

# QUICK REFERENCE CHEAT SHEETS

## INVESTIGATIVE BUILD POINTS (P. 23)

The number of points each player spends on Investigative abilities varies according to the number of regularly attending players, according to the following table.

# of players	Investigative Build Points
1–2	23
3	20
4	18
5+	16

TimeWatch thoroughly trains agents in basic choral theory and proper time travel procedures. Every TimeWatch Agent gains Timecraft 1 for free.

## GENERAL BUILD POINTS (P. 26)

Each player gets **50 points** to spend on General abilities, regardless of group size. You start the game with an additional 6 free points each in Health and Chronal Stability.

Although there is no set cap on abilities, the second highest rating must be at least half that of the highest rating.

## THE TRAVEL TEST (P. 64)

Every instance of time travel requires a **Travel test**, a simple Difficulty 4 / Loss 2 Paradox test described on p. 91. Effectively, roll a d6; roll 1–3, and lose 2 points of Chronal Stability. Paying a Stitch per trip bypasses the need for a Travel test.

## WHAT STITCHES DO (P. 65)

- ▶ Refresh a General ability pool by 2 points
- ▶ Simplify time travel (pay a Stitch, ignore the Travel test)
- ▶ Teamwork (pay 2 Stitches, give someone else +1 on a die roll if you can explain how you're helping)
- ▶ Boost your damage by 1 point
- ▶ Reduce damage done to you by 1 point

## REFRESHING YOUR POOL POINTS (P. 67)

- ▶ Spend a Stitch at any time to refresh 2 points from one pool
- ▶ After resting 24 hours, fully refresh Athletics, Scuffling, Shooting, and Vehicles
- ▶ After the end of a mission (and not before), refresh all Investigative points, all Health and all Chronal Stability (barring points that have been permanently lost)
- ▶ Heal 2 Health per day unless Seriously Wounded; see p. 87.

## SIMPLE TEST DIFFICULTY (P. 70)

Difficulty	Example
3 — Easy	Sneaking past a sleeping guard
4 — Normal	Sneaking past an awake guard
5 — Hard	Sneaking past an awake, alert guard
6 — Very Hard	Sneaking past an awake, alert guard with a guard dog
8 — Exceptionally Difficult	Infiltrating an integrated high-tech security system that includes guards, laser tripwires, infrared cameras, floor sensors, and video surveillance

## SIMPLE CHASE RULES (P. 73)

Simple chases use the Full Contest rules; characters roll Athletics or Vehicles tests, and any character who fails a roll is out of the chase. If a quarry fails, pursuers catch up with him and he typically must surrender or fight. If a pursuer fails, he may not continue the chase. The chase ends when all pursuers have dropped out of the chase, or when all quarries have been caught up with.

During a simple chase, attempting any non-chase action (such as Shooting, trying to hide with Unobtrusiveness, and so on) raises the Difficulty for both that non-chase action *and* the chase action by +2. The GM adjudicates any unusual actions you try.

## PARADOX PREVENTION

If you're a time traveler, you're bound to run into paradoxes. This ability allows you to recognize them, predict them, solve them, and even use them to your advantage. When a historical change ripples through everyone around you, you'll notice and remember true history.

You can:

- ▶ know what sort of actions might cause paradoxes and chronal instability
- ▶ notice when time has changed around you, and retain a memory of previous timelines (although that memory may be fuzzy or incomplete)
- ▶ sense when you interact with a change in the correct timeline
- ▶ determine methods for fixing disrupted timelines
- ▶ recognize anachronisms by touch (such as neural disruptor rifles disguised as blunderbusses)
- ▶ recognize an anachronistic individual by touch (and occasionally sight), regardless of their disguise
- ▶ by touch (and occasionally sight), recognize an individual who has been absorbed by the timeline due to chronal instability or paradox

*Sample spend:* Spending a point of Paradox Prevention can have a number of uses. You can:

- ▶ spend 1 point to add +3 to a Paradox test (automatically making most tests)
- ▶ spend 1 point to gain aid from your future self when that aid would normally result in a paradox, such as your future self writing your past self a note with useful information (your GM may limit this information to avoid ruining the adventure, may write something that could be misleading, may ask you to make a Paradox test as well, or may charge you more than 1 Paradox Prevention point)
- ▶ spend 1 or more points to arrange a convenient circumstance in your favor, such as a usefully timed rainstorm caused by a particular butterfly's wing-flap or a short-lived, newly created holiday resulting in a parade that blocks your quarry's escape route
- ▶ spend 1 or more points to literally have your future self come back and help you fight; this will still trigger a Paradox test, and requires permission from your GM
- ▶ obtain other sorts of brief assistance from your future self through a 1-point spend, such as picking a door lock from the other side of the door
- ▶ travel to a parallel timeline (with the GM's permission and assuming they exist in your game) by spending 1 or more points of Paradox Prevention when time traveling

## TIMECRAFT

You know the official rules and procedures of TimeWatch, including techniques for cleanly re-establishing a diverted timeline and how to operate all official TimeWatch technology. If you have two or more points of Timecraft, you are an expert on chronal theory, including the knowledge of other nonhuman species and organizations that are opposed or allied with TimeWatch.

Every player character begins with 1 free point in Timecraft.

You can:

- ▶ operate a time machine
- ▶ operate chromomorphic technology to disguise futuristic devices
- ▶ identify timeline changes that create parallel timelines or paradoxical time loops
- ▶ predict how timeline changes ripple outwards, and predict the scope and strength of those timeline changes
- ▶ identify signs of alien influence and mind control in others

- ▶ use a time machine to reach the Citadel, TimeWatch's secret headquarters that resides outside of the normal flow of history
- ▶ use a time machine to track a quarry through time by following their time vortices
- ▶ if your GM and campaign frame allow it, identify the location and existence of parallel dimensions and time streams
- ▶ use the MEM-tagging process to remove anachronistic knowledge from unconscious witnesses
- ▶ remove traces of your true identity and origin before departing a timeline
- ▶ with 2 points of Timecraft and the Tinkering ability, repair a time machine or install chromomorphic technology

*Sample spend:* Spending 1 point of Timecraft might allow you to:

- gain a +1 bonus on every Vehicles roll during a time chase
- eliminate the need for repeated Travel tests during a time chase
- time travel to the precise physical location you desire, no matter how far through time you travel to get there

A 2-point spend might allow you to:

- set up a temporary chonal dampening field that, for one scene, prevents anyone within Long range from time traveling into or out of the area
- break through someone else's chonal dampening field
- see alternate futures and pick the one you prefer. When spending two points, pick a single General ability. For the rest of the scene, any time you use that ability you can roll two d6s and choose the result you prefer. This can work for combat abilities (such as Shooting) and noncombat abilities (such as Unobtrusiveness); it has no effect on General abilities where you don't roll a die to make a test, such as Medic or Reality Anchor
- travel into parallel and alternate timelines if your GM and campaign frame allow it, by spending multiple Timecraft points



## ADVANCED CHASE RULES (P. 74)

### Lead Tracker

Quarry is...	Point-Blank	Close	Near	Long	Very Long
To the Pursuer					

## COMBAT RANGE (P. 78)

- ▶ Point-Blank (adjacent)
- ▶ Close (same room)
- ▶ Near (within 30 or 40 meters)
- ▶ Long (within 100 meters)
- ▶ Very Long (within 500 meters)

## SURPRISE (P. 79)

When surprised, you suffer a +2 increase to all General ability Difficulties for any immediately subsequent action. In a fight, these penalties pertain only to the first round of combat.

Avoid being surprised with a successful Unobtrusiveness test to notice the hidden ambush. The basic Difficulty is 4, adjusted by the foe's Stealth Modifier. The +3 bonus from impersonator mesh never applies on this test. You surprise antagonists by sneaking up on them with a successful Unobtrusiveness test. The basic Difficulty is 4, adjusted by the foe's Alertness Modifier (see p. 72). The +3 bonus from impersonator mesh can apply to this roll, so long as you have not drawn any attention to yourself and your foe has not noticed you at all.

## WEAPON DAMAGE (P. 82)

Weapon Type (see p. 117)	Damage Modifier
Fist, kick	-1
Improvised weapon, club, knife, inactive autochron	0
Heavy club, sword, crossbow, firearm (including automatic weapons)	+1
Heavy assault rifle, beam weapon	+2
PaciFist or neural disruptor	<b>Stun test (usually Stun 5)</b>

## INJURIES (P. 87)

Health: 0 to -5 HURT	Health: -6 to -11 SERIOUSLY WOUNDED	Health: -12 or lower DEAD
<ul style="list-style-type: none"> <li>▶ Immediately make a Consciousness roll to stay conscious</li> <li>▶ Can't spend Investigative points until above 0 Health</li> <li>▶ Difficulties of all General ability tests increase by 1 until above 0 Health</li> <li>▶ Can be healed normally by the Medic ability</li> </ul>	<ul style="list-style-type: none"> <li>▶ Immediately make another Consciousness roll to stay conscious</li> <li>▶ Lose an additional Health point every half hour until stabilized</li> <li>▶ Can't spend Investigative points until above 0 Health</li> <li>▶ Difficulties of all General ability tests increase by 2 until above 0 Health</li> <li>▶ Can't be healed normally by the Medic ability</li> <li>▶ Must recuperate in a medical facility to regain Health</li> </ul>	<ul style="list-style-type: none"> <li>▶ Barring time machine-related intervention by your allies (or a particularly timely use of the <i>Flashback</i> ability by an ally with high Preparedness), mourn your late Agent's heroic death</li> </ul>

## PARADOX TESTS (P. 89)

Trigger	Difficulty/Loss	Paradox Prevention Spend Required?
<b>No Paradox:</b> <ul style="list-style-type: none"> <li>▶ You successfully restore history back to its true path, ending the mission</li> </ul>	None (no test required)	No
<ul style="list-style-type: none"> <li>▶ Any time travel (“the Travel test”)</li> </ul>	D4/L2	No
<b>Lesser Paradox:</b> <ul style="list-style-type: none"> <li>▶ You learn, experience, or cause something that violates a known fact</li> <li>▶ You significantly change the future, perhaps by revealing future history to someone or by leaving a futuristic device behind in time</li> <li>▶ You kill someone consequential, but not essential, to history</li> <li>▶ You are hit by a choral destabilizer (whether weapon or effect)</li> <li>▶ Your future self leaves you a vague or mostly useless clue about a future event</li> </ul>	D4/L4	No
<b>Paradox:</b> <ul style="list-style-type: none"> <li>▶ Your future self leaves you a specific message or important clue about a future event</li> <li>▶ You overlap yourself in a scene and aid yourself, changing history, although your past self never becomes aware of the fact (such as secretly sniping a foe from a nearby rooftop or unlocking your own prison door) <ul style="list-style-type: none"> <li>▶ Every additional overlap adds +2 to the Difficulty and +2 to the Loss</li> </ul> </li> </ul>	D4/L4 – P	Yes (if you choose not to spend a Paradox Prevention point, you can’t aid yourself in this way)
<b>Greater Paradox:</b> <ul style="list-style-type: none"> <li>▶ You overlap yourself in a scene and directly offer yourself aid (such as arriving to heal your own unconscious body, or your future self joining in an ongoing fight to double your firepower) <ul style="list-style-type: none"> <li>▶ Every additional overlap adds +2 to the Difficulty and +2 to the Loss)</li> </ul> </li> </ul>	D4/L6 – P	Yes (if you choose not to spend a Paradox Prevention point, you can’t aid yourself in this way)
<b>Severe Paradox:</b> <ul style="list-style-type: none"> <li>▶ You close off a time loop and remove the reason you time traveled in the first place, with the unfortunate result that two paradoxical versions of you exist simultaneously (see p. 44)</li> <li>▶ You kill someone essential to history</li> <li>▶ You change events in a way that fundamentally changes a future you know to have occurred, perhaps branching correct history onto an alternate history timeline</li> <li>▶ You are caught in the choral field of a broken autochron</li> <li>▶ Your direct ancestors within the past 3 generations are killed in a way that ensures you will never be born (Loss decreases by 1 for every generation prior to that; a change more than 250 years before your birth does not trigger a test)</li> </ul>	D6/L6 or higher	No

## EXPLOSIVES DAMAGE (P. 100)

If you are within a bomb's **annihilation range**, report back to TimeWatch for your replacement character.

If you are within a device's **damage range** (but outside its annihilation range) when it explodes, you take two dice of damage, plus a modifier equal to three times its class.

If you are outside of its annihilation or damage range but within its **debris range**, make an Athletics test with the explosion's class times three as the Difficulty. If you fail, you take a die of damage, plus a modifier equal to its class.

Class	Examples	Annihilation Range	Damage Range	Debris Range
1	pen grenade, pipe bomb, black powder explosive, micro-grenade	—	Point-Blank (2d6 + 3 dmg)	Close (Difficulty 3 Athletics test or 1d6 + 1 dmg)
2	grenade, stick of TNT, concussive projector, weaponized mini-drone	—	Point-Blank (2d6 + 6 dmg)	Close (Difficulty 6 Athletics test or 1d6 + 2 dmg)
3	nitroglycerine, RPG rocket, brick of C4, land mine, mortar shell, suicide vest, cinematic gas tank, satellite death ray	Point-Blank (Dead)	Close (2d6 + 9 dmg)	Near (Difficulty 9 Athletics test or 1d6 + 3 dmg)
4	truck bomb, AP shell, gas main	Close (Dead)	Near (2d6 + 12 dmg)	Long (Difficulty 12 Athletics test or 1d6 + 4 dmg)
5	HE shell, hellfire missile, gravity bomb, exploding black powder magazine	Near (Dead)	Long (2d6 + 15 dmg)	240 m (Difficulty 15 Athletics test or 1d6 + 5 dmg)
6	suitcase nuke, exploding spaceship	Long (Dead. So, so dead)	3 km (2d6 + 18 dmg)	4 km (Difficulty 18 Athletics test or 1d6 + 6 dmg)

## STANDARD ISSUE TIMEWATCH GEAR (P. 109)

- ▶ Autochron (your time machine)
- ▶ Impersonator Mesh
- ▶ Medkit
- ▶ MEM-Tags
- ▶ PaciFist Neural Disruptor (usable with both Scuffling and Shooting)
- ▶ Tether
- ▶ TimeWatch Uniform
- ▶ Translator



## ANTAGONIST SPECIAL ABILITIES (P. 152)

Special abilities are powered by Tempus.

Ability	Cost	Effect
Armor	0 or 3	Reduces damage
Awareness	0	Raises the Difficulty of player character Unobtrusiveness tests to hide
Blink	2 + 1/round	Flash in and out of combat
Branching Point	4	Pick one of two possible paths for yourself or another
Chronal Drain	2	Drain Reality Anchor points on a hit
Clock Out	2	Time travel
Cybernetics	2	Trigger a robotic effect
Destabilize	2 or 4	Trigger D4/L4 Paradox test
Disguise	1	Look like a different person
Distortion	2 or 3	Increase Hit Threshold
Electronic Interference	2	Render electronics useless
Embrace Instability	0	Gain Tempus every time Agents make Paradox tests
Exile	2	Fling target through time
Extra Action	2	Gain a 2 <sup>nd</sup> action in a combat round
Flashback	5	Have a preprepared plan, as per the Preparedness Booster
Flight	0 or 2	Levitate or fly
Fluid	0 or 3	Effectively immune to most physical attacks
Help Yourself	5	An older, healthy version arrives to help in combat
Hivemind	0 or 2	Link brains to share information and lower a foe's Hit Threshold
Immaterial	0 or 2	Out of phase with reality
Impersonation	2	Perfectly impersonate another creature
Infection	0	Spread disease
Interdiction	0 or 2	Briefly restrict time travel

Ability	Cost	Effect
Invisibility	3	Increases Hit Threshold and Stealth Modifier
Lightning Speed	2	Move quickly
Mastermind	0	Genius planner and tactician
Mental Attack	Variable	Chronal Stability test to avoid mind control or possession
Mutation	2	Trigger a mutation-related effect
Oracle	1	Predict upcoming future events
Psychic	2	Trigger a psychic effect
Regenerate	0 or 2	Regenerate Health damage
Resist Stun	0	Stun test Difficulties are lowered by 2
Restabilize	Variable	Refreshes another creature's Tempus
Seize Initiative	2	Jump into combat initiative at any point
Shape-Shift	2	Reshape body into a nonhumanoid form
Spider Climb	0 or 1	Walk on walls and ceilings
Stealth	0	Raises the Difficulty of player character Unobtrusiveness tests to notice you hiding
Stony	0	Made of stone and resistant to many attacks
Strength	0 or more	Incredibly strong
Stun	0	Attacks can stun, usually at Stun 5
Summoning	3	Summon Mooks as backup
Technology	2	Use super-science to produce technology
Teleport	2	Move instantly from one location to another
Unfeeling	0	Never become Hurt, and make all Consciousness rolls and Stun tests
Universal Attack	1 or 2 per target	Instantly attack everyone you wish to within range
Venom	2	Attack also delivers poison

## HOW TO PLAY TIMEWATCH: A CHEAT SHEET FOR NEW PLAYERS

History may be fairly robust, but apply the right pressure at the right time and everything changes. You travel through time to stop other time travelers from messing up the true timeline. **You're incredibly competent**, you've got a time machine and high-tech gear that hides itself, and you hail from anywhere in the whole of recorded history. You're an agent of TimeWatch.

### Doing Stuff

General abilities are how you get stuff done. Sneaking, fighting, running... all these are done with **General abilities**. If you have a General ability rating of 8 or higher, you're extremely talented at that activity (and may get access to cool bonus stuff when using it). If you don't have any rating at all in a General ability, you stink at it and won't generally succeed. A 0 Vehicles, for instance, lets you drive to the store and back but you'd fail at any task difficult enough to require a die roll. An 8 Vehicles would make you a stunt driver. Similarly, a 0 Scuffle means you're no good at hand-to-hand combat, but an 8 or higher Scuffle would make you an expert martial artist.

It's traumatic for your dice bag, but in *TimeWatch* you'll **only need one die: a d6**. Roll it. **Your target Difficulty Number is usually 4**; if you roll a 4 or higher with a General ability like Athletics, you probably succeed.

Obviously, that would mean you only succeed half the time. **You raise these odds by spending points from your General ability pools** and adding them to your d6 roll. Want to shoot someone? Spend 2 points from your Shooting pool, add it to your d6, and you usually only fail if you roll a 1. Spend 3 points, and you're guaranteed to hit. When your pool drops to 0, you're stuck just rolling a d6 until you can refresh your pool.

**You refresh your General ability pools by spending**

**Stitches**, *TimeWatch's* action point. The GM and other players will hand them to you for being awesome, so **remember to be awesome**. While you can also use them for a few other things, Stitches can be turned in at any time to **refresh one pool by two points**. When you start running low, turn in some Stitches.

### Learning Stuff

Ignore your General abilities for a second and look over at your Investigative abilities. These are broken into three sections to make things easier to find — Academic, Interpersonal and Technical knowledge — but they all work pretty much the same way. **If you have 1 or more points in any of these, you're an expert at it**. This matters because during the game, all you need to do is **tell the GM that you're using an appropriate ability and you'll automatically get a clue** if there is one. Yes, automatically, no roll required. The fun here is in what you do with that information, not how you get it.

So let's say you're searching old birth records for clues. The GM may ask, "Do you have any rating points in Research?" If you say yes, she'll tell you everything you can find out. No roll is ever required.

You can **spend these points to get cool in-game advantages**. Take the Interpersonal ability Charm, for instance, and pretend for a second that you have a rating of 2 or 3 in it. You meet the evil mastermind's handsome assistant. Tell the GM you're using Charm to flirt with the supporting character, and the assistant will let slip important clues. Tell the GM you're spending 1 or more Charm points to get cool stuff while you're flirting, and the assistant may fall in love with you. Spend 2 points, and the assistant may double-cross his boss out of love for you.

Just remember, spending a point from an Investigative ability doesn't stop you from knowing that topic. It just limits how many times in a game you can ask for special cool stuff.

**And really? That's all you need to know before starting play.**