due to the difficulty of refining it.

The first transcontinental rail line in the US was completed in 1869.

Josef Stalin was the editor of Pravda in 1917.

The hyperinflation in Germany following World War I was so severe that money was literally worth less than the paper it was printed on, and the exchange rate plummeted to 4,200,000,000 marks to the dollar, and paychecks good in the morning might be devalued to worthlessness by noon.

Assassinations, coups, revolutions and staged elections were commonly used by all the major powers to secure overseas colonies during the 17th-19th centuries.

Great Britain outlawed slavery in 1807.

The first convict ships arrived in Australia in 1788.

Approximately 40,000 people were executed in the name of democracy during the French Revolution, only ten percent of them being nobility.

Until the 15th century, the only known refinable elements were carbon, gold, iron, lead, mercury, silver, sulfur, tin and zinc.

The Winchester Model 1901 lever action shotgun cost \$21.37 when new.

The first regular trans-Pacific airline flights began in 1936, from San Francisco to Hong Kong (multiple stops).

During the 16th and 17th centuries, many people (mostly women) were executed for being witches because someone fell to misfortune after getting the "evil eye" (an angry look).

This year (1990), approximately six Third World countries will be capable of constructing their own nuclear weapons.

The last *officially* sanctioned executions for witchcraft were in the following years: Britain - 1684, France - 1745, America - 1692, Germany - 1775, Scotland - 1727.

The first documented use of petroleum was in Japan in 615AD, although use of natural seeps probably predates this by a wide margin.

The city of Uruk (Persian Gulf) had a population of approximately 40,000 in 3200BC, and covered over 500 hectares (1.5 sq.mi.), making it the largest in the world at the time.

The first tunnel beneath the Euphrates was completed in 500BC.

The "gold rushes" were to California in 1848, Australia in 1851, South Africa in 1886, and Alaska in 1896.

Galileo was tried by the Catholic Church in 1633 for his belief that the Earth went around the Sun, rather than vice versa.

Until the advent of cathedral clocks (mid 1300's), asking an average person a question regarding time is likely to get an unsatisfactory answer.

Many non-literate or pre-literate societies are unable to understand the concept of abstract representation of data, like maps.

Only 5% of the slaves taken from Africa in the period 1600-1870 went to North America.

Between 1882 and 1962, nearly 5,000 people were lynched in the United States.

Polygamy was legal in Turkey until 1926, but practiced well beyond that date.

The historical Vlad the Impaler (Rumania), is said to have impaled over 40,000 people between 1456 and 1462.

The 40-hour work week began in the United States in 1947.

The average male height in medieval Europe was 169cm.

The last major outbreak of bubonic plague occurred near Marseilles, France in 1720.

In prehistoric times (6,000,000BC), the opening to the Mediterranean was once sealed off, and the area was a hot salty desert.

Dispatch riders in the Roman Empire could cover 300km a day on the Roman road network, which extended from northern England to the Red Sea.

The first tunnel beneath the Thames was completed in 1843.



Timeline - To give you a guide on some actual historical events you might want characters to drop in on, the next two pages list some high and low points in culture and history. This extends only to the present (more would be telling), but you can make up your own future, or insert hypothetical events from your favorite work of fiction.

Date	Events
570million BC	Precambrian era. Air not thick enough to breathe yet, major life form is algae.
480million BC	Ordovician era. No land plants or animals, but lots of ocean life, some fairly large. No ozone layer, unprotected skin will burn in 5 minutes.
390million BC	Devonian era. No animals, lots of land plants and insects (10cm roaches, 100cm dragonflies)
320million BC	Pennsylvanian era. First reptiles, some large enough to eat time travelers.
190million BC	Jurassic era. First mammals, lots of huge reptiles (brontosaurus, T.Rex, etc.). Good area for hunting, if properly prepared.
65million BC	Tertiary era. Dinosaurs die out due to global catastrophe. Cause postulated as massive vulcanism or multiple meteor strikes.
2million BC	Quaternary era. Evolution of hominids.
40,000BC	Last great ice age. One third of globe covered with ice, as far south as Missouri and Germany. Humans develop belief of life after death, with food and weapons buried with the dead.
30,000BC	First trade routes, first fired pottery.
25,000BC	Arizona meteor impact leaves 1.2km crater, approximate energy release of 4 megatons.
20,000BC	Bow invented in N.Africa or Spain.
10,000BC	Domestication of dogs.
8,000BC	Agricultural communities appear.
6,000BC	First beer made.
4,500BC	Copper and bronze appear.
4,000BC	Disastrous floods in Mesopotamia, possibly the origin of Biblical deluge legend.
3,600BC	First taxes.
3,500BC	Invention of wheel, writing.
3,200BC	Beginning of Egyptian dynasties.
3,000BC	Beginning of Minoan culture.
2,700BC	First pyramids built (Egypt).
2,600BC	First recorded use of metal coinage (Sumeria).
2,400BC	Bow used in organized warfare.
2,200BC	Earliest record of skiing (Norway).
2,000BC	Beginning of Assyrian empire.
1,800BC	Peak of Minoan culture, Stonehenge built.
1,600BC	Refined mercury used in Egypt.
1,470BC	Minoan culture decimated by volcanic eruption.
1,250BC	First manmade glass (Egypt).
1,200BC	Olmec culture in Central America begins, later becomes Mayan empire.
1,193BC	Beginnings of Greek culture.
1,100BC	Troy sacked during Trojan War.
1,000BC	First steel developed on Cyprus.
1,000BC	Pyramid at Teotihuacan built (Mexico).

960BC	Solomon is king of Israel.
800BC	First Olympic games.
689BC	Babylon sacked by Assyrians.
671BC	Assyria conquers Egypt.
612BC	Assyrian capital, Nineveh, falls to Scythians and Babylonians, end of Assyrian empire.
551BC	Confucius born, dies 479BC.
550BC	Founding of Persian empire.
509BC	Founding of Roman Republic.
500BC	First distilled liquor (Pakistan).
480BC	Xerxes attack on Greece fails.
431BC	Peloponnesian War begins, lasts 28 years.
405BC	Athenian navy destroyed by Sparta, end of Peloponnesian War.
400BC	Spartans use sulfur and pitch in warfare.
399BC	Socrates drinks hemlock and dies.
390BC	Gauls sack Rome.
384BC	Aristotle born, science suffers for centuries.
377BC	Rome rebuilt, with defensive walls.
332BC	Alexander the Great enters Egypt.
287BC	Archimedes born, dies 212BC.
275BC	Colossus of Rhodes completed.
264BC	First gladiatorial games (Rome).
250BC	Board games, dice used by Greeks, Romans.
218BC	Hannibal crosses the Alps by elephant.
215BC	Great Wall of China built.
200BC	Cement invented.
189BC	Tax revolt in Egypt.
147BC	Carthage massacred (10% live) by Roman army.
71BC	Slave revolt by Spartacus crushed.
44BC	Caesar assassinated.
30AD	Christ crucified.
42AD	Caligula assassinated.
43AD	London founded.
50AD	Romans learn of soap from the Gauls.
61AD	British tribes, led by Boadicea, sack London, are later crushed by Roman forces.
64AD	Rome burns.
68AD	Nero commits suicide.
72AD	Masada falls after lengthy siege.
79AD	Mt. Vesuvius erupts, wipes out Pompeii.
100AD	Paper invented (China).
120AD	Hadrian's Wall built (England).
164AD	Plague begins in Rome, lasts until 180AD.
271AD	First magnetic compass (China).
300AD	Bowling used as religious ritual (Germany), stirrups used in China.
330AD	Constantinople dedicated.
440AD	Ancient city of Ys flooded (France).
433AD	Attila becomes leader of the Huns.
455AD	Vandals sack Rome.
537AD	King Arthur dies, possibly legendary.
547AD	Black Death hits Europe, population of Europe halved over next 50 years due to plague.
570AD	Mohammed born, dies 632AD.
615AD	First use of petroleum (Japan)
620AD	Vikings invade Ireland.

641AD	Great library at Alexandria destroyed by fire.
671AD	Greek fire invented.
716AD	Moslem armies capture Lisbon (Spain).
720AD	Moslem armies capture Narbonne (France).
732AD	Charles Martel defeats Arabs at Tours (France), furthest advance of Arab armies.
787AD	First Viking invasion of Britain.
845AD	First paper money (China).
885AD	Paris besieged by Vikings.
1000AD	Vikings discover America, Chinese invent gunpowder, several Western sects predict the end of the world, with related violence.
1066AD	Battle of Hastings, Halley's Comet appears.
1095AD	The First Crusade.
1145AD	Second Crusade.
1189AD	Third Crusade.
1204AD	Constantinople falls to Fourth Crusade.
1217AD	Fifth Crusade.
1227AD	Genghis Khan dies.
1228AD	Sixth Crusade.
1248AD	Seventh Crusade.
1252AD	Inquisition begins to use torture.
1270AD	Eighth Crusade.
1278AD	Glass mirrors invented.
1332AD	Black Death originates in India.
1346AD	First recorded use of gunpowder in Europe, at the Battle of Crecy.
1347AD	Black Death reaches Europe, population of Europe drops by a third over next four years.
1370AD	First steel crossbow.
1412AD	Joan of Arc born, burned at stake 1431AD.
1452AD	Leonardo da Vinci born, dies 1519AD.
1455AD	First printing press, Wars of the Roses.
1465AD	Edward IV passes edict forbidding bowling.
1492AD	Columbus discovers the New World.
1502AD	First watch invented.
1503AD	Nostradamus born, dies 1566AD.
1532AD	Pizarro invades Inca nation in Peru.
1550AD	Billiards invented (Italy).
1568AD	First bottled beer (England).
1588AD	Spanish Armada defeated.
1596AD	First toilets in England.
1629AD	Massachusetts Colony founded.
1650AD	World population reaches 500 million.
1666AD	London burns, halting spread of plague.
1684AD	Last execution for witchcraft in England.
1696AD	First steam engine (England).
1725AD	Casanova born, dies 1798AD.
1755AD	Earthquake in Lisbon, 30,000 die.
1765AD	Stamp Act passed to tax American colonies.
1773AD	Boston Tea Party.
1775AD	American Revolution begins.
1783AD	Hot air balloon invented.
1785AD	Parachute invented.
1788AD	French Revolution begins
1799AD	Napoleon rises to power.
1815AD	Tamboro volcano erupts, killing 12,000.

1815AD	Napoleon defeated at Waterloo.
1839AD	Opium War, China vs. Britain.
1859AD	First practical storage battery (France).
1861AD	American Civil War begins.
1862AD	First Gatling Gun.
1866AD	Dynamite invented.
1871AD	The Great Fire in Chicago.
1876AD	Centennial Exhibition at Philadelphia.
1886AD	First commercial aluminum production.
1890AD	Global influenza epidemic.
1895AD	Marconi invents radio (disputed).
1898AD	Spanish-American War begins.
1900AD	Boxer Rebellion (China).
1906AD	San Francisco earthquake, 700 die.
1908AD	Tunguska meteor explosion, 12 megaton blast.
1910AD	China abolishes slavery.
1914AD	World War I begins.
1919AD	Prohibition begins, lasts until 1931.
1926AD	Polygamy abolished in Turkey.
1929AD	Great Depression begins.
1933AD	First concentration camps in Germany.
1939AD	World War II begins.
1941AD	Japanese attack on Pearl Harbor, US interns Orientals in concentration camps until 1946.
1945AD	First atomic bomb, end of World War II.
1950AD	Korean War begins.
1953AD	First hydrogen bomb.
1956AD	Hungarian Revolution crushed while Western countries do nothing.
1960AD	United States enters Vietnam War.
1961AD	Berlin Wall built.
1964AD	Race riots in US as result of civil rights laws.
1969AD	First manned exploration of the Moon.
1973AD	Arab-Israeli War begins.
1974AD	Last Skylab mission.
1976AD	Orient Express makes last run (Istanbul-Paris).
1979AD	USSR invades Afghanistan.
1980AD	Iran-Iraq War begins, Mt. St. Helens erupts.
1982AD	Space Shuttle launched.
1984AD	Indira Gandhi assassinated by Sikh extremists.
1986AD	Chernobyl meltdown, 40,000 evacuated. Challenger explodes, killing all on board.
1987AD	TimeLords first published.
1989AD	Pro-democracy protesters massacred in Beijeng.
1990AD	Elvis is <i>still</i> dead.

In general, no matter where or when you go, you will always find war, famine, pestilence, death, intolerance, taxes and bureaucracy. You can also find peace, harmony, understanding and compassion, but you have to look a lot harder.

Perhaps the best philosophy for potential time travelers to remember is that no matter where you look in history, mankind has been barbaric. Five thousand years ago, we were barbarians. Two thousand years ago, we were barbarians. Forty years ago, barbarians. So, the next time you get ready to look down on some "barbarians", think what people will be calling *you*, a hundred years from now.

Bibliography - There are many, many books that have been used in the research and development of this game, and untold more that have served as inspiration over the years, but for the serious TimeLords GM or player who wants to do their own equipment, damage or basic history research, the following list of books might come in handy. Many of these are available on bookstore shelves, and the rest can be found in any decent college or state library. Good luck!

Weapons - Melee

A Glossary of the Construction, Decoration and Use of Arms and Armor - Stone

A Pictorial History of Swords and Bayonets - Wilkinson

Antique Arms and Armor - Wilkinson

Confederate Edged Weapons - Albaugh

Early Greek Armor and Weapons - Snodgrass

Weapons - Modern

A History of Firearms - Pollard

Antipersonnel Weapons - Stockholm International Peace Research Institute

Jane's Infantry Weapons

Jane's Armor and Artillery

Jane's Security and Counterintelligence Equipment

Military Small Arms of the 20th Century - Hogg

The Crossbow - Payne-Gallwey

Weapons - General

Arms and Armor Annual - Held

Exotic Weapons - Hoy

The Effects of Atomic Weapons - Department of Defense

Practical Handgun Ballistics - Williams

Weapons - Diagram Group

Weapons through the Ages - Crescent Books

Armor

Ballistic Materials and Penetration Mechanics - Laible

Selection and Application Guide to Police Body Armor - U.S. Department of Justice

Medicine

An Evaluation of Police Handgun Ammunition - U.S. Department of Justice

Gunshot Wounds - Di Maio

Gunshot Wounds - Swan

Wound Ballistics - U.S. Army Medical Service

History, General Interest

Castle - Macaulay

History of the World - Bonanza Books

Strange Stories, Amazing Facts - Reader's Digest Books

Survival, Evasion and Escape - U.S. Army (FM 21-76)

The Timetables of History - Stein

The 1902 Edition of the Sears & Roebuck Catalog - Bounty Books

Timescale - Calder

Periodicals

Armada magazine

Armor magazine

Infantry magazine

International Defense Review

Military History Quarterly

Cretian Crisis - The following is a short adventure, or perhaps more appropriately an adventure outline, for a small group of Time Patrol characters, although it could easily be adapted to a group of characters from the Primary Game as well. Fade to a high-tech briefing room somewhere in the future...

The big day has finally come for you and your associates. After two years at the Temporal Operative Academy, two more years at a static downtime position in the Observation Branch, and lots and lots of testing, the big day has finally arrived for your first full assignment. Will you defend sacred history from those who would do her violence? Will you oppose the loosely bound group of anarchists that call themselves the Time Tyrants, seeking to manipulate Eternity for their own selfish ends? Or will you penetrate the veils of Antiquity to solve some great mystery of the ages? No, you and your comrades have been assigned the task of...finding poetry?!

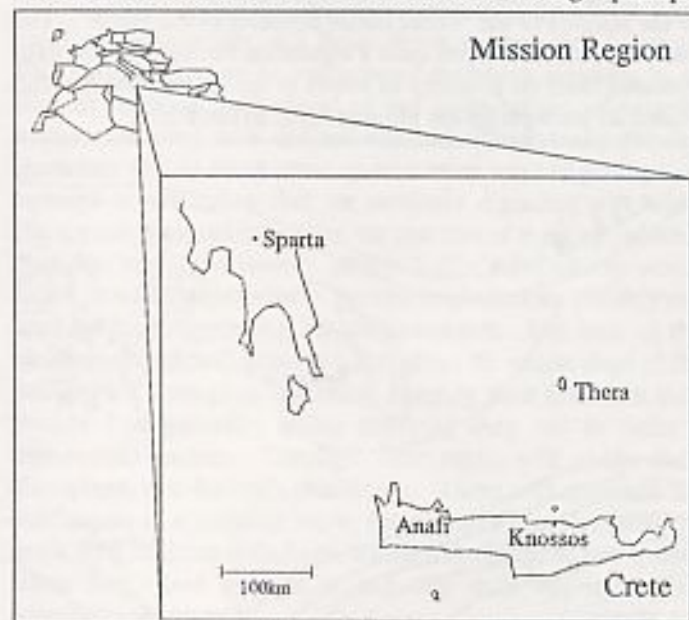
This is the players' situation: Their mission is to go back to Minoan Crete, circa 1530BC, and search for any literature of that society that they can acquire a copy of. All agents will of course be taught Minoan Greek (by hypnosis, memory implants, crash courses, etc.), a tongue only recently made available to the Patrol through the Linguistics Section. The characters will be "augmented" by a medium grade career officer from the Cultural Research Division, one Philo Maudle, a quiet, introverted, unathletic and thoroughly cowardly scholar who can just happen to read Minoan Linear A, the written language of the civilization at that time. He will be doing most of the research, while the characters do most of the legwork and see that he isn't bothered with tedious tasks like preparing food, haggling over the price of manuscripts, etc. He's the star, they're the support team. Ho hum.

The party will be provided with upper class period clothing: a kilt, short travelling cloak, brimmed hat and sandals. All of these will be reinforced with small amounts of tungsten whisker and synthetic spider silk, to give an AV (when all are worn) of 9/3 over all locations except the face, lower arms, shins and the upper surfaces of the feet. While this sort of reinforcement is almost invisible, the fabric will be somewhat stiff, and less comfortable than real period clothing of the same type. As a mainly organic product, it will also decay fairly quickly with time should it be left on-site due to unforeseen mission complications. In any case, it is unlikely to become part of the archaeological record after the destruction of the area when the nearby volcano on Thera explodes in roughly 60 years (circa 1470BC).

No attempt will be made to disguise the team members' facial features or skin color, since foreign merchants are not unknown in these parts. As no trouble is expected, no weapons will be issued beyond "period" bronze daggers (TL4), and a stunner (DV30V (non-lethal only), 10 shots, RC 1/1), disguised as a baton, one per team member, except for Philo, who will loudly complain that he "can't stand the things". The batons can also be used in a "contact" mode, and expend a "shot" on a successful hit, block or parry. If the characters can justify it to their superiors, they may be able to get some other non-lethal goodies like disguised surveillance equipment, radios, or smoke or tear gas grenades (lesser chance).

Each team member will be given three days worth of condensed rations, as well as about a kilo of hard candy and miscellaneous "period" jewelry, with which they can bargain for food, lodging and of course, the literature they seek (about \$500 worth of goods per person).

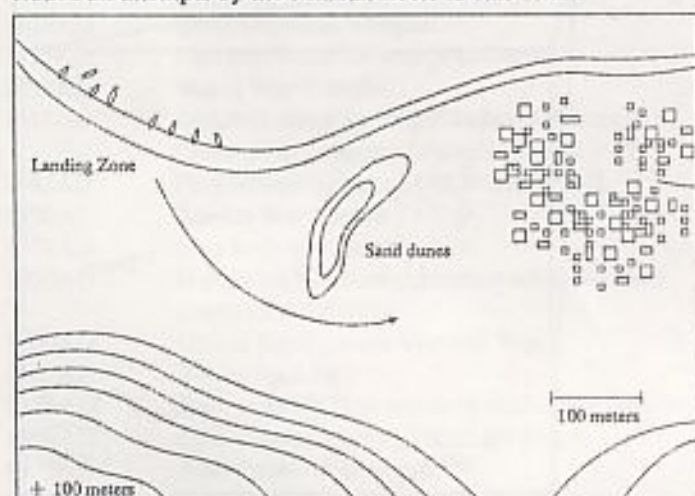
The insertion jump will go off without a hitch, depositing the mission team quietly among the rocky hills overlooking a peaceful, medium-sized (about 1000 people) town. The return will be by returning to the same area. Every four days, at local noon, a soccer-ball sized pickup will be made from the exact center of the area where the characters appeared. Messages can thus be sent requesting assistance, announcing delays, etc. Of course, if immediate pickup is desired, that can be arranged as well, and can be done within a minute of the "message" pickup.



The local solar time at the jump site is about 2pm on a typical, painfully sunny Mediterranean day. A leisurely hour's stroll will bring the character's into the town of Anafi, where they will be treated with wary courtesy. Within an hour of their arrival, the party will be approached by a small delegation of local VIP's, who will formally greet the newcomers, welcome them to town, and inquire as to their business. The "business" of the characters is that of travelling scholars (and moderately wealthy ones, from their dress). If the characters tell them what they are after, one of the "welcoming committee" will mention that he knows where quite a bit of such material is. It is not his to sell, he will hastily add, belonging to his father, who is away at a religious festival and not expected back for three or four days. At this point, if the characters have behaved themselves, they will be invited to stay as guests in the home of one of the town's more prosperous citizens, until such time as the old scholar returns, and they have a chance to transact their business. The guest quarters are cramped, but the food is tolerable, and it seems all they have to do is wait.

What they don't know is that this timeline is being tampered with...

About 48 hours after the party's insertion jump, a warband of 250 Mycenaean pirates, in 8 small galleys, will enter the harbor on a mission of pillage. As the raiders approach, an alert sentry will sound a gong, whereupon all hell will break loose. Like most Cretian towns of the era, they were certain in their isolation and the retributive strength of the various Minoan fleets, and had no defensive walls, or any other defense to speak of. Most of the community, including the character's hosts, will literally start running for the hills. Most will in far too much of a hurry to discuss the situation at length with the characters. If any of the characters bother to look, the lead ship of the raiding fleet bears an ostentatious pennant, with a black skull and crossbones on a florescent orange background, both of which are not appropriate for this time or place. If a fleeing townsman can be corralled long enough to inquire about it, they will describe it with terror as the insignia of the "Great Battle Sorcerer of the North". This personage has developed quite a reputation through several well-executed raids on a variety of towns in the region, and has thus eluded all attempts by the Minoan fleets to catch him.



The characters will have no way of knowing this, but the said "sorcerer" is no less than Assam Ud, the villainous time renegade. Assam's motives, as usual, are not quite clear (perhaps even to himself), but there can be little doubt that they are ultimately against the best interests of mankind. It is only his reputation among the pirates that makes them bold enough to attack Crete directly, and his tactics (and equipment) that let them get away with it. In any event, Philo, a closet Minoophile, will absolutely refuse to leave the town, and demand that the characters "Do something!". If they seem reluctant, he will threaten them with bad mission reviews. "How would you like to spend the rest of your career exploring Pleistocene Siberia?" While he doesn't actually have this much pull, he is technically senior officer on this mission, and insubordination and/or a bad report from him certainly won't help the character's careers.

The awful thing about it is, Philo is right. There is clearly some very heavy-handed tampering on here, and someone's going to have to put a stop to it. Since it's now well after noon (the next message pickup is almost 2 days away), that "someone" has got to be the characters. The good news is that the situation probably justifies lethal force. The bad news is that the party has precious little to dish out.

If the characters do nothing to interfere, events will unfold something like this: shortly after the alarm is sounded, about 50 men and boys will assemble in the town square, with long, bronze-tipped spears, large shields, no armor, and no leaders. This group will mill around a bit, then head off in a group to where the pirates are just now beaching their boats, a little ways from the edge of town. About four dozen of the raiders (mostly very tired oarsmen) will stay behind to guard their ships, leaving more than enough to stomp the militia. After assessing the situation for several seconds, the militia will also head for the hills, before they get cut to ribbons...unless the characters provide some heroic leadership and/or a badly needed technological edge. The raiders will shout a variety of unintelligible comments about the ancestry of the fleeing militia, and spend the next three hours ravaging the town, setting the occasional fire purely for its entertainment value, and in general, acting like barbarians. Woe betide any townsman who was slow to get out (and there will be a few). At the end of this period, Assam Ud will have rounded up all the raiders, gotten them back on their boats, and begun sailing away into the gathering dusk. Unlike other sailors at the Tech Level, Ud's group thinks nothing of sailing by night, since Ud has brought along a small suitcase full of high-tech navigation aids (maps, sonar, radar, inertial navigation unit, etc.).

If the characters have some sort of telescope available, they may decide to have a closer look at the fleet as it approaches the shore. Assam Ud will not be visible. They will be able to see that about half the raiders have no armor, half have leather corselets (3/1), and a handful are wearing bronze corselets (6/3), which will glint menacingly in the sun. All bear shields and 1.5m spears. If they make such observations after the ships come within 200 meters of the shore, they will also notice something more startling: A mustached man, in plain green fatigues, looking back at them through the scope of a bolt-action rifle! This is Daniel Sandino, Assam's favorite toady, a gutless little assassin who does all his work through the 3-8x scope on his rifle. Fortunately for the forces of goodness and light, he's down to his last 5 custom handloads at the moment, having used the rest elsewhere. He won't notice ordinary observation from the shore, but anyone using binoculars or such will attract his attention, unless they have gone to the trouble of concealing themselves, in which case he will have to make a Perception roll to see them. If he does see someone using out of period equipment, he will be seen to rapidly work the bolt of the weapon. He will take one phase to reacquire the target through the scope, and will steady for one phase. Since small galleys under oars are not the most stable firing platforms, he will get no net bonus, and will not be trying for called shots (counting the IA of the weapon, his skill is 15). If all targets have disappeared from view by the time he is ready, he will fire at something else, out of sheer frustration.

If targets remain after the first shot, he will try again. He will then rush off to inform his master what all the shooting was about. Ud will not believe him, though. He seldom takes Sandino seriously. "Binoculars? Here? Don't be ridiculous! I forbid you to waste any more ammunition on mirages!" Sandino will then sit and sulk until the landing actually begins.

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What can the characters do? The first thing like to occur to them is Brute Force: Try to lead the town militia to victory in an open field battle against 4-1 odds. This isn't really a viable plan unless some party members used their smarts (or maybe skill at hiding things) to bring along some "non-standard" equipment. Getting the militia to stand against the raiders in these circumstances will not be easy. Someone in the party will have to use their Bravado, and get better than 1.5x against the average militia man's Bravado of 10. If the characters burn a charge or two to stun the first one that runs, this will count as "demonstrating a power". If the militia does resist, Ud will not lead his troops, or even take part in the battle, but watch from well to the rear, using the opportunity to gauge the tactical savvy of his officers. He will be standing under his banner, a smaller version of the pennant on his ship. Sandino will be near him, glancing about nervously.

A slightly different approach is Sly Force. One example of this might be to try and conceal the militia in the town itself, and then try to surprise the raiders as they enter. This is actually not much better than Brute Force, because it's been tried before, and the raiders will be wary as they enter the town. Worse, if the militia fails to rout the first batch of pirates as they hit, others may surround them in the narrow streets, with gruesome results (Prisoners? What are prisoners? The "civilized" Greeks of this period typically slew all adult males of towns taken by warfare. To expect more of pirates would be hopelessly optimistic.) A better version might be to withdraw from the town altogether, and then try to sneak back and attack by surprise after the raiders have dispersed to begin looting. This method would work particularly well if skillful characters came up with ways to silently dispose of the handful of pickets the raiders will post at the edges of town. Note that stunners are *not* silent, but might go unnoticed with all the background noise.

Intelligent play could produce dramatic results. Assume a 1 in 20 chance of bumping into Ud himself during the early phases of this sort of counter-attack. In that case, see below. If the party wants to try Sly Force, they will only have to get 1x on the militia's Bravado to get them to cooperate.

If the party tries either of these, it will be necessary to adjudicate mass combats. To do this, split the forces into 10 man units. Treat each unit as an individual, with normal "to hit" and block rules (don't forget the shields), except that all combat is considered simultaneous, and all damage is checked on the Whole Body Damage Table. Anytime a unit takes more damage than it dished out, it must make a Bravado roll, with a minus equal to its total "impairment". If it fails, it will rout, disperse, and take no further part in the battle. A unit must also roll on Bravado to avoid rout if an adjacent friendly unit routs (GM judgement call on what constitutes "adjacent"). A unit with a character or characters in it will use the average of 10 and the leader's Bravado for the effective Bravado of the unit, and can use any amount a Military Science skill roll is made by as a modifier to the effective skill of that unit. If such a unit does rout, the characters are not required to retreat in panic, but can choose their own actions. To handle maneuver, use 10 meters hexes, 10 second turns, and assume all units can move up to 5 hexes per turn.



Each raider accounted for by individual character action will give that unit a -2 impairment. Note that a maximum of two units could fight abreast in the town's streets.

Another option the party may resort to, if the militia won't stand, or perhaps part of a Brute Force strategy, is Challenge. This consists of one or more party members standing in an obvious position, well ahead of any large bodies of friendly troops, posturing in a defiant manner. Theatrically minded characters will no doubt come up with other ways of getting their message across. Any that are remotely dignified will work. These particular barbarians just eat that sort of thing up, which a character making a History skill roll (for this culture) would know, or which a historian in general might deduce (History roll with a minus, depending on the character). The bulk of the advancing horde will grind to a halt about 50 meters short of the challengers, whooping, hollering, banging their spears on their shields, and generally doing anything they can to make a tremendous racket. Through their ranks will stride their champions, one for each challenger. These will approach the challengers at a majestic walk, their bronze corselets shining, and a grim smile on their faces, which will change to puzzlement when they close enough to see that their opponents are apparently unarmored.

Raiders (total of 20 units)
Age: 25 Height: 175cm Weight: 78kg
Body Points: 30 Speed: 12

Strength	: 12
Dexterity	: 12
Constitution	: 12
Intelligence	: 10
Willpower	: 11
Bravado	: 11
Perception	: 12
Appearance	: 8
Stamina	: 11
Power	: 5

Skills & Equipment:

Spear-12, Shield-10, equipped with a spear, plus a 4 location shield

Notes:

Elite units (10 of the 20) have skills a point better than average, and wear 3/1 armor over most locations. Minoan forces (5 units) have skills two points less. Champions will have all physical attributes at 14, and skills that are two points higher than average, plus bronze short swords and 6/2 armor (stunner-proof).



Ud, in the back ranks, will notice the delay in the attack, but will not interfere. "Boys will be boys. Besides, how long can it take?"

The champions will deliver some sort of brief soliloquy, along the lines of "Have you ever seen your own intestines?", in a thick, mainland accent, and then will start swinging. They will give no quarter, so the characters had better have some good melee skills. The trouble is, if the characters defeat their opponents, that won't be the end of the matter. Some other member of the pirate group will think to himself "Oh, I'm a better fighter than Nebulous. I can take these guys!", and come forward to fight. The raiders will get worried (make Bravado rolls), only if there are three or more characters involved, and they all defeat their first round opponents. If there are less than three, then the challengers will have to defeat two in a row. Alternatively, if, during the course of playing out the fights, one of the characters manages to pull off something profoundly impressive and unlikely (at least from a Bronze Age point of view), the GM may want to have the raiders make another Bravado roll.

For instance, Nebulous, veteran of a hundred battles, winds up and unerringly slams the point of his spear into the stomach of the pale-skinned stranger, who wore no armor except an (apparently) ordinary cloak. His target doubles over with a loud "Oof!". Nebulous turns to his comrades and raises the spear. His comrades cheer and bang on their shields...but then fall silent. Nebulous turns around, and sees the supposedly spitted foe slowly uncurl himself. He gets back off his knees, fixes Nebulous with a piercing glare, and says in a low but penetrating voice, "Now I'm Mad!". Then Nebulous sees that there isn't even any blood from the wound! Great! Now they've got sorcerers too!

Each time one of these conditions is met, make a Bravado roll for the raiding force (12 or less). They will take a -1 for every champion who has been felled (temporarily or permanently). If the roll is failed, there will be murmuring in the ranks, and ten of their number (one "unit", starting with the lower skilled, unarmored ones) will slink back to their ships for each point the roll was failed by (with a maximum of 3 units per failed roll). Furthermore, a failed roll will bring Assam Ud to the fore. "Incompetent savages! What's the problem now?!" He will be bringing his standard bearers with him, so the characters will have some advance notice as the dayglo skull and crossbones advances. If there is a confrontation with Ud, see below.

Finally, there is the tactic of Assassination. The bulk of the attacking force seems to be perfectly ordinary Bronze Age soldiers. Why wade through all of them? Just sneak in, blitz the ringleader, and split. Kill the head, and the body dies, right? Characters with this sort of idea might try to conceal themselves in the town somewhere, wait until the raiders are about their business, and then try to sneak through the town, house to house, to find the man behind all this. This good news is, he won't be hard to find, because he is never without his standard bearers, and an orange skull and crossbones does sort of stand out a bit. The bad news is the party will have to make six successful Stealth rolls (average lowest and highest in group) to avoid being seen, and if they are spotted, will receive the same short shrift any other group of potential ambushers would. Further, their hiding place might be found (check their hiding place vs. one

casual Searching attempt at a skill of 10), or the building they are hiding in might get torched (1 in 20 chance). If they hide outside town, the last two hazards can be avoided, but they will have to make two more Stealth rolls to get past the pickets. However, if they blow these, they will have a good chance of escaping.

Confrontation - If any of the characters are captured by the raiders, they will probably be tortured to death for sport, unless they have demonstrated their "powers" (like stunners or other equipment), in which case they will be brought before Ud. He will be sitting on a folding stool, in the shade of his banner, with Sandino hovering nervously about, muttering "I told you so..." in Spanish. He will then question the raiders about the character's "powers" and then start interrogating the characters, all the while sipping tea out of a thermos. He will *not* identify himself. If the characters stays close-lipped, and won't answer any questions, he will ask one at random, "Do you play chess?" If the answer is no, he will say "Pity. Kill this one...slowly." And they will, too, unless the characters start talking, fast. If the answer is yes, however, he will seem delighted, produce a small magnetic chess set, and invite the character to play for the life and freedom of all the captives. Ud's chess skill is 18, by the way. The fastest way to resolve this would be by a simple skill vs. skill roll, the person making their roll by the most being the winner. During the ensuing game, he will ask no other questions, be very polite, and smile a lot. Sandino, on the other hand, will be silently leering at that character and any other captives in a most menacing way.

If the players confront Assam Ud in less controlled circumstances (like in battle), and he is given reason to believe they are time travellers (like if he sees stunners in use), he approach them, draw his sword, look them in the eye and declare "You are RUINING my vacation!!" And Assam Ud is no milquetoast.

Assam Ud, Ettemporter Magnus
Age: ? Height: 195cm Weight: 103kg
Body Points: 34 Speed: 14

Strength : 14
Dexterity : 14
Constitution : 14
Intelligence : 19
Willpower : 16
Bravado : 19
Perception : 15
Appearance : 12
Stamina : 13
Power : 10

Skills & Equipment:

Sword-16, Bow-13, has a Str 14 compound bow and a custom broadsword
Notes:
Only slightly insane. Relishes a good challenge. Cunning and unpredictable.



He wears a black bodysuit (8/2) with dark gray torso carapace and helmet (total of 16/6). It is all quite stunner-proof. He carried a black compound bow, with the pulleys protected by triangular sleeves, and TL13 titanium broadsword, of medieval European style. And ever by his side is Daniel Sandino.

Daniel
Age:
Body:
Strength:
Dexterity:
Constitution:
Intelligence:
Willpower:
Bravado:
Perception:
Appearance:
Stamina:
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Daniel Sandino
Age: 31 Height: 180cm Weight: 81kg
Body Points: 30 Speed: 13

Strength : 12
Dexterity : 14
Constitution : 11
Intelligence : 9
Willpower : 9
Bravado : 8
Perception : 13
Appearance : 6
Stamina : 13
Power : 5



Skills & Equipment:

Rifle-10 (specific to Springfield 30706, +3), Knife-7. Has a Springfield rifle and a bowie knife.

Notes:

Basic toady who would rather shoot or stab someone in the back rather than confront them, and who likes nothing more than a helpless opponent to bully.

The pair will almost always be accompanied by a handful of the more elite raiders. If at any time, as prisoners, in combat, or whenever, a character demonstrates to Ud that they are agents of the Time Patrol, his eyes will grow wide, he will quickly pat down the pockets of his outfit and then mutter "Damn!" Then, turning to Sandino, he will say "I left the Annihilator at home!" He and Sandino will then attempt to withdraw, as discreetly as circumstances allow, taking as much of their gear as possible, and then Jump out via Matrix or other device back on the flagship, doubtless to foment other mischief elsewhere. Ud isn't really afraid of the Time Patrol ("What, those pathetic moralists?"), but he actively cultivates the impression that he is. Besides, if the Patrol is involved, then this latest amusement is pretty much spoiled, anyway. Once the raiders notice that Ud is gone, they will quickly become dispirited, retire to their ships and leave. Sorcerous captives may be ordered released by Ud, or might be able to convince the raiders that if they could make Assam Ud leave, then they are not to be messed with.

If the invasion is thwarted, Philo will compose a glowing report, describing the intrepid characters as "stalwart heroes, the best agents it has been my pleasure to work with in all my years with the Patrol..." While the characters will probably not recognize Assam Ud (he changes appearance regularly), the debriefing officer will recognize the *modus operandi* immediately, and recommend the characters for commendations, or at the very least a favorable note in the personnel files. Should they actually kill or capture him, they will certainly receive consideration for promotions, more challenging assignments, or brownie points towards coveted "free-agent" status.

Primary Game notes - Characters in the Primary Game may have certain advantages and disadvantages. Assuming they land here fairly early in their careers, they are likely to be poorly armed and armored, and not have a lot of cash to spend. The Matrix will be discharged, stranding them for a few days in the area, whether they like it or not. They might be able to trade some of their trinkets and baubles for local currency, but odds are that the traders who make a living here will notice the characters are "hard up", and offer lower than normal rates for any goods the characters try to sell. Displays of magical powers

will be greeted with the usual awe, but will not get the characters free food or lodging, and may arouse the ire of the local militia, especially if locals are actually threatened. Those characters plying above average levels of useful skills (first aid, carpentry, etc.) may be able to keep themselves in adequate food and shelter off the fruits of their labor, and might be able to sneak a few hours of personal effort besides (making their own spears, etc.). For vagrants, well, slavery is alive and well here...

For dramatic effect, the Matrix will be recharged and ready to jump shortly after the raiders make their landing. Since the characters have no reputation as a temporal police to fall back on, this gives them a quick out if surrounded, outnumbered or in danger of imminent capture.

To have any chance of thwarting the raid, the characters will need an edge. Specifically, they are likely to need guns. Without some sort of significant force multiplier, their options are "run, hide and cower", which doesn't really make for a fun introduction to the game. Naturally, the characters *can* flee town like everyone else, in which case they will be able to Jump from a point of relative safety, but the GM can always provide a "hook" to give the characters reason to stay in town. For instance, there might be an injured little girl a character is tending. She is too ill to be moved, and it would be a terrible guilt trip to just leave her to the tender mercies of the raiders. Or perhaps the characters have a useful but immovable object that they jumped in with, and the raiders would surely destroy or steal it if they take the town. A good example might be a vehicle, which the characters appeared in the village square with. It can't get out of the narrow streets, and Assam would surely stick around for an extended period once he noticed it. Or maybe a character or two fell afoul of local law, and is currently locked up. The raid will disperse any guards, giving the characters a short window to break into wherever the character is held and free them before the raiders are too numerous to avoid.

Background - Minoans are striking in appearance, with long black hair, dark skin, large noses and thin waists. While these traits represent an artistic ideal, it is a good bet that a large portion of the population was close to this. The Minoans were very advanced, being among other things, the first civilization to have indoor plumbing. They were also alone among the cultures of ancient Europe and the Near East in not glorifying war in art. History does imply, however, that they were competent in this field when the need arose.



TimeLords™ Firearms Reference Sheet

Civilian Pistols

#	Name	Cal.	RC	DV	IA	Init	Skill	Nat.	Mass	Bulk	Tech	Lev.	Cost	Clip	Action	ROF	H	R	Cl.	Mass	AV	BP	Notes
1	.22 autopistol	.22	1/2	13	+0	+4	PIST	USA	.30	VS	8-12		50	6	SA/C	4	1	-	.10	7	2		
2	.25 autopistol	.25	1/2	9	+0	+4	PIST	USA	.30	VS	8-12		50	6	SA/C	4	1	-	.10	7	2		
3	.22 derringer	.22	1/2	13	+0	+4	PIST	USA	.30	VS	8-12		100	2	SS/2	2	1	-	-	7	2		
4	Colt Diamondback	.357	2/3	24	+1	+2	PIST	USA	.80	VS/2	10-12		300	6	RV	3	1	-	-	9	4		
5	Colt Python	.357	2/3	24	+2	+2	PIST	USA	1.10	S/2	10-12		450	6	RV	3	1	-	-	9	5		
6	Buffalo Derringer	.357	1/3	20	+0	+4	PIST	USA	.50	VS	10-12		150	2	SS/2	2	1	-	-	9	2		
7	S&W Model 29	.44	2/3	28	+2	+2	PIST	USA	1.30	S/2	10-12		400	6	RV	3	1	-	-	10	5		
8	S&W Model 57	.41	2/3	26	+2	+2	PIST	USA	1.35	S/2	10-12		400	6	RV	3	1	-	-	9	5		
9	H&R Sidekick	.22	2/2	15	+1	+3	PIST	USA	.70	S	9-11		100	9	RV	3	1	-	-	8	3		
10	CDM revolver	.22	1/2	13	+1	+4	PIST	USA	.20	VS	11-12		150	5	RV	2	1	-	-	7	2		
11	XP-100 Target	.221	3/3	34	+3	+1	PIST	USA	1.70	S/3	10-12		300	1	SS/1	1	1	-	-	9	8		
12	Thompson Cont.	.44	2/3	30	+2	+2	PIST	USA	1.25	S/2	10-12		300	1	SS/1	1	1	-	-	10	5	2.5	
13	Browning Hi-Pow	9mm	2/3	22	+2	+2	PIST	USA	1.05	S/2	9-12		400	13	SA/C	4	1	-	.20	9	6		
14	Chinese Type 51	.32	2/3	14	+1	+2	PIST	CHI	.85	S/2	9-11		300	8	SA/C	4	1	M	.15	8	6	4	
15	Luger	9mm	2/3	20	+2	+2	PIST	GER	1.10	S/2	8-11		600	8	SA/C	4	1	-	.20	10	6		
16	Mausier	9mm	2/3	21	+2	+2	PIST	GER	1.20	S/2	8-9		350	10	SA/I	4	1	-	-	10	6		
17	Walther PPK	.32	1/3	13	+1	+3	PIST	GER	.55	S	9-12		450	7	SA/C	4	1	-	.10	8	3		
18	Walther P-38	9mm	2/3	20	+2	+2	PIST	GER	.95	S/2	9		600	8	SA/C	4	1	-	.20	9	6		
19	H&K P9S	9mm	2/3	20	+2	+2	PIST	GER	1.05	S/2	11-12		600	9	SA/C	4	1	-	.20	8	5		
20	H&K VP-70Z	9mm	2/3	20	+1	+2	PIST	GER	1.15	S/2	11		350	18	SA/C	3	1	-	.30	7	5		
21	Beretta 92-F	9mm	2/3	20	+2	+2	PIST	ITA	1.15	S/2	11-12		600	15	SA/C	4	1	-	.20	8	5		
22	Tokarev TT-33	.380	2/3	15	+1	+2	PIST	RUS	.95	S/2	9		300	8	SA/C	4	1	M	.10	8	6	4	
23	Makarov	9mm	1/3	20	+1	+3	PIST	RUS	.80	S	10-11		350	8	SA/C	4	1	M	.15	9	3		
24	Government .45	.45	2/4	18	+1	+2	PIST	USA	1.35	S/2	8-12		300	7	SA/C	4	1	-	.25	10	6		
25	Auto Mag	.44	2/3	29	+2	+1	PIST	USA	1.90	S/2	11		500	7	SA/C	4	1	R	.30	11	5	4	
26	.357 Mag COP	.357	1/3	20	+1	+3	PIST	USA	.80	S	11		200	4	SS/4	3	1	R	-	8	2		
27	IMI Eagle	.357	2/3	24	+2	+1	PIST	ISR	1.65	S/2	11-12		600	10	SA/C	4	1	-	.20	8	5	5	
28	High Standard	.22	2/2	15	+3	+2	PIST	USA	1.30	S/2	11		300	10	SA/C	4	1	R	.10	7	5		
29	TDE .380	.380	1/3	13	+1	+3	PIST	USA	.70	S	10-11		200	5	SA/C	4	1	-	.10	8	3		
30	Glock 19	9mm	2/3	20	+2	+2	PIST	AUS	.90	S/2	11-12		500	17	SA/C	4	1	-	.25	7	5		

Machine Pistols and Submachine Guns

#	Name	Cal.	RC	DV	IA	Init	Skill	Nat.	Mass	Bulk	Tech	Lev.	Cost	Clip	Action	ROF	H	R	Cl.	Mass	AV	BP	Notes
31	Owen	9mm	3/3	24	+1	-1	RIFL	AST	4.30	S/5	9-10		200	34	AT/C	11	2	M,O	1.00	10	14		
32	Steyr MPi 69	9mm	3/3	24	+2	+0	RIFL	AUS	3.60	S/5	11-12		600	32	AT/C	9	2	M	.45	8	11	1	
33	MAT-49	9mm	3/3	23	+2	+0	RIFL	FRE	3.95	S/5	10-11		400	32	AT/C	10	2	M	.45	9	13	1	
34	MP-40 Schmeisser	9mm	3/3	23	+1	-1	RIFL	GER	4.50	S/6	9		400	32	AT/C	8	2	M	.50	10	17	1	
35	H&K VP-70	9mm	2/3	20	+1	+2	PIST	GER	1.15	S/2	11		350	18	AB/C	6	1	M	.30	7	5	2,7	
36	H&K MP5	9mm	3/3	23	+2	+1	PIST	GER	2.50	S/3	11-12		800	30	AT/C	15	1	M	.50	8	7	1	
37	Uzi	9mm	3/3	24	+2	-1	RIFL	ISR	4.10	S/5	10-12		600	32	AT/C	10	2	M	.60	9	13	1,7	
38	Sten	9mm	3/3	23	+1	+0	RIFL	BRI	3.45	S/5	9		200	32	AT/C	9	2	M	.65	10			
39	Sterling	9mm	3/3	23	+2	+0	RIFL	BRI	3.30	S/5	10-12		500	34	AT/C	9	2	M	.60	9	13	1,7	
40	Spectre	9mm	2/3	20	+2	+0	RIFL	ITA	3.60	S/4	11-12		800	50	AT/C	14	2	M	.70	8	9		
41	Thompson	.45	3/3	20	+2	-1	RIFL	USA	6.00	S/6	9-12		600	40	AT/C	12	2	M	1.20	9	17	3,7	
42	M3 "Grease Gun"	.45	3/3	20	+1	-1	RIFL	USA	4.40	S/6	9-10		300	30	AT/C	8	2	M	.90	9	17	1	
43	Ingram M-10	9mm	2/3	21	+1	+0	PIST	USA	3.45	S/4	11-12		400	32	AT/C	18	1	M	.60	8	9	1,7	
44	Chinese Type 80	.32	2/3	14	+1	+1	PIST	CHI	1.30	S/4	9-11		300	20	AT/C	9	1	M	.20	8	11	2,4	
45	Ingram M-11	.380	2/3	15	+1	+1	PIST	USA	2.10	S/4	11-12		400	32	AT/C	20	1	M	.50	7	9	1,7	
46	Barco 180	.22	2/2	18	+2	-1	PIST	USA	4.30	S/6	11-12		800	165	AT/C	20	2	M	.50	7	14	3	
47	Vz-61 Skorpion	.32	2/3	14	+1	+1	PIST	CZE	1.75	S/4	10-11		500	20	AT/C	20	1	M	.20	7	10	1,4	
48	Beretta 93-R	9mm	2/3	21	+2	+1	PIST	ITA	1.20	S/4	11-12		800	20	AB/C	6	1	M	.25	8	9	2	
49	Ares FMG	9mm	2/3	20	+1	+1	PIST	USA	2.00	S/4	12		800	20	AT/C	11	1	M	.30	7	8	1,6	
50	Benelli CB-M2	9mm/c	3/3	24	+2	+0	RIFL	ITA	3.75	S/4	12		800	40	AT/C	15	2	M	.35	7	8	1,6	

Civilian Rifles

#	Name	Cal.	RC	DV	IA	Init	Skill	Nat.	Mass	Bulk	Tech	Lev.	Cost	Clip	Action	ROF	H	R	Cl.	Mass	AV	BP	Notes
51	SSG 69	7.62mm	4/4	60	+3	-1	RIFL	AUS	4.00	S/8	11-12		600	5	B/I	1/2	2	-	-	10	18	5	
52	Winchester 9422	.22	3/2	18	+2	-1	RIFL	USA	2.90	S/7	11-12		200	15	LA/I	1	2	-	-	7	16		
53	Ruger 10/22	.22	3/2	18	+2	+0	RIFL	USA	2.50	S/7	11-12		200	50	SA/C	4	2	-	.20	7	16	1	
54	Winchester M94	.30-30	4/4	50	+2	-1	RIFL	USA	3.00	S/7	8-12		300	6	LA/I	1/2	2	-	-	13	21	5	
55	Ruger M-77	.458	4/4	64	+3	-1	RIFL	USA	4.10	S/8	10-12		500	3	B/I	1/2	2	-	-	12	20	5	
56	Browning M78	6mm	4/3	60	+3	-1	RIFL	USA	3.85	S/7	11-12		300	1	SS/1	1/3	2	-	-	10	16	5	
57	Ruger Mini-14	5.56mm	4/3	50	+2	-1	RIFL	USA	3.30	S/7	11-12		300	30	SA/C	4	2	-	.40	10	16	1	
58	Calico M-100	.22	3/2	16	+2	-1	RIFL	USA	1.90	S/6	11-12		250	100	SA/C	4	2	-	.40	7	14	3	
59	Colt AR-15	5.56mm	4/3	49	+2	-1	RIFL	USA	3.65	S/7	11-12		600	30	SA/C	4	2	-	.45	9	16	1	
60	Sako Sporter	.243	4/3	57	+3	-1	RIFL	FIN	3.10	S/7	11-12		400	1	SS/1	1/3	2	-	-	10	16	5	

TimeLords™ Firearms Reference Sheet

Military Rifles

#	Name	Cal.	RC	DV	IA	Init	Skill	Nat.	Mass	Bulk	Tech	Lev.	Cost	Clip	Action	ROF	H	R	CL	Mass	AV	BP	Notes
61	Colt M-16A2	5.56mm	4/3	49	+2	-1	RIFL	USA	3.85	S/7	11-12		600	30	AB/C	10	2	M	.45	9	16	1.7	
62	FN-FAL	7.62mm	4/4	56	+2	-1	RIFL	BEL	4.55	S/8	10-12		1000	20	AT/C	11	2	M	.65	11	20	1.7	
63	AK-47	7.62mm	4/4	54	+2	-1	RIFL	RUS	5.30	S/6	10-12		400	30	AT/C	10	2	M	.90	11	15	1.4,7	
64	Galil SAR	5.56mm	4/3	46	+2	-1	RIFL	ISR	4.65	S/6	11-12		900	50	AT/C	13	2	M	1.00	9	14	1.7	
65	Ultimax 100	5.56mm	4/3	49	+2	-2	RIFL	SIN	6.15	S/7	11-12		1000	100	AT/C	9	2	M	1.75	9	16		
66	.30 BAR	7.62mm	4/4	59	+2	-2	RIFL	USA	9.50	S/8	9-11		500	20	AT/C	9	2	M	.65	12	22		
67	M-14	7.62mm	4/4	57	+2	-2	RIFL	USA	5.10	S/8	9-12		400	20	AT/C	11	2	M	.70	12	22	7	
68	H&K G-3	7.62mm	4/4	55	+2	-1	RIFL	GER	5.30	S/7	11-12		900	20	AT/C	10	2	M	.65	12	16	1.7	
69	AUG carbine	5.56mm	4/3	49	+2	+0	RIFL	AUS	4.00	S/5	11-12		1000	42	AT/C	11	2	M	.70	8	11	7	
70	H&K G-11	4.9mm/c	4/3	50	+2	+0	RIFL	GER	3.90	S/5	12		1500	50	AB/C	10	2	M	.35	8	10	6	

Shotguns

#	Name	Cal.	RC	DV	IA	Init	Skill	Nat.	Mass	Bulk	Tech	Lev.	Cost	Clip	Action	ROF	H	R	CL	Mass	AV	BP	Notes
71	Remington 870	12ga	2/3	32	+2	-1	RIFL	USA	4.10	S/7	10-12		300	7	LA/I	1	2	-	-	11	18	1	
72	Ithaca Mag 10	10ga	2/3	34	+2	-2	RIFL	USA	5.10	S/8	10-12		450	3	SA/I	2	2	-	-	11	20		
73	Stevens 150C	.410ga	2/2	18	+1	+0	RIFL	USA	2.50	S/5	9-10		100	3	B/I	1/2	2	-	-	10	14		
74	Winchester 1901	10ga	2/3	35	+2	-1	RIFL	USA	4.10	S/8	8-9		250	5	LA/I	1	2	-	-	13	24		
75	SPAS 12	12ga	2/3	33	+2	-1	RIFL	USA	4.70	S/7	11-12		500	7	SA/I	2	2	-	-	10	16	1	
76	USAS-12	12ga	2/3	32	+2	-2	RIFL	KOR	6.50	S/7	11-12		1200	28	AT/C	6	2	M	2.00	10	16		
77	Striker	12ga	2/3	31	+2	-1	RIFL	SAF	5.00	S/6	11-12		500	12	RV	2	2	M	-	9	14	1.7	
78	Witness Prot. Gun	12ga	2/3	30	+1	+1	RIFL	USA	2.00	S/4	11-12		500	3	LA/I	1	2	M	-	10	9		
79	Jackhammer	12ga	2/3	30	+2	-1	RIFL	USA	5.60	S/6	11-12		700	10	AT/C	4	2	M	1.00	10	14	6	
80	Olin/H&K CAW	12ga	3/3	34	+2	-1	RIFL	USA	4.40	S/5	12		700	10	AT/C	6	2	M	.85	9	10	4.6	

Machine Guns

#	Name	Cal.	RC	DV	IA	Init	Skill	Nat.	Mass	Bulk	Tech	Lev.	Cost	Clip	Action	ROF	H	R	CL	Mass	AV	BP	Notes
81	MG-34	7.92mm	5/4	59	+2	-3	HMG	GER	18.0	S/8	9-10		600	200	AT/E	15	2	M	6.00	13	22		
82	Maxim gun	.303	5/4	60	+2	-4	HMG	USA	22.0	S/8	8-9		800	200	AT/E	10	2	M	6.00	13	22		
83	.30 cal Browning	.303	5/4	60	+2	-3	HMG	USA	24.6	S/7	9-10		500	200	AT/E	10	2	M	6.00	12	19		
84	M2 Browning	.50 cal	5/4	109	+2	-5	HMG	USA	60.0	M/11	9-12		2500	200	AT/E	10	2	M	20.0	16	40		
85	M60 LMG	7.62mm	4/4	57	+2	-3	HMG	USA	16.3	S/8	10-11		1200	200	AT/E	9	2	M	5.80	11	20		

Black Powder Weapons

#	Name	Cal.	RC	DV	IA	Init	Skill	Nat.	Mass	Bulk	Tech	Lev.	Cost	Clip	Action	ROF	H	R	CL	Mass	AV	BP	Notes
86	Hand cannon	12mm	1/2	14	+0	+1	PIST	GER	2.10	S/3	5		400	1	SS/1-M	1	2	-	-	13	11		
87	Hand cannon	10mm	1/2	12	+0	+0	PIST	GER	4.30	S/3	5		550	3	SS/3-M	1	2	-	-	12	11		
88	Arquebus	17mm	2/2	19	+0	-2	RIFL	-	7.30	S/7	5-6		300	1	SS/1-M	1	2	-	-	15	26		
89	Arquebus	15mm	2/2	17	+0	-3	RIFL	-	13.2	S/7	5-6		800	10	RV-M	1	2	-	-	14	26		
90	Blunderbuss	18mm	2/3	24	+1	+0	RIFL	-	2.60	S/5	6-7		250	1	SS/1-F	1	2	-	-	15	18		
91	Whaling gun	16mm	2/1	52	+1	-3	RIFL	-	17.0	M/6	6-7		600	1	SS/1-F	1	2	-	-	17	28		
92	Brown Bess	16mm	2/2	20	+1	-2	RIFL	USA	4.70	S/10	6-7		450	1	SS/1-F	1	2	-	-	17	35		
93	Kentucky Rifle	12mm	3/2	30	+1	-1	RIFL	USA	4.10	S/9	6-7		400	1	SS/1-F	1	2	-	-	15	32		
94	Fowling piece	19mm	2/3	26	+1	-1	RIFL	-	4.80	S/8	6-7		350	1	SS/1-F	1	2	-	-	15	28		
95	Hall Carbine	12mm	3/2	35	+1	-1	RIFL	USA	3.60	S/6	7		300	1	SS/1-F	1	2	-	-	15	20		
96	Sharps 1853	12mm	3/2	35	+1	-1	RIFL	USA	3.40	S/6	7		250	1	SS/1-F	1	2	-	-	14	20		
97	Colt 1861	10mm	3/2	21	+1	+2	PIST	USA	1.20	S/2	7		200	6	RV-P	1	1	-	-	12	7		
98	Colt Dragoon	12mm	3/2	25	+1	+1	PIST	USA	1.90	S/2	7		200	6	RV-P	1	1	-	-	13	7		
99	Pepperbox	8mm	1/1	15	+0	+4	PIST	USA	.50	S/1	7		150	6	RV-P	2	1	-	-	10	3		
100	Gambler's Ace	10mm	1/2	20	+0	+4	PIST	USA	.40	S/1	7		50	1	SS/1-P	1	1	-	-	12	3		

Archale Projectile Weapons

#	Name	Cal.	RC	DV	IA	Init	Skill	Nat.	Mass	Bulk	Tech	Lev.	Cost	Clip	Action	ROF	H	R	CL	Mass	AV	BP	Notes
101	Bow 10	-	2/1	101	+0	+1	BOW	-	.80	VS/10	2+		90	-	-	-	2	-	-	-	6	2	
102	Bow 12	-	3/1	141	+0	+1	BOW	-	1.00	VS/10	2+		120	-	-	-	2	-	-	-	6	2	
103	Bow 14	-	3/1	201	+0	+0	BOW	-	1.20	VS/10	2+		150	-	-	-	2	-	-	-	6	2	
104	Compound bow 10	-	2/1	101	+0	+0	BOW	-	2.50	VS/8	11+		150	-	-	-	2	-	-	-	8	3	
105	Crossbow 12	-	3/1	141	+1	-1	CBOW	-	3.40	S/7	4+		130	-	SS/1	-	2	-	-	-	7	4	
106	Crossbow 15	-	3/1	231	+1	-1	CBOW	-	3.80	S/8	4+		250	-	SS/1	-	2	-	-	-	8	4	
107	Crossbow 15	-	3/1	231	+1	+0	CBOW	-	2.10	S/7	10-12		250	-	SS/1	-	2	-	-	-	6	4	
108	Crossbow 18	-	3/1	321	+1	-1	CBOW	-	4.30	S/8	4+		400	-	SS/1	-	2	-	-	-	8	5	
109	Crossbow 21	-	3/1	441	+1	-2	CBOW	-	5.10	S/8	4+		700	-	SS/1	-	2	-	-	-	9	6	
110	Crude arrows, 6	-	-	-	-1	-	-	-	1.20	VS/4	4+		2	-	-	-	-	-	-	-	2	3	
111	Average arrows, 6	-	-	-	+0	-	-	-	.80	VS/4	4+		10	-	-	-	-	-	-	-	1	2	
112	Target arrows, 6	-	-	-	+1	-	-	-	.60	VS/4	4+		20	-	-	-	-	-	-	-	1	2	
113	Sling	-	2/1	811	+0	+1	SLNG	-	.10	VS/1	2+		2	-	-	-	1	-	-	-	1	2	
114	Slingshot	-	2/1	411	+0	+2	SLST	-	.30	S/1	7+		10	-	-	-	2	-	-	-	2	2	
115	Blowgun	-	1/1	41	+1	+1	BLGN	-	.70	VS/10	2+		30	-	-	-	2	-	-	-	1	2	

TimeLords™ Melee Reference Sheet

Thrown Weapons

#	Name	DV	IA	Init	Skill	Mass	Bulk	Cost	Length	Tech Level	H	AV	BP	Notes
1	Shuriken	4I	+1	+0	SHRK	.15	VS/1	5	.10	4+	1	5	1	C
2	Throwing knife	5I	+0	+0	THKN	.20	VS/1	10	.20	3+	1	5	1	P
3	Throwing ax	9I	+1	-2	THAX	1.20	S/2	25	.30	3+	1	20	6	P
4	War dart	6I	+1	+0	DART	.40	S/2	20	.30	3+	1	7	2	P
5	Recreational dart	2I	+2	+0	DART	.10	VS/1	4	.10	6+	1	3	1	P
6	Bola I	4II	+1	-3	BOLA	.50	S/3	20	.50	3+	1	4	3	B,E
7	Bola II	7III	+1	-4	BOLA	1.00	S/6	40	1.00	3+	1	4	5	B,E
8	Spear	8I	+1	-3	TSPR	2.00	VS/13	50	2.00	2+	1	8	10	P
9	War boomerang	7III	+1	-1	BMRG	.40	S/2	30	.35	2+	1	6	2	B

Axes and Polearms

#	Name	DV	IA	Init	Skill	Mass	Bulk	Cost	Length	Tech Level	H	AV	BP	Notes
10	Lumber ax	17I	+0	-7	AX	2.10	S/6	30	.90	3+	2	13	11	C
11	Hatchet	10I	+1	-3	AX	.70	S/2	20	.30	3+	1	13	4	C
12	Battle ax	16I	+1	-6	AX	2.00	S/5	100	.70	3+	2	18	10	C
13	Mattock	21II/21III	+0	-7/-7	AX	4.00	S/7	30	1.10	3+	2	26	20	C,P
14	Halberd	21I/18I	+1	-7/-5	PLRM	3.00	S/15	200	2.30	4+	2	11	15	C,P
15	Trident	9I x 3	+1	-5	PLRM	2.40	S/13	150	1.90	4+	2	11	12	P
16	Pike	24I	+1	-8	PLRM	3.50	S/36	250	5.50	4+	2	8	18	P
17	Spear	16I	+1	-6/-4	PLRM	2.00	VS/13	50	2.00	3+	2	8	10	P

Knives

#	Name	DV	IA	Init	Skill	Mass	Bulk	Cost	Length	Tech Level	H	AV	BP	Notes
18	Penknife	4I/3I	+0	+0/+0	KNFE	.10	VS/1	20	.10	6+	1	5	1	C,P
19	Hunting knife	6I/5I	+1	+0/+0	KNFE	.25	VS/2	40	.25	3+	1	5	1	C,P
20	Bowie knife	8I/7I	+1	-1/+0	KNFE	.40	S/2	70	.30	7+	1	11	2	C,P
21	Main-gauche	9I/8I	+1	-2/-1	KNFE	.50	S/3	90	.50	5+	1	5	3	C,P
22	Kukri	11I/8I	+1	-3/-1	KNFE	.60	S/3	100	.50	3+	1	8	3	C,P
23	Katar	8I	+1	+0	KNFE	.40	S/3	80	.50	3+	1	6	2	P

Swords & Fencing weapons

#	Name	DV	IA	Init	Skill	Mass	Bulk	Cost	Length	Tech Level	H	AV	BP	Notes
24	Machete	9I	+0	-2	SWD	.40	S/4	20	.55	7+	1	7	2	C
25	Saber	13I/11I	+1	-4/-3	SWD	1.40	S/5	170	.75	5+	1	13	7	C,P
26	Short sword	12I/10I	+1	-4/-3	SWD	1.10	S/4	120	.60	3+	1	12	6	C,P
27	Longsword	13I/11I	+1	-4/-3	SWD	1.30	S/5	150	.75	3+	1	11	7	C,P
28	Broadsword	14I/12I	+1	-5/-4	SWD	1.60	S/5	250	.80	3+	1	14	8	C,P
29	Katana	21I/18I	+2	-4/-3	SWD	1.30	S/7	1600	1.00	4+	2	12	7	C,P
30	Bastard sword	16I/14I	+1	-5/-4	SWD	2.10	S/7	300	1.00	3+	2	15	11	C,P
31	Greatsword	21I/18I	+1	-7/-6	SWD	3.60	S/13	450	1.90	4+	2	18	13	C,P
32	Scimitar	14I/12I	+1	-5/-4	SWD	1.60	S/5	200	.80	3+	1	14	8	C,P
33	Tulwar	13I/11I	+1	-5/-4	SWD	1.40	S/5	180	.75	3+	1	13	7	C,P
34	Rapier	11I	+1	-3	RAPR	.70	S/6	180	.90	5+	1	5	4	P
35	Epee	9I	+1	-2	RAPR	.50	S/5	150	.70	5+	1	5	3	P

Clubs and Hammers

#	Name	DV	IA	Init	Skill	Mass	Bulk	Cost	Length	Tech Level	H	AV	BP	Notes
36	Club	14III	+1	-5	CLUB	1.40	S/5	50	.70	1+	1	7	8	B
37	Billy club/Truncheon	8III	+1	-2	CLUB	.30	S/4	15	.55	3+	1	5	2	B
38	Sledgehammer	26III	+0	-10	CLUB	5.00	S/12	40	1.20	3+	2	17	25	B
39	Mace	14III	+1	-5	CLUB	1.60	S/4	200	.60	3+	1	11	8	B
40	Spiked mace	15II	+1	-5	CLUB	1.70	S/4	225	.60	3+	1	12	9	B
41	War hammer	12II	+1	-4	WHMR	1.00	S/3	150	.40	4+	1	15	5	B,P
42	Lg. war hammer	15II	+1	-5	WHMR	1.70	S/5	225	.70	4+	1	14	9	B,P
43	Rock hammer	10II	+0	-3	WHMR	.35	S/2	40	.30	7+	1	17	4	B,P
44	Military pick	15II	+1	-5	WHMR	1.30	S/6	225	.90	3+	1	9	6	B,P

Staves

#	Name	DV	IA	Init	Skill	Mass	Bulk	Cost	Length	Tech Level	H	AV	BP	Notes
45	Quarterstaff	16IV/14IV	+1	-6/-4	STAF	1.40	VS/12	50	1.80	3+	2	5	7	B
46	Crude quarterstaff	16IV/14IV	+1	-6/-4	STAF	1.60	VS/12	20	1.80	2+	2	4	8	B
47	Bo stick	17IV/15IV	+1	-6/-4	STAF	1.30	VS/17	100	2.60	4+	2	5	6	B

Martial arts weapons

#	Name	DV	IA	Init	Skill	Mass	Bulk	Cost	Length	Tech Level	H	AV	BP	Notes
48	Nunchaku	8III	+0	-5	MRTS	.80	VS/5	40	.70	5+	1	6	4	B
49	Tenfa	12III	+0	-5	MRTS	1.00	S/4	40	.60	5+	1	11	5	B
50	Sai	8I	+1	-1	MRTS	.80	VS/3	30	.40	5+	1	14	4	P
51	Kyoketsu(bladed rope)	6I/6II	+0	-7	MTRS	1.2	VS/15	100	2.30	5+	1	3	6	C,P,B,E

B - Blunt attack C - Cutting/cleaving attack P - Piercing attack E - Entangling attack

TimeLords™ Melee Reference Sheet

Flexible Weapons

#	Name	DV	IA	Init	Skill	Mass	Bulk	Cost	Length	Tech Level	H	AV	BP	Notes
52	Leather whip	6IV	+0	-8	WHIP	1.20	VS/14	50	2.10	3+	1	3	6	B,E
53	Cable whip	7IV	+0	-8	WHIP	1.80	VS/13	80	2.00	7+	1	5	9	B,E
54	Cat o'nine tails	2I x 4	+0	-5	WHIP	.60	VS/6	80	.90	4+	1	3	3	C,E
55	Chain	6III	+0	-7	WHIP	2.50	VS/6	20	1.00	6+	1	12	13	B,E
56	Morning star	11II	+1	-6	FLAL	2.00	S/5	120	.80	4+	1	10	10	B
57	Flail	14III	+1	-8	FLAL	2.90	S/11	250	1.70	4+	2	11	15	B
58	Ball and chain	11III	+0	-6	FLAL	2.00	S/5	120	.80	4+	1	10	10	B,E

Improvised weapons

#	Name	DV	IA	Init	Skill	Mass	Bulk	Cost	Length	Tech Level	H	AV	BP	Notes
59	Chair, light	9III	-1	-6	IMHW	2.00	L/1	30	.70	3+	2	5	10	B
60	Chair, medium	11III	-1	-7	IMHW	4.00	L/2	50	.90	3+	2	5	20	B
61	Chair, heavy	13III	-1	-9	IMHW	6.00	VL/1	80	1.10	3+	2	5	30	B
62	Table, light	10III	-1	-7	IMHW	3.00	VL/1	50	.80	3+	2	5	15	B
63	Table, medium	15III	-1	-10	IMHW	10.0	VL/2	100	1.20	3+	2	5	50	B
64	Table, heavy	21III	-2	-12	IMHW	25.0	VL/3	200	2.00	3+	2	10	125	B
65	Pool cue	7III	-1	-4	IMHW	.50	VS/8	30	1.20	6+	1	2	2	B
66	Billiard ball, thrown	3III	+0	+0	IMHW	.20	VS/1	5	.10	6+	1	4	1	B
67	Large wrench	11III	+0	-6	IMHW	5.00	VS/5	50	.70	5+	2	19	25	B
68	Crowbar	9III	+0	-5	IMHW	2.60	VS/5	30	.70	4+	2	14	13	B
69	Lead pipe	10III	+0	-5	IMHW	2.00	VS/6	5	1.00	4+	2	6	10	B
70	Rock, light (thrown)	3III	+0	+0	IMHW	.20	VS/1	0	.05	1+	1	4	1	B
71	Rock, medium (thrown)	6III	+0	+0	IMHW	.50	S/1	0	.10	1+	1	8	3	B
72	Rock, heavy (thrown)	9III	+0	-1	IMHW	2.00	S/2	0	.20	1+	1	10	10	B
73	Beer stein	5III	+0	-1	IMHW	.40	S/2	10	.25	3+	1	3	2	B
74	Dinner plate (thrown)	5III	+0	+0	IMHW	.30	S/2	5	.25	3+	1	3	2	B
75	Bottle, intact	4III	+0	-1	IMHW	.30	S/1	0	.25	6+	1	2	2	B
76	Bottle, broken	4II/3II	+0	-1/-0	IMHW	.20	S/1	0	.20	6+	1	2	1	C,P
77	Belt buckle and belt	6III	+0	-4	IMHW	.30	VS/6	10	.90	4+	1	3	1	B,E
78	Rifle butt	8III	+0	-3	IMHW	-	-	-	-	5+	2	-	-	B
79	Pistol butt	4III	+0	-2	IMHW	-	-	-	-	5+	1	-	-	B
80	Sap glove	+3IV	+0	-1	IMHW	.30	VS/1	30	-	8+	1	2	2	B
81	Brass knuckles	+3III	+0	-1	IMHW	.30	VS/1	20	-	4+	1	6	1	B
82	Punch	(Str/2)IV	+0	+0	IMHW	-	-	-	-	-	-	-	-	B
83	Kick	(Str)IV	+0	-2	IMHW	-	-	-	-	-	-	-	-	B

Custom melee weapons

#	Name	DV	IA	Init	Skill	Mass	Bulk	Cost	Length	Tech Level	H	AV	BP	Notes
84							/		m					
85							/		m					
86							/		m					
87							/		m					
88							/		m					
89							/		m					
90							/		m					

Melee Weapon Notes

All stats are for TL5 weapons or TL of first use, whichever is higher. Multiply AV by TL/5 for other periods.
 In general, weapons with an additional +1 IA will cost four times as much, while weapons with an additional -1IA will be half cost.
 Format is always in the same order as the "notes" section, i.e. C,P would mean different stats were Cut/Puncture.
 Hafted weapons have half(n) the listed AV on the haft, which is assumed to be 3/4 of the weapon length.
 Hafted tools or improvised weapons will have one-quarter(n) the listed AV on the haft, which is assumed to be 3/4 of the weapon length.
 Weapons only deliver and take half(n) damage to items used to block with, but full damage to/from fixed targets.

Firearm Notes

1. Integral folding stock
2. Detachable stock available (not included)
3. Stock is detachable with simple tools
4. Non-standard ammunition
5. Available in a variety of calibers
6. In development, not available at time of printing (1990)
7. Civilian versions available, usually w/semi-automatic actions

B - Blunt attack C - Cutting/cleaving attack P - Puncturing attack E - Entangling attack

TimeLords™ Armor Reference Sheet

Head								
#	Name	Locations covered	AV	BP	Mass	Tech Level	Cost	Notes
1	WWI and WWII helmet	Skull	7/3	4	.90	8-10	30	
2	PAGST helmet	Skull	12/6	5	.70	11	80	
3	Mail coif	Skull, neck	10/2	6	2.10	4-5	200	
4	Armet	Skull, neck	11/5	7	4.20	5-6	200	
5	Leather helm	Skull	4/2	4	.50	3-5	50	
6	Roman helm	Skull	6/3	7	1.50	3-4	100	
7	Motorcycle helmet	Skull	5/2	5	.80	9-12	40	-3 to Per (hearing)
8	Faceplate for above	Face	2/2	2	.25	9-12	15	
9	Football helmet	Skull	4/2	6	.35	8-9	20	
10	Football helmet	Skull	7/4	7	.90	10-12	60	-2 to Per (hearing)
11	Hard hat	Skull	3/2	3	.45	9-12	15	
12	Ski mask	Skull, face	1/0	2	.10	8-12	5	
13	Bulletproof helmet	Skull, face, neck	14/7	8	2.20	10-12	300	-5 to Per (hearing)
14	Bulletproof facemask	Face	14/4	4	1.00	10-12	200	Open eyeholes
Hands								
15	Work gloves	Hands	1/0	2	.10	5-12	5	-3 to Dex
16	Welding gloves	Hands, forearms	2/0	2	.25	8-12	15	-4 to Dex
17	Mail gauntlets	Hands, forearms	6/1	4	2.40	4-5	200	-5 to Dex
18	Plate gauntlets	Hands, forearms	7/3	4	3.50	5-6	200	-5 to Dex
19	Heavy mittens	Hands	3/1	4	.40	2-11	20	-5 to Dex
Feet								
20	Tennis shoes	Feet	1/0	3	.50	8-12	20	
21	Hiking boots	Feet	3/1	4	1.50	7-12	50	
22	Hiking boots	Feet	4/2	5	2.70	7-12	100	
23	Moccasins	Feet	2/0	2	.15	2-12	10	
24	Calf boots	Feet, calves	2/0	2	1.40	2-12	50	
25	Calf boots	Feet, calves	3/1	3	2.00	2-12	90	
26	Heavy socks	Feet, calves	1/0	2	.15	6-12	5	
Torso								
27	Padded cloth vest	Torso	4/1	3	1.50	3-6	40	
28	Bulletproof cuirass	Torso	11/5	7	10.0	8	200	Civil War (USA)
29	Felt BP vest	Torso	10/6	4	6.00	9	200	1920's (USA)
30	Flak vest	Torso	5/1	2	1.00	9-11	50	WWII - Vietnam
31	Level I BP vest	Torso	10/2	4	1.10	11-12	120	
32	Level II BP vest	Torso	14/3	6	1.50	11-12	400	
33	Level III BP vest	Torso	18/8	7	2.50	11-12	550	
34	Level IV BP vest	Torso, shoulders, groin, hips	40/30	15	11.5	11-12	900	Restricted availability
35	Full plate	All but hands and head	11/5	7	33.0	5-6	2000	
36	Mail vest	Torso	10/2	6	7.00	4-5	300	
37	Mail shirt	Torso, shoulders, upper arms	10/2	6	11.0	4-5	500	
38	Bronze cuirass	Torso	6/3	4	11.0	3-4	200	
39	Cuir-bourilli vest	Torso	4/2	4	1.00	3-6	150	
40	Heavy leather vest	Torso	3/1	3	.75	3-6	100	
41	Bone lamellar vest	Torso	5/2	4	2.80	3-5	200	
42	Shoulder pads	Shoulders, upper chest	3/1	3	.70	9	30	Sporting goods
43	Shoulder pads	Shoulders, upper chest	4/2	4	1.50	10-12	50	Sporting goods
44	Denim jacket	Torso, arms	1/0	2	1.00	8-12	40	
45	Thermal underwear	Torso, arms	0/0	1	.25	7-12	10	1/0 vs. cold
46	Heavy sweater	Torso, arms	1/0	2	.65	3-12	40	
47	Leather jacket	Torso, arms	2/0	2	1.50	3-12	100	
48	Heavy leather coat	Torso, arms, hips, groin	3/2	3	3.00	3-12	200	
49	Poncho	Torso, arms, hips, groin, skull, neck	0/0	1	.75	9-12	20	1/0 vs. wind
50	Windbreaker	Torso, arms	0/0	1	.30	11-12	20	1/0 vs. wind
Legs								
51	Bronze greaves	Shins, knees	6/3	4	6.00	3-4	50	Front & back coverage
52	Steel greaves	Shins, knees	11/5	7	5.50	4-6	50	Front & back coverage
53	Plastic shin guards	Shins	3/2	2	.80	10-12	10	Sporting goods
54	Knee pads	Knees	3/1	2	.25	10-12	10	Sporting goods
55	Hip pads	Hips	3/1	2	.80	10-12	10	Sporting goods
56	Groin protector	Groin	3/2	3	.40	10-12	10	Sporting goods
57	Ballistic groin protector	Groin, hips (front)	14/3	3	.80	11-12	120	
57	Denim jeans	Hips, legs, groin	1/0	2	1.00	8-12	30	
58	Thermal underwear	Hips, legs, groin	0/0	0	.25	7-12	10	1/0 vs. cold
59	Brigandine skirting	Hips, groin, thighs	6/3	3	4.00	4-6	150	
60	Leather chaps	Hips, legs	2/1	2	2.50	8-11	100	

TimeLords™ Equipment Reference Sheet

Backpacks

#	Name	Range	Life	Capacity	AV	BP	Mass	Bulk	Tech Level	Cost	Notes
1	Belt pouch	-	-	S/1	1	2	.10	S/1	3+	5	
2	Knapsack	-	-	M/1	1	4	1.50	M/1	3+	10	
3	Day pack	-	-	M/1,S/2	2	6	1.70	M/2	4-9	20	main/side pockets
4	Day pack	-	-	M/1,S/2	1	6	.90	M/2	9-12	40	main/side pockets
5	Medium pack	-	-	M/4,S/2	2	12	3.80	M/5	4-8	60	main/side pockets
6	Medium pack	-	-	M/4,S/2	1	12	2.50	M/5	7-12	100	main/side pockets
7	Medium pack	-	-	M/4,S/2	1	8	1.70	M/4	9-12	170	main/side pockets
8	Full pack	-	-	M/8,S/4	2	24	5.80	M/10	4-8	80	main/side pockets
9	Full pack	-	-	M/8,S/4	1	24	3.90	M/9	7-12	130	main/side pockets
10	Full pack	-	-	M/8,S/4	1	16	2.60	M/9	9-12	220	main/side pockets

Toiletries

#	Name	Range	Life	Capacity	AV	BP	Mass	Bulk	Tech Level	Cost	Notes
11	Shaving kit	-	30 days	-	2	3	.70	S/2	4-7	30	str. razor, soap, mirror
12	Shaving kit	-	30 days	-	1	3	.40	S/1	7-12	30	safety razor, soap, mirror
13	Toothbrush & toothpaste	-	30 days	-	1	2	.25	S/1	7-12	5	
14	Toilet paper	-	30 days	-	3	2	.15	S/1	6+	1	

Fire starters

#	Name	Range	Life	Capacity	AV	BP	Mass	Bulk	Tech Level	Cost	Notes
15	Matches, box of 50	0/5/2	20 seconds	-	1	1	.05	VS	7+	1	
16	Flint & steel	-	-	-	2	2	.20	VS	3+	5	
17	Tinderbox	-	-	VS	2	2	.20	VS	3+	5	
18	Cigarette lighter	0/1/3	30 minutes	-	2	1	.05	VS	8+	2	

Illumination

#	Name	Range	Life	Capacity	AV	BP	Mass	Bulk	Tech Level	Cost	Notes
19	Oil lamp	0/1/3	2 hours	.11 oil	1	2	.30	S	2-5	10	
20	Oil lamp	1/2/4	4 hours	.21 oil	2	2	.60	S	3-7	15	
21	Oil lamp	1/2/5	8 hours	.31 oil	3	3	.80	S	4-11	20	
22	Carbide lamp	2/4/7	10 hour	.1kg carbide	2	2	.25	S	8-12	20	
23	Carbide	-	-	-	2	-	.50	S	8-12	2	Gives off acetylene gas
24	Candle lantern	0/1/3	5 hours	1 candle	2	2	.25	S	4-12	10	
25	Candles, 6	-	5 hours	-	1	2	.25	S	4-12	3	
26	Penlight	1/2/4	10kJ/hour	1 Type 1	2	2	.05	VS	9+	5	
27	Flashlight	5/10/30	15kJ/hour	2 Type 2	2	3	.20	S	8+	10	
28	Heavy-duty flashlight	7/12/40	15kJ/hour	2 Type 3	5	5	.60	S	8+	20	
29	Portable searchlight	9/30/99	6kJ/5 min	1 Type 4	3	3	1.00	S/2	10+	30	
30	Road flare	3/6/10	5 min	-	1	1	.20	S	8+	1	DV of 4I as imp. wpn.
31	Road flare	3/6/10	15 min	-	1	2	.70	S	8+	2	DV of 4I as imp. wpn.
32	Lightstick	1/2/5	10 hour	-	1	2	.10	VS	10+	2	

Shelter

#	Name	Range	Life	Capacity	AV	BP	Mass	Bulk	Tech Level	Cost	Notes
33	Blanket, 1x2m	-	-	-	1	9	1.20	M/1	2+	15	AV of 4 if stored
34	Sleeping bag	-	-	VL/1	2	11	2.80	M/3	7-12	50	AV of 6 if stored
35	Sleeping bag	-	-	VL/1	2(4vs. cold)	9	2.40	M/2	8-12	150	AV of 6 if stored
36	2 man tent	-	-	VL/2	1	9	6.20	M/2	6-9	40	AV of 4 if stored
37	2 man tent	-	-	VL/2	0	7	1.80	M/1	10-12	150	AV of 2 if stored
38	4 man tent	-	-	VL/5	0	12	4.00	M/2	10-12	200	AV of 2 if stored
39	Tarp, 3x3m	-	-	-	2	12	4.00	M/3	6-11	15	AV of 8 if stored
40	Hammock	-	-	VL/1	0	5	.25	S/1	9+	10	AV of 2 if stored
41	Emergency blanket	-	2 uses	VL/1	0	2	.05	VS/1	11+	5	AV of 2 if stored

Eating utensils

#	Name	Range	Life	Capacity	AV	BP	Mass	Bulk	Tech Level	Cost	Notes
42	Mess kit	-	-	-	6	5	.70	M/1	4-8	15	
43	Mess kit	-	-	-	4	4	.40	S/2	9-12	15	
44	Campstove	-	2 hours	.11 fuel	2	4	.60	S/1	8-12	40	
45	Fuel bottle	-	-	.51 fuel	1	2	.10	S/1	8-12	10	.60kg when full
46	Iodine tablets	-	-	50 liters	1	1	.05	VS/1	7-12	5	
47	Canteen, 1 liter	-	-	1 liter	1	3	.30	S/1	4-8	5	1.30kg when full
48	Canteen, 1 liter	-	-	1 liter	1	2	.15	S/1	9-12	7	1.15kg when full
49	Canteen, 4 liter	-	-	4 liters	2	5	.70	M/1	4-8	7	4.70kg when full
50	Canteen, 4 liter	-	-	4 liters	1	4	.30	M/1	9-12	10	4.30kg when full
51	Waterskin, 4 liter	-	-	4 liters	2	4	.35	M/1	2-12	12	4.35kg when full
52	Thermos, 1 liter	-	-	1 liter	2	1	.30	S/1	9+	20	1.30kg when full
53	Canned food	-	-	1 meal	5	2	.50	S/2	7+	2	supplies .2l water
54	Dried food	-	-	1 meal	3	1	.30	S/1	2+	3	
55	Energy bars, 4	-	-	1 meal	1	1	.20	VS/2	11-12	2	

TimeLords™ Equipment Reference Sheet

Electrical power

#	Name	Range	Life	Capacity	AV	BP	Mass	Bulk	Tech Level	Cost	Notes
56	Type 1 battery	-	-	5kJ	1	1	.05kg	VS/1	8+	.5	x1 at TL8,x2 at TL9,
57	Type 2 battery	-	-	10kJ	1	2	.10kg	VS/1	8+	1	x4 at TL10,x7 at TL11
58	Type 3 battery	-	-	15kJ	1	2	.15kg	VS/1	8+	1.5	x11 at TL12,x16 at TL13
59	Type 4 battery	-	-	60kJ	1	3	.60kg	VS/1	8+	5	x22 at TL14,x29 at TL12
60	Solar panel	-	-	4kJ/hour	1	2	.05kg	S/1	11+	100	
61	Solar panel	-	-	10kJ/hour	1	4	.20kg	S/2	11+	150	
62	Micro-generator	-	2 hours	60kJ/5 min	6	3	1.20	S/2	11+	250	.2l fuel tank, noisy

Radios

#	Name	Range	Life	Capacity	AV	BP	Mass	Bulk	Tech Level	Cost	Notes
63	Portable radio	Pow 1	2J/sec	1 Type 4	2	5	2.50	M/1	9	100	w/shortwave bands
64	Transistor radio	Pow 1	1kJ/hour	2 Type 1	2	3	.50	S/1	10-11	50	w/shortwave bands
65	Integrated circuit radio	Pow 2	300J/hour	2 Type 1	2	2	.30	VS/2	11-12	50	w/shortwave bands
66	Walkie-talkie	Pow 2	20kJ/hour	10 Type 1	2	5	1.00	S/1	9-10	100	1-4 channels
67	Walkie-talkie	Pow 5	10kJ/hour	8 Type 1	1	4	.50	S/1	11-12	300	programmable chan.

Other electrical gear

#	Name	Range	Life	Capacity	AV	BP	Mass	Bulk	Tech Level	Cost	Notes
68	Small calculator	-	∞	-	1	1	.10	VS/1	11-12	10	
69	Medium calculator	-	50J/hour	2 Type 1	1	2	.25	S/1	11-12	200	fully programmable
70	Portable computer	-	50kJ/hour	4 Type 3	1	3	4.00	M/1	11	1500	
71	Portable computer	-	20kJ/hour	4 Type 3	1	3	2.50	M/1	12	1500	
72	Small tape recorder	-	10kJ/hour	4 Type 1	2	2	.30	VS/2	11-12	70	2 hour recording cap.
73	Geiger counter	-	10kJ/hour	4 Type 2	2	3	1.40	S/1	9-10	200	
74	Geiger counter	-	500J/hour	2 Type 1	1	2	.30	VS/2	11-12	200	

Aquatic gear

#	Name	Range	Life	Capacity	AV	BP	Mass	Bulk	Tech Level	Cost	Notes
75	1 man rubber boat	-	-	VL/1	1	6	3.50	M/1	9+	50	AV of 4 if stored
76	2 man rubber canoe	-	-	VL/3	2	15	10.0	M/3	9+	150	AV of 6 if stored
77	Scuba tank	-	-	5000 actions	7	2	9.00	M/3	9+	300	
78	Swim fins	-	-	-	2	2	1.00	M/1	9+	20	double swim speed

Climbing gear

#	Name	Range	Life	Capacity	AV	BP	Mass	Bulk	Tech Level	Cost	Notes
79	Hemp rope, 1.5cm diameter	10m	-	150kg	1	2	.90	S/2	3+	5	AV of 4 if stored
80	Climbing rope, 1cm diameter	10m	-	1000kg	2	3	.70	S/2	8+	30	AV of 4 if stored
81	Wire rope, 1.5cm diameter	10m	-	5000kg	7	4	10.0	S/2	7+	15	AV of 20 if stored

Optics

#	Name	Range	Life	Capacity	AV	BP	Mass	Bulk	Tech Level	Cost	Notes
82	Rifle scope	-	-	6x	1	2	.55	VS/3	7-8	250	
83	Rifle scope	-	-	3-8x	3	2	.40	S/1	8+	250	
84	Rifle scope	-	-	4x	2	2	.30	S/1	8+	40	low recoil wpns only
85	Binoculars	-	-	6x	3	4	2.00	S/2	7-8	250	
86	Binoculars	-	-	8x	3	5	1.50	S/1	8+	100	
87	Pocket binoculars	-	-	8x	2	3	.20	VS/1	10+	100	double darkness mods
88	IR sniperscope	100m	150kJ/hour	2 Type 4	4	7	4.50	S/3	9	500	uses IR spotlight
89	Starlight scope	-	20kJ/hour	2 Type 4	4	3	1.70	S/2	10-11	4000	
90	Starlight scope	-	2kJ/hour	2 Type 1	3	3	1.30	S/2	11-12	3000	
91	Starlight goggles	-	3kJ/hour	2 Type 1	3	4	.90	S/1	11-12	7000	
92	Starlight glasses	-	∞	-	2	2	.30	VS/1	13+	500	

Books

#	Name	Range	Life	Capacity	AV	BP	Mass	Bulk	Tech Level	Cost	Notes
93	Notebook	-	-	50 pages	2	2	.20	S/2	7+	2	
94	Small book	-	-	-	3	3	.25	S/1	5+	5	
95	Medium book	-	-	-	3	5	1.00	S/2	5+	20	
96	Pencil, pen	-	50 pages	-	0	2	.02	VS/1	7+	.1	

Miscellaneous

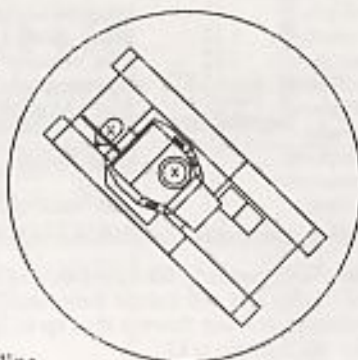
#	Name	Range	Life	Capacity	AV	BP	Mass	Bulk	Tech Level	Cost	Notes
97	Insect repellent	-	6 hours	20 uses	1	2	.10	VS/1	4+	3	Effectiveness varies
98	Compass	-	-	-	1	2	.10	VS/1	7+	20	
99	Wristwatch	-	-	-	1	2	.10	VS/1	8+	30	
100	Dice, with pouch	-	-	-	2	2	.10	S/1	4+	20	
101	Wire saw	-	-	-	3	2	.10	VS/1	10+	10	
102	Sunglasses	-	-	-	1	2	.10	S/1	9+	20	
103	First aid kit	-	-	.5 impairment	1	6	.50	S/2	7+	30	
104	Pistol holster	-	-	1 weapon	3	3	Wpn/5	S/1	5+	20	
105	Blade sheath	-	-	1 weapon	2	2	Wpn/5	VS/?	3+	20	

TimeLords™ DV Reference Sheet

Pistols - TL11				Pistols - TL6-7				Pistols - TL5			
Cartridge	DV	Avg.	Max RC	Perc./Flintlock	DV	Avg.	Max RC	Matchlock	DV	Avg.	Max RC
.25 ACP	11I	6	2/2	6mm	12I	7	2/1	6mm	7I	4	2/1
.32 ACP	14I	8	3/3	8mm	16I	9	2/1	8mm	9I	5	2/1
9mm short	15I	8	2/3	9mm	19I	10	2/2	9mm	11I	6	2/2
.22 Long Rifle	16I	9	3/2	10mm	21I	12	2/2	10mm	12I	7	2/2
.38 Special	17I	9	3/3	12mm	25I	14	2/2	12mm	14I	8	2/2
.45 ACP	18I	10	2/4								
9mm Para	22I	12	3/3								
9mm caseless	23I	13	3/3								
.357 Mag.	25I	14	3/3								
.41 Mag.	28I	15	3/3								
.44 Mag.	30I	17	3/4								
.30 Carbine	36I	20	4/3								
.221 Fireball	36I	20	5/3								
Rifles - TL11				Rifles - TL6-7				Rifles - TL5			
Cartridge	DV	Avg.	Max RC	Perc./Flintlock	DV	Avg.	Max RC	Matchlock	DV	Avg.	Max RC
4.9mm caseless	48I	26	6/3	10mm	29I	16	3/2	10mm	21I	12	2/2
.375 Win.	48I	26	4/3	12mm	35I	19	3/2	12mm	25I	14	2/2
5.56mm	49I	27	5/3	14mm	41I	23	3/2	14mm	29I	16	2/2
.30-30	50I	28	4/4	16mm	47I	26	3/2	16mm	33I	18	2/2
8mm Mauser	55I	30	4/4								
.303	56I	31	5/4	Shotgun pellet maximums (* Fired from 12ga shotgun)							
.308 (7.62mm)	56I	31	5/4	Type	10mm	15.5mm	17mm	18.5mm	19.5mm		
.243	57I	31	5/3	3.8mm shot	40	90	110	170	200		
7.7mm Jap.	57I	31	5/4	8.3mm shot	3	8	10	15	18		
7mm Mauser	57I	31	4/4	3mm flechettes	8	20	24	28	32		
.220 Swift	58I	32	6/3								
.7.92mm MG	58I	32	5/4	Explosives							
6mm Rem.	60I	33	5/3	Type	0m	1m	2m	3-4m	5-7m	8-11m	12-17m
.30-06	61I	34	5/4	Black powder, .1kg	30	15	7	3	1	0	0
.458 Mag.	64I	35	4/4	Black powder, .5kg	60	30	15	7	3	1	0
.338 Win. Mag.	67I	37	5/4	Nitroglycerin, .1kg	55	27	13	6	3	1	0
.300 Win. Mag.	69I	38	5/4	Nitroglycerin, .5kg	110	55	27	13	6	3	1
.460 Mag.	82I	45	5/4	TNT, .1kg	45	22	11	5	2	1	0
12.7mm MG	102I	56	5/4	TNT, .5kg	90	45	22	11	5	2	1
15.5mm MG	143I	79	6/4	TNT, 2kg	180	90	45	22	11	5	2
20mm cannon	157I	86	5/4	TNT, 8kg	360	180	90	45	22	11	5
Shotguns - TL11				Shotguns - TL6-7				Shotguns - TL5			
Cartridge	DV	Avg.	Max RC	Perc./Flintlock	DV	Avg.	Max RC	Matchlock	DV	Avg.	Max RC
3mm flechettes*	16I	9	3/4	2mm shot	4I	2	1/1	2mm shot	3I	2	1/1
3.8mm shot(#2)*	7I	4	2/1	4mm shot	6I	3	1/1	4mm shot	5I	3	1/1
8.3mm shot(00)*	15I	8	2/1	8mm shot	12I	7	1/1	8mm shot	10I	6	1/1
10mm slug(.410)	17I	9	2/2	10mm slug	14I	8	1/2	10mm slug	11I	6	1/2
15.5mm slug(20)	26I	14	2/2	15mm slug	21I	12	1/2	15mm slug	17I	9	1/2
17mm slug(16)	28I	15	2/2	17mm slug	23I	13	1/2	17mm slug	19I	10	1/2
18.5mm slug(12)	30I	17	2/3	18mm slug	24I	13	1/3	18mm slug	20I	11	1/3
19.5mm slug(10)	32I	18	2/3	19mm slug	26I	14	1/3	19mm slug	22I	12	1/3
Melee Weapons				Melee Weapons				Melee Weapons			
Cartridge	DV	IA	Melee Weapons	DV	IA	Melee Weapons	DV	IA	Melee Weapons	DV	IA
Hunting knife	6I	+1	Morning star	11I	+1	Mace	14I	+1	Tire iron	6I	+0
Bowie Knife	8I	+1	Flail	14I	+1	Spiked mace	15I	+1	Small chair	9I	+0
Short sword	12I	+1	Ball and chain	11I	+0	Club	14I	+1	Broken bottle	4I	+0
Longsword	13I	+1	Leather whip	6I	+0	War Hammer	12I	+1	Brass knuckles	+3I	+0
Broadsword	14I	+1	Cat o'nine tails	2I x 4	+0	Billy club	8I	+1	Lead pipe	10I	+0
Katana	21I	+2	Chain length	6I	+0	Quarterstaff	16I	+1	Beer stein	5I	+0
Greatsword	21I	+1	Nunchaku	8I	+0	Baseball bat	12I	+1	Medium rock	6I	+0

Armored

Name	- PzII light tank			
Seating	- 3			
Mass	- 7,300kg			
Carr Cap.	- 1,000kg			
Length	- 4.7m			
Width	- 2.1m			
Height	- 2.0m			
Max speed	- 35kph/10m			
Acc/Dec	- 2m/10m/sec			
Climb/Dive	- n/a			
Turn mode	- 6			
Range	- 190km			
Fuel capacity	- 150 liters gasoline			
Armor	Front	130	Rear	40
	R.Side	85	Top	40
	L.Side	85	Bottom	40
	Engine	15(12BP)	Tracks	30(60BP)



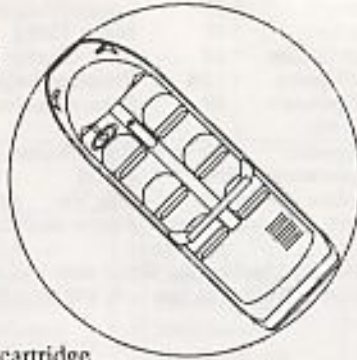
Armament - 20mm autocannon, ROF of 3, 400 rounds carried
- MG-34 machine gun (#81), 1500 rounds carried

Sighting mechanism - Main gun, +6
Turret traverse - 1 hex per phase

Notes - German light tank of the period 1936-1945. Machine gun is linked to cannon for tracking purposes. After being outclassed by later tank models, PzII's were used for light duty or occupation use, or were scrapped for the metal needed elsewhere in industry. Rear engine.

Unarmored

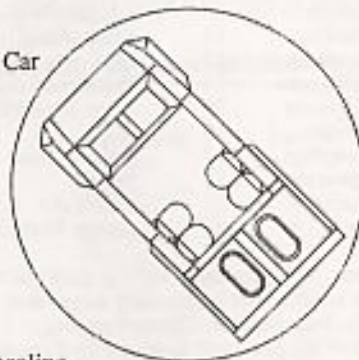
Name	- PeTraSys Juno			
Seating	- 6			
Mass	- 1,500kg			
Carr Cap.	- 1,000kg			
Length	- 6.0m			
Width	- 2.0m			
Height	- 1.5m			
Max speed	- 300kph/83m			
Acc/Dec	- 10m/10m/sec			
Climb/Dive	- 5m/100m/sec			
Turn mode	- 20			
Range	- 2,000km			
Fuel capacity	- 10l deuterium cartridge			
Armor	Front	15	Rear	10
	R.Side	10	Top	10
	L.Side	10	Bottom	10
	Reactor	10(15BP)	Grav	15(20BP)



Notes - The Juno is the upper class equivalent of a jeep at TL15. It only costs about 30KCr, which is at the lower end of the scale for grav vehicles, and you get what you pay for. It sacrifices a great deal of performance for this level of economy. Its maximum relative altitude is 3km, and it lacks some of the instrumentation common in other grav vehicles. It does fly however, a substantial advantage over other vehicle types. The fusion plant can run at idle for about a week on a single fuel charge, or it can be started (with a 5 minute delay) by an on-board turbine generator (2 hour fuel supply). Like most grav vehicles, it is equipped with ejection seats, vehicle parawing, and a 30 second emergency power reserve. The ejection seats are not as smart or as kind as those in more expensive vehicles, and delivers a DL5 whole body result when used. Like all high-tech air traffic, the Juno has a remote control system for use by traffic routing computers but these can be manually overridden. The normal configuration is as an open-topped vehicle, but it does have a reinforced cloth (AV4) top for low-speed travel in rainy or other poor weather. Replacement fuel cartridges mass 25kg, and cost 500Cr each (200Cr with trade-in).

Armored

Name	- M20 Armored Car			
Seating	- 6			
Mass	- 6,800kg			
Carr Cap.	- 1,100kg			
Length	- 5.0m			
Width	- 2.5m			
Height	- 2.3m			
Max speed	- 90kph/25m			
Acc/Dec	- 3m/8m/sec			
Climb/Dive	- n/a			
Turn mode	- 6			
Range	- 560km			
Fuel capacity	- 210 liters of gasoline			
Armor	Front	70	Rear	40
	R.Side	40	Top	30
	L.Side	40	Bottom	30
	Engine	15(12BP)	Tires	19(4BP)



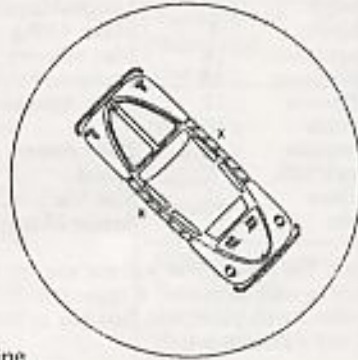
Armament - None, but M2 Browning (#84) can be mounted

Sighting mechanism - n/a
Turret traverse - n/a

Notes - This vehicle entered service with the U.S. Army in mid-WWII. Vehicle is currently in service with many Third World countries. A variant of the vehicle is equipped with a 37mm cannon turret instead of the open top and ring-mounted machine gun.

Unarmored

Name	- VW Beetle			
Seating	- 4			
Mass	- 820kg			
Carr Cap.	- 450kg			
Length	- 4.0m			
Width	- 1.6m			
Height	- 1.5m			
Max speed	- 230kph/36m			
Acc/Dec	- 5m/8m/sec			
Climb/Dive	- n/a			
Turn mode	- 7			
Range	- 480km			
Fuel capacity	- 40 liters gasoline			
Armor	Front	3	Rear	3
	R.Side	3	Top	3
	L.Side	3	Bottom	7
	Engine	9(7BP)	Tires	8(2BP)

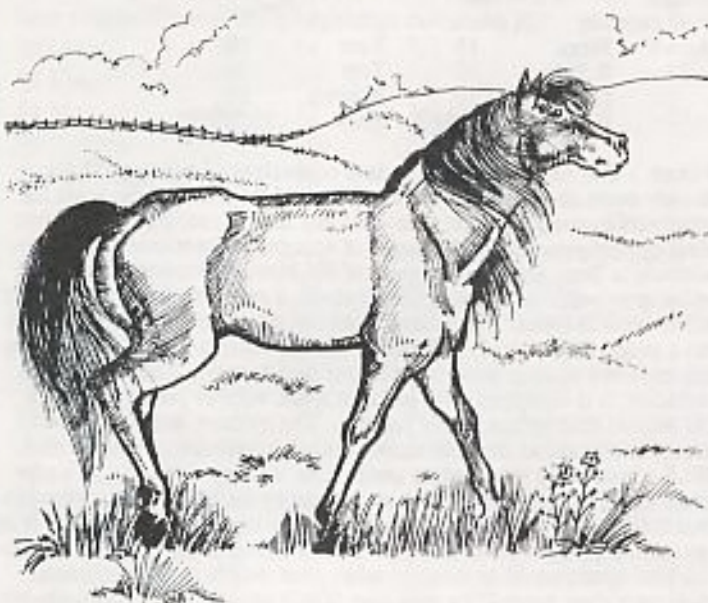


Notes - The everlasting VW Bug. Produced in various forms from WWII to the present (in Mexico). It can be found in most regions of the world from 1950-2000AD. Damaged VW Bugs can never be completely repaired. At least 1BP of damage will remain on any non-replaced component to act as a constant source of worry to the owner, but this will not usually affect performance. Rear engine.

Name: Horse

Strength	: 25	Length/Height:	3m
Dexterity	: 10	Mass:	450kg
Constitution	: 10	Max velocity:	16m/sec
Intelligence	: 12A	Preferred habitat:	T/P/N
Willpower	: 10	Spec. Attacks:	Bite, 10IV, Hooves, 25III
Bravado	: 8		
Perception	: 10	Body Points	: 70
Appearance	: 10	Speed	: 17
Stamina	: 8	Size Var.:	x.5 to x2
Power	: 17	Armor Material:	Leather, 100

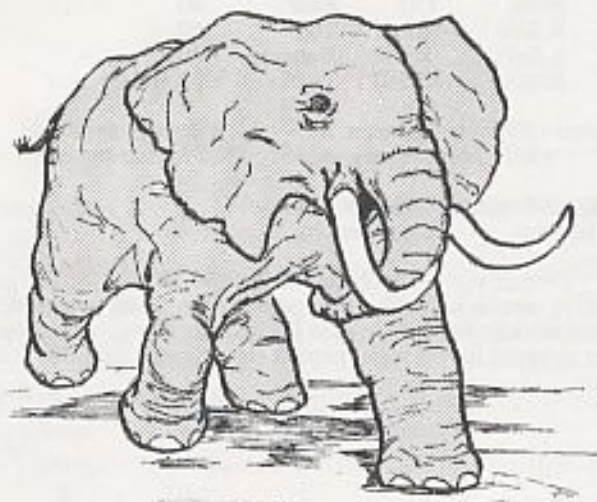
Notes: Standard horse. Some stats will vary depending on how the horse is raised. Skill with bite is 6, and with hooves is 7.



Name: Elephant

Strength	: 45	Length/Height:	6m
Dexterity	: 12	Mass:	4000kg
Constitution	: 12	Max velocity:	11m/sec
Intelligence	: 12A	Preferred habitat:	E/P/N
Willpower	: 18	Spec. Attacks:	Tusks, 40II, Trample, 150III
Bravado	: 8		
Perception	: 9	Body Points	: 200
Appearance	: 8	Speed	: 28
Stamina	: 25	Size Var.:	x.25 to x1.5
Power	: 50	Armor Material:	Leather, 500

Notes: Will generally travel in herds of 10-30, and have a fair degree of herd loyalty and will defend their own. They will trample or gore if threatened, and can throw a man up to 10m with their trunk. Skill with tusks and trample is 11.



Name: Brown bear

Strength	: 20	Length/Height:	2.5m
Dexterity	: 8	Mass:	450kg
Constitution	: 16	Max velocity:	14m/sec
Intelligence	: 6A	Preferred habitat:	T/H/N
Willpower	: 18	Spec. Attacks:	Paws, 10IIIx4, Bite, 20II
Bravado	: 10		
Perception	: 10	Body Points	: 70
Appearance	: 7	Speed	: 14
Stamina	: 12	Size Var.:	x.5 to x1.5
Power	: 17	Armor Material:	Leather, 50

Notes: The brown bear will not usually attack if unprovoked, and is more likely to walk or run off if approached. Usual attack is to knock prey senseless with paws, and then bite to finish the job. Skill with paws is 10, and with bite is 6.



Name: Wolf

Strength	: 7	Length/Height:	1m
Dexterity	: 18	Mass:	45kg
Constitution	: 12	Max velocity:	14m/sec
Intelligence	: 14A	Preferred habitat:	T/*/N
Willpower	: 20	Spec. Attacks:	Bite, 12II
Bravado	: 16		
Perception	: 17	Body Points	: 22
Appearance	: 11	Speed	: 12
Stamina	: 16	Size Var.:	x.5 to x1.5
Power	: 6	Armor Material:	Leather, 12

Notes: Will generally work in packs of 5 to 20 individuals, with one one leader, who is generally larger than the others. They will follow prey, harrying it until it can no longer fight. If the leader is slain, the rest of the pack will temporarily disperse. Skill with bite is 7.



TimeLords™

Character Development Sheet

Initial Points: 300 Attribute Points (AP)
600 Skill Points (SP)

Attribute Level	Cost	Skill Level	Cost
1	1/4AP	1	1SP
2	1AP	2	4SP
3	2AP	3	9SP
4	4AP	4	16SP
5	7AP	5	25SP
6	9AP	6	36SP
7	12AP	7	48SP
8	16AP	8	64SP
9	20AP	9	81SP
10	25AP	10	100SP
11	30AP	11	121SP
12	36AP	12	144SP
13	42AP	13	169SP
14	49AP	14	196SP
15	56AP	15	225SP
16	64AP	16	256SP
17	72AP	17	289SP
18	81AP	18	324SP
19	90AP	19	361SP
20	100AP	20	400SP

Aptitude equals 1/4 of Attribute, round nearest.
Specific skills start at 0, and cost like normal skills,
but add to the parent skill in use.

Required Time Patrol skills

Skill	Attribute	Level
History	INT	8
Modern weapon (any)	STR/DEX	8
Melee weapon (any)	STR/DEX	8
Unarmed combat (any)	STR/DEX	8
Foreign language (any)	INT	8
Survival skill (any)	INT/PER	8
Vehicle skill (any)	DEX	6
Animal skill (any)	DEX	6
First Aid or Medicine	INT	8

Advantages	AP	Disadvantages	AP or SP
Immunity		Age, per year	4AP, 30SP
Common	5	Weight	5, 10
Uncommon	10	Attribute Limits	2 per pt.
Direction Sense	10	Phobias, etc.	1 per -1 on
Time Sense	10		Willpower
Magical Aptitude	50	Enemies	5, 10, 20
Distance Sense	5	Friends	
Weather Sense	10	Limited	5, 10, 20
Night Vision	5	Permanent	2x points
Ambidextrous	1 to 10		

Archaic wpn loading
Autoweapon

Pistol
Rifle
Heavy machinegun

Light rocket
Grenade launcher
Flamethrower

Heavy rocket

Archaic artillery
Modern artillery
Light mortar
Heavy mortar

Bow

Crossbow

Sling
Slingshot
Shuriken
Throwing knife
Throwing axe

Dart

Bola

Thrown spear

Boomerang

Blowgun

Sm. siege weapon
Med. siege weapon
Lg. siege weapon

Ax

Polearm

Sword

Shield

Rapier

Knife

Club

War hammer

Staff

Whip

Flail

Brawling

Boxing

Martial arts

Wrestling

Demolitions

Anarchy

Motorcycle

Automobile

Large truck

Tractor-trailer

All-terrain vehicle

Tracked vehicle

Rail vehicle

Hovercraft

Snowmobile

Dog sled

Beast riding

Team handling

Glider

Ultralight

Light aircraft

Medium aircraft

Heavy aircraft

Light helicopter

Heavy helicopter

Balloon

Dirigible

Small sailboat

Medium sailboat

Sail ship

Powerboat

Motor yacht

Ship

Minisub

Submarine

Sm. man-powered

Lg. man-powered

Blacksmithing

Butchering

Carpentry

Cartographer

Cooking

Drafting

Electrician

Farmer

Glassblower

Jeweler

Machinist

Mason

Plumber

Potter

Seamster

Secretarial

Tanner

Weaver

Welder

Woodcarver

Area knowledge

Drinking

Fishing

Gambling

Hunting

Navigation

Running

Swimming

Tracking

Trapping

Survival, warm

Survival, cold

Survival, dry

Survival, urban

Camping

Electrical repair

Electronic repair

Mechanical repair

Hydraulic repair

Aerospace eng.
Agricultural eng.
Chemical eng.
Civil eng.
Computer eng.
Electrical eng.
Materials eng.
Mechanical eng.
Mining eng.
Nuclear eng.
Oceanic eng.

Art

Biology

Computer science

Economics

Geology

History

Business law

Criminal law

International law

Linguistics

English

Military science

Music

Philosophy

Physics

Psychology

Religion

Sociology

Writing

Veterinary med.

Human med.

First aid

Bribery

Catfall

Acting

Disguise

Con man

Climbing

Detective work

Disguise

Forensics

Forgery

Locksmithing

Pickpocketing

Prying

Searching

Security systems

Stealth

Torture/interrogation

Wounding

Key:

Closely related skill

Related skill

Unrelated skill

Mass	54-57kg	58-62kg	63-67kg	68-72kg	73-77kg	78-82kg	83-88kg	89-94kg	95-100kg	101-106kg
Body Points	25	26	27	28	29	30	31	32	33	34

Damage Level Reference

Rather than having to look up the Damage Level you take from every hit on the UMC, you can write down what DL you take from a given amount of damage and write it in on the character sheet directly below your stats. Rather than having to figure out these numbers one by one, the following list gives you the appropriate amounts for characters with 25-40BP, that is, with masses between 54kg and 146kg, which will cover most human and non-human characters. Once you have these numbers in place, it will help speed your combats and take some effort off the GM.

25BP	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Head	1	2	5	8	11	14	18	21	-	-	-	-	-	-	-	-	-	-	-	-
Torso	1	2	3	5	6	8	10	11	13	14	16	18	19	21	-	-	-	-	-	-
Arm/Leg	1	2	2	3	4	5	6	6	7	8	9	10	10	11	12	13	14	14	15	16
26BP	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Head	1	2	5	8	11	14	17	20	23	-	-	-	-	-	-	-	-	-	-	-
Torso	1	2	3	5	6	8	9	11	12	14	15	17	18	20	22	-	-	-	-	-
Arm/Leg	1	2	2	3	4	5	5	6	7	8	8	9	10	11	12	12	13	14	15	15
27BP	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Head	1	1	4	7	10	13	16	19	22	-	-	-	-	-	-	-	-	-	-	-
Torso	1	1	3	4	6	7	9	10	12	13	15	16	18	19	21	-	-	-	-	-
Arm/Leg	1	1	2	3	4	4	5	6	7	7	8	9	10	10	11	12	13	13	14	15
28BP	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Head	1	1	4	7	10	13	16	19	21	-	-	-	-	-	-	-	-	-	-	-
Torso	1	1	3	4	6	7	9	10	11	13	14	16	17	19	20	21	-	-	-	-
Arm/Leg	1	1	2	3	4	4	5	6	6	7	8	9	9	10	11	11	12	13	14	14
29BP	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Head	1	1	4	7	10	12	15	18	21	-	-	-	-	-	-	-	-	-	-	-
Torso	1	1	3	4	6	7	8	10	11	12	14	15	17	18	19	21	-	-	-	-
Arm/Leg	1	1	2	3	3	4	5	6	6	7	8	8	9	10	10	11	12	12	13	14
30BP	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Head	1	1	4	7	9	12	15	17	20	23	-	-	-	-	-	-	-	-	-	-
Torso	1	1	3	4	5	7	8	9	11	12	13	15	16	17	19	20	21	-	-	-
Arm/Leg	1	1	2	3	3	4	5	5	6	7	7	8	9	9	10	11	11	12	13	13
31BP	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Head	1	1	4	6	9	12	14	17	19	22	-	-	-	-	-	-	-	-	-	-
Torso	1	1	3	4	5	6	8	9	10	12	13	14	15	17	18	19	21	-	-	-
Arm/Leg	1	1	2	3	3	4	5	5	6	6	7	8	8	9	10	10	11	12	12	13
32BP	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Head	1	1	4	6	9	11	14	16	19	21	-	-	-	-	-	-	-	-	-	-
Torso	1	1	3	4	5	6	8	9	10	11	13	14	15	16	18	19	20	21	-	-
Arm/Leg	1	1	2	3	3	4	4	5	6	6	7	8	8	9	9	10	11	11	12	13
33BP	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Head	1	1	4	6	8	11	13	16	18	21	-	-	-	-	-	-	-	-	-	-
Torso	1	1	2	4	5	6	7	8	10	11	12	13	15	16	17	18	19	21	-	-
Arm/Leg	1	1	2	2	3	4	4	5	5	6	7	7	8	8	9	10	10	11	12	12
34BP	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Head	1	1	4	6	8	11	13	15	18	20	22	-	-	-	-	-	-	-	-	-
Torso	1	1	2	4	5	6	7	8	9	11	12	13	14	15	16	18	19	20	21	-
Arm/Leg	1	1	2	2	3	4	4	5	5	6	6	7	8	8	9	9	10	11	11	12
35BP	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Head	1	1	3	6	8	10	13	15	17	19	22	-	-	-	-	-	-	-	-	-
Torso	1	1	2	3	5	6	7	8	9	10	11	13	14	15	16	17	18	19	21	-
Arm/Leg	1	1	2	2	3	3	4	5	5	6	6	7	7	8	9	9	10	10	11	11
36BP	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Head	1	1	3	6	8	10	12	14	17	19	21	-	-	-	-	-	-	-	-	-
Torso	1	1	2	3	4	6	7	8	9	10	11	12	13	14	16	17	18	19	20	21
Arm/Leg	1	1	2	2	3	3	4	4	5	6	6	7	7	8	8	9	9	10	11	11
37BP	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Head	1	1	3	5	8	10	12	14	16	18	21	-	-	-	-	-	-	-	-	-
Torso	1	1	2	3	4	5	6	8	9	10	11	12	13	14	15	16	17	18	19	21
Arm/Leg	1	1	2	2	3	3	4	4	5	5	6	6	7	8	8	9	9	10	10	11
38BP	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Head	1	1	3	5	7	9	12	14	16	18	20	22	-	-	-	-	-	-	-	-
Torso	1	1	2	3	4	5	6	7	8	9	11	12	13	14	15	16	17	18	19	20
Arm/Leg	1	1	2	2	3	3	4	4	5	5	6	6	7	7	8	8	9	9	10	11
39BP	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Head	1	1	3	5	7	9	11	13	15	17	19	22	-	-	-	-	-	-	-	-
Torso	1	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19
Arm/Leg	1	1	2	2	3	3	4	4	5	5	6	6	7	7	8	8	9	9	10	10
40BP	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Head	1	1	3	5	7	9	11	13	15	17	19	21	-	-	-	-	-	-	-	-
Torso	1	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19
Arm/Leg	1	1	2	2	3	3	4	4	5	5	6	6	7	7	8	8	9	9	10	10



TimeLords™ Aid Sheet

Universal Modifier Chart

Number to be modified

	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40		
1	0	0	0	0	0	0	0	0	0	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	2	2	2	2	2	2	2	2	2	2	2	2	
2	0	0	0	0	1	1	1	1	1	1	1	1	1	1	2	2	2	2	2	2	2	2	2	2	3	3	3	3	3	3	3	3	3	3	4	4	4	4	4	4	4	
3	0	0	0	1	1	1	1	1	1	2	2	2	2	2	2	2	3	3	3	3	3	3	3	4	4	4	4	4	4	5	5	5	5	5	5	5	5	6	6	6	6	
4	0	0	1	1	1	1	1	2	2	2	2	2	3	3	3	3	3	4	4	4	4	4	4	5	5	5	5	5	6	6	6	6	6	7	7	7	7	7	8	8	8	
5	0	1	1	1	1	2	2	2	2	3	3	3	3	4	4	4	4	5	5	5	5	5	6	6	6	6	7	7	7	7	8	8	8	8	8	9	9	9	9	10	10	10
6	0	1	1	1	2	2	2	2	3	3	3	4	4	4	5	5	5	5	6	6	6	7	7	7	8	8	8	8	9	9	9	10	10	10	10	11	11	11	11	12	12	
7	0	1	1	1	2	2	2	3	3	4	4	4	5	5	5	6	6	6	7	7	7	8	8	8	9	9	9	10	10	11	11	11	12	12	12	13	13	13	14	14		
8	0	1	1	2	2	2	3	3	4	4	4	5	5	6	6	6	7	7	8	8	8	9	9	10	10	10	11	11	12	12	12	13	13	14	14	14	15	15	16	16	16	
9	0	1	1	2	2	3	3	4	4	5	5	5	6	6	7	7	8	8	9	9	9	10	10	11	11	12	12	13	13	14	14	14	15	15	16	16	17	17	18	18	18	
10	1	1	2	2	3	3	4	4	5	5	6	6	7	7	8	8	9	9	10	10	11	11	12	12	13	13	14	14	15	15	16	16	17	17	18	18	19	19	20	20	20	
11	1	1	2	2	3	3	4	4	5	6	6	7	7	8	8	9	9	10	10	11	12	12	13	13	14	14	15	15	16	17	17	18	18	19	19	20	20	21	21	22	22	
12	1	1	2	2	3	4	4	5	5	6	7	7	8	8	9	10	10	11	11	12	13	13	14	14	15	16	16	17	17	18	19	19	20	20	21	22	22	23	23	24	24	
13	1	1	2	3	3	4	5	5	6	7	7	8	8	9	10	10	11	12	12	13	14	14	15	16	16	17	18	18	19	20	20	21	22	23	24	25	25	26	26	27	27	
14	1	1	2	3	4	4	5	6	6	7	8	8	9	10	11	11	12	13	13	14	15	15	16	17	18	18	19	20	20	21	22	23	24	25	26	27	28	29	29	30	30	
15	1	2	2	3	4	5	5	6	7	8	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	
16	1	2	2	3	4	5	6	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38		
17	1	2	3	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38			
18	1	2	3	4	5	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38			
19	1	2	3	4	5	6	7	8	9	10	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38			
20	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40		

Projectile Weapon Hit Modifiers

[illegible]

Visual cover	-5	Called shot	Make Per roll, take additional minus of amount failed by	Multiple targets	-2 per target -5 for different sector
Movement (double if dodging):				Consecutive shots:	
Firer	-hexes moved x 4	Steadying	+5 per phase, up to +15	Normal	-DV/Str (n)
Target	-hexes moved x 2	Bracing	+10 per phase, up to +20	Both hands	-DV/(Str x 1.5)(n)
Hipfiring	-15	Laser sight	+5, negates hipfiring	Bipod	-DV/(Str x 2)(d)
Firing arc:		Telescopic sight	divide range by power for called shot Per rolls	Tripod	-DV/(Str x 4)(d)
Sector I	+0	Camouflage	-4	Suppression fire	-10, attack all in line of fire
Sectors II, VI	-2	Using 2 weapons	-15 to each	Autofire	average number of hits +/-
Sectors III, V	-4	Firing one-handed	-15		1 per (20/shots fired)
Sector IV	-8				

Melee Weapon Hit Modifiers

Attacker facing		Target facing				
Sector I	+0	+0	Attacker prone	-15	Shields	+2 to block per location
Sectors II, VI	+4	-6	Defender prone	+20	Parrying	-5 modifier, +3 to next attack
Sectors III, V	+8	-12	Target defenseless	+(Stun x 2)	Dodging	-(Dexterity/2) to opponent
Sector IV	+14	-18			Feinting	+(half amount opponent fails by)
			Called shots	-(Opponent's Dexterity/2)	Knockdowns	special called shot effect
Far hexes	-3 per hex					
Lunges	-6 per hex, thrusts only		Retreating	+10 to block/parry, -5 to attack	Moving attacks	penalty to hit, bonus to be hit
Off-hand attack	-10		Advancing	-5 to block/parry, +5 to attack	Restrictions	-2 for front arc, -1 for others
Height advantage	+5		Blocking	-5 per block after the first	Damage modifiers	+10 if two hands, -6 if one hand

Quick Damage Tables

		Damage Level																				
		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	20+
Head/neck	N	1	1	2	2	3	3	4	4	5	5	6	6	7	7	8	B8	B9	B9	B10	B10	
		S4	S4	S8	S8	S12	S12	S16	S16	S20	S20	S20	S20	S20	S20	S20	S20	S20	S20	S20	S20	
Torso		1	2	3	4	5	B6	B7	B8	B9	B10	B11	B12	B13	B14	B15	B16	B17	B18	B19	B20	B20
		S1	S2	S3	S4	S5	S6	S7	S8	S9	S10	S11	S12	S13	S14	S15	S16	S17	S18	S19	S20	S20
Arms		2	4	6	8	B10	B12	B14	B16	B18	B20	B20	B20	B20	B20	B20	B20	B20	B20	B20	B20	B20
		S1	S1	S2	S2	S3	S3	S4	S4	S5	S5	S6	S6	S7	S7	S8	S8	S9	S9	S10	S10	
Legs		2	4	6	8	B10	B12	B14	B16	B18	B20	B20	B20	B20	B20	B20	B20	B20	B20	B20	B20	B20
		S1	S1	S2	S2	S3	S3	S4	S4	S5	S5	S6	S6	S7	S7	S8	S8	S9	S9	S10	S10	

Armors		Melee Weapons				Projectile Weapons				Hit Locations					
		AV	Thrown	DV	IA	Pistol	DV	Avg.		Sector	I	II,III	IV	V,VI	
Head										Location BPx	Front	RF,RR	Rear	LR,LF	Name
WWII helmet	7/3	Shuriken	4I	+1	.25 ACP	11	6		1(H)	4x	01-02	01-03	01-05	01-03	Skull
PAGST	12/6	Throwing knife	5I	+0	.32 ACP	14	8		2(H)	4x	03-05	04-06	06-06	04-06	Face
Mail coif	10/2	Throwing ax	9I	+1	9mm short	15	8		3(H)	4x	06-06	07-08	07-08	07-08	Neck
Leather helm	4/2	Thrown spear	8I	+1	.22 Long rifle	16	9		4(A)	1x	07-10	09-13	09-12	09-10	U.R.Arm
Cycle helmet	5/2	Hafted			.38 Special	17	9		5(A)	1x	11-13	14-14	13-14	11-11	R.Shoulder
BP helmet	14/7	Battle ax	16I	+1	.45 ACP	18	10		6(T)	2x	14-16	15-16	15-16	12-13	U.Chest
Hands		Halberd	21I/18I	+1	9mm Para	22	12		7(A)	1x	17-19	17-17	17-18	14-14	L.Shoulder
Work gloves	1/0	Pike	24I	+1	9mm caseless	23	13		8(A)	1x	20-23	18-19	19-22	15-19	U.L.Arm
Mail gauntlets	6/1	Spear	18I/16I	+1	.357 Magnum	25	14		9(A)	1x	24-25	20-21	23-24	20-21	R.Elbow
Plate gauntlets	7/3	Knives			.41 Magnum	28	15		10(T)	2x	26-28	22-26	25-27	22-22	R.Chest
Feet		Hunting knife	6I/5I	+1	.44 Magnum	30	17		11(T)	2x	29-31	27-29	28-30	23-25	Chest
Tennis shoes	1/0	Bowie knife	8I/7I	+1	Rifle				12(T)	2x	32-34	30-30	31-33	26-30	L.Chest
Hiking boots	3/1	Swords			.30 Carbine	36	20		13(A)	1x	35-36	31-32	34-35	31-32	L.Elbow
Torso		Machete	9I	+0	4.7mm caseless	48	26		14(A)	1x	37-39	33-35	36-38	33-35	R.Arm
Cloth vest	4/1	Short sword	12I/10I	+1	.375 Winchester	48	26		15(T)	2x	40-41	36-38	39-40	36-36	R.Abdomen
Flak vest	5/1	Longsword	13I/11I	+1	5.56mm NATO	49	27		16(T)	2x	42-44	39-41	41-43	37-39	Abdomen
Level I vest	10/2	Broadsword	14I/12I	+1	.30-30	50	28		17(T)	2x	45-46	42-42	44-45	40-42	L.Abdomen
Level II vest	14/3	Katana	21I/18I	+2	8mm Mauser	55	30		18(A)	1x	47-49	43-45	46-48	43-45	L.Arm
Level III vest	18/8	Bastard sword	16I/14I	+1	.303 British	56	31		19(A)	1x	50-51	46-47	49-50	46-47	R.Hand
Level IV suit	40/30	Greatsword	21I/18I	+1	7.62mm NATO	56	31		20(L)	1x	52-56	48-52	51-56	48-50	R.Hip
Plate armor	11/5	Rapier	11I	+1	7.7mm Jap.	57	31		21(L)	1x	57-57	53-53	-	51-51	Groin
Mail vest	10/2	Epee	9I	+1	7mm Mauser	57	31		22(L)	1x	58-62	54-56	57-62	52-56	L.Hip
Bronze cuirass	6/3	Blunt			7.92mm MG	58	32		23(A)	1x	63-64	57-58	63-64	57-58	L.Hand
Cuir-boirlli	4/2	Club	14III	+1	.30-06	61	34		24(L)	1x	65-70	59-66	65-70	59-66	R.Thigh
Denim jacket	1/0	Truncheon	8III	+1	.458 Magnum	64	35		25(L)	1x	71-76	67-74	71-76	67-74	L.Thigh
Legs		Mace	14III	+1	.338 Win. Mag.	67	37		26(L)	1x	77-79	75-77	77-79	75-77	R.Knee
Steel greaves	11/5	Spiked mace	15II	+1	.300 Win. Mag.	69	38		27(L)	1x	80-82	78-80	80-82	78-80	L.Knee
Shin guards	3/2	War hammer	12II	+1	.460 Magnum	82	45		28(L)	1x	83-89	81-87	83-89	81-87	R.Shin
Denim jeans	1/0	Quarterstaff	16IV/14IV	+1	Shotgun				29(L)	1x	90-96	88-94	90-96	88-94	L.Shin
General cover		Flail	14III	+1	00 Buckshot	15	8		30(L)	1x	97-98	95-97	97-98	95-97	R.Foot
Pine, 15mm	2/2	Improvised			12ga. slug	30	17		31(L)	1x	99-00	98-00	99-00	98-00	L.Foot
Oak, 15mm	3/3	Medium chair	11III	-1	Machine gun										
Cement, 10mm	3/3	Pool cue	7III	-1	12.7mm MG	102	56								
Water, 40mm	1/1	Crowbar	9III	+0	15.5mm MG	143	79								
Cinder block	13/13	Rifle butt	8III	+0	20mm cannon	157	86								

Healing and Recovery

Effective Constitution	Impairment																				
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	20+
6	2/2	2/4	2/6	2/8	3/11	3/14	4/18	5/23	6/29	7/36	8/44	9/53	10/63	12/75	14/89	100+	-	-	-	-	-
7	2/2	2/4	2/6	2/8	2/10	3/13	4/17	5/22	6/28	7/35	8/43	9/52	10/62	12/74	14/88	100+	-	-	-	-	-
8	1/1	2/3	2/5	2/7	2/9	3/12	3/15	4/19	5/24	6/30	7/37	8/45	9/54	10/64	12/76	14/90	100+	-	-	-	-
9	1/1	1/2	2/4	2/6	2/8	2/10	3/13	4/17	5/22	6/28	7/35	8/43	9/52	10/62	12/74	14/88	100+	-	-	-	-
10	1/1	1/2	1/3	2/5	2/7	2/9	3/12	3/15	4/19	5/24	6/30	7/37	8/45	9/54	10/64	12/76	14/90	100+	-	-	-
11	1/1	1/2	1/3	2/5	2/7	2/9	3/12	3/15	4/19	5/24	6/30	7/37	8/45	9/54	10/64	11/75	12/87	100+	-	-	-
12	1/1	1/2	1/3	2/5	2/7	2/9	3/12	3/15	3/18	4/22	5/27	6/33	7/40	8/48	9/57	10/67	11/78	12/90	100+	-	-
13	1/1	1/2	1/3	2/5	2/7	2/9	3/12	3/15	3/18	4/22	4/26	5/31	6/37	7/45	8/53	9/62	10/72	11/83	12/94	100+	-
14	1/1	1/2	1/3	2/5	2/7	2/9	3/12	3/15	3/18	4/22	4/26	5/31	5/36	6/42	7/49	8/57	9/66	10/76	11/87	12/99	100+
15	1/1	1/2	1/3	2/5	2/7	2/9	2/11	3/14	3/17	3/20	4/24	4/28	5/33	5/38	6/44	7/51	8/59	9/68	10/78	11/89	100+
16	1/1	1/2	1/3	1/4	2/6	2/8	2/10	2/12	3/15	3/18	3/21	4/25	4/29	5/34	5/39	6/45	7/52	8/60	9/68	10/78	11/89
17	1/1	1/2	1/3	1/4	2/6	2/8	2/10	2/12	3/15	3/18	3/21	4/25	4/29	5/34	5/39	6/45	6/51	7/58	8/64	9/73	100+
18	1/1	1/2	1/3	1/4	2/6	2/8	2/10	2/12	2/14	3/17	3/20	3/23	4/27	4/31	4/35	5/40	5/45	6/51	6/57	7/64	100+
19	1/1	1/2	1/3	1/4	1/5	2/7	2/9	2/11	2/13	2/15	3/18	3/21	3/24	4/28	4/32	4/36	5/41	5/46	6/52	6/58	100+
20	1/1	1/2	1/3	1/4	1/5	2/7	2/9	2/11	2/13	2/15	3/18	3/21	3/24	3/27	4/31	4/35	4/39	5/44	5/49	5/54	100+

TimeLords™

Character Sheet

Character: _____ Player: _____
 Age: _____ Height: _____ cm Weight: _____ kg Race: _____
 Background: _____

	Level	Apt.	Bank	Phases
Strength				1
Dexterity				2
Intelligence				3
Constitution				4
Willpower				5
Bravado				6
Appearance				7
Perception				8
Stamina				9
Power				10

Max.Load	Current	Skills/Speed	Running
_____ kg x.1	<input type="checkbox"/>	-0	-0m/sec
_____ kg x.2	<input type="checkbox"/>	-2	-1m/sec
_____ kg x.3	<input type="checkbox"/>	-4	-2m/sec
_____ kg x.4	<input type="checkbox"/>	-6	-3m/sec
_____ kg x.5	<input type="checkbox"/>	-8	-4m/sec
_____ kg x.6	<input type="checkbox"/>	-10	-5m/sec
_____ kg x.7	<input type="checkbox"/>	-12	-6m/sec
_____ kg x.8	<input type="checkbox"/>	-14	-7m/sec
_____ kg x.9	<input type="checkbox"/>	-16	-8m/sec
_____ kg x.10	<input type="checkbox"/>	-18	-9m/sec

Physical Speed: _____ Body Points: _____
 Mental Speed : _____ Matrix Lag : _____

Armor

Head: ____/____ Torso: ____/____ Arms: ____/____ Legs: ____/____

Pts. penetrating armor	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Damage Level - Head	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
- Torso	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
- Arm/Leg	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—

Skill	Level	Bank	Notes
1. _____	_____	_____	_____
2. _____	_____	_____	_____
3. _____	_____	_____	_____
4. _____	_____	_____	_____
5. _____	_____	_____	_____
6. _____	_____	_____	_____
7. _____	_____	_____	_____
8. _____	_____	_____	_____
9. _____	_____	_____	_____
10. _____	_____	_____	_____

Melee (worn):	DV(w/Str)	IA	Length	Mass		
1. _____	____(____)	____	____cm	____kg		
2. _____	____(____)	____	____cm	____kg		
3. _____	____(____)	____	____cm	____kg		
Ranged(worn):	DV	IA	RC	ROF	Shots	Mass
1. _____	____	____	____/____	____	____	____kg
2. _____	____	____	____/____	____	____	____kg
3. _____	____	____	____/____	____	____	____kg

Damage Record	
Head	1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20
	<input type="checkbox"/> Lethal <input type="checkbox"/> Bruise
Affects: Intelligence, All Dexterity, All Skills	
R.Arm	1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20
	<input type="checkbox"/> Lethal <input type="checkbox"/> Bruise
L.Arm	1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20
	<input type="checkbox"/> Lethal <input type="checkbox"/> Bruise
Affects: Arm Dexterity, Arm Strength, Arm Skills	
Torso	1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20
	<input type="checkbox"/> Lethal <input type="checkbox"/> Bruise
Affects: Strength, Stamina, Running, All Skills	
R.Leg	1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20
	<input type="checkbox"/> Lethal <input type="checkbox"/> Bruise
L.Leg	1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20
	<input type="checkbox"/> Lethal <input type="checkbox"/> Bruise
Affects: Leg Dexterity, Leg Strength, Running, Leg Skills	
All	1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20
	<input type="checkbox"/> Lethal <input type="checkbox"/> Bruise
Affects: All Attributes (except Power), All Skills	

Planning Grid

A large grid of hexagons, intended for planning or scheduling. The grid is composed of many small hexagons arranged in a honeycomb pattern.

Character Advantages, Disadvantages and History

Melee Weapons

Melee Weapons		DV(w/Str)	IA	Init	Skill	Mass	Bulk	Cost	Length	TL	H	AV	BP	Notes
1.	_____	()	—	—	—	kg	—	—	cm	—	—	—	—	—
2.	_____	()	—	—	—	kg	—	—	cm	—	—	—	—	—
3.	_____	()	—	—	—	kg	—	—	cm	—	—	—	—	—
4.	_____	()	—	—	—	kg	—	—	cm	—	—	—	—	—
5.	_____	()	—	—	—	kg	—	—	cm	—	—	—	—	—

[illegible]

1.			/			kg			
2.			/			kg			
3.			/			kg			
4.			/			kg			
5.			/			kg			
6.			/			kg			
7.			/			kg			
8.			/			kg			
9.			/			kg			
10.			/			kg			

1.							kg				
2.							kg				
3.							kg				
4.							kg				
5.							kg				
6.							kg				
7.							kg				
8.							kg				
9.							kg				
10.							kg				
11.							kg				
12.							kg				

Surprise!



...We had just finished wargaming for the night when it happened. Jasper reached into his khaki knapsack and brought out a chunk of lava he had bought at the local Geology Club fundraiser back at school. It seemed abnormally heavy, so out of curiosity, he took it out on the back porch and dropped it on the cement. The hunk of lava broke into about a dozen pieces, and from its center rolled a shiny crystal. It was unbelievably heavy for its size. We were passing the thing around, speculating on whether it was man-made or natural, how it got into the lava, etc., when it got to Tricia. She must have been bored at the time, wishing she was someplace else, or something like that, because the thing began to glow red. It hit everyone that we were dealing with some sort of alien artifact, but by then of course, it was too late. "Get rid of it!", Eric shouted. "I can't let go!", Tricia screamed frantically. By then the thing had cycled from red to orange, and then to yellow. It then went from yellow to a searing blue-white. It was at this point a shimmering field appeared around the crystal and Tricia's hand, and expanded right *through* all of us out to about 20 feet in diameter. I blacked out.

- Memoirs of a Time Traveller

TimeLords. Where you can design and play the most challenging character of them all...yourself. The system lets you use your present stats, or any alternate persona you can think of, the character you are, or the one you would like to be. Thrust through unknown time, space and probability, to go home you must learn to control the awesome forces at your disposal.

Incredibly detailed, incredibly accurate, the universal **TimeLords** system works in any place, time or genre, with full rules on all forms of combat, sections on time and dimension travel, and the ability to adapt to any type of playing or GM'ing style.

Players also have the opportunity to join the Time Patrol, creating characters from the ground up, from any period or background, to act as agents of this elite force. In the patrol, you can help preserve the present by foiling plots in the past. Or, just use the **TimeLords** system as base for your fantasy, science-fiction or post-holocaust campaigns. The possibilities are endless.

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