Time and Space Character Catalog

WEAPONS

Heft (H)

A weapon's heft is the minimum ST required to use the weapon.

UNARMED	D	H
Unarmed (U)	d3	-

HAND WEAPONS	D	H
Dagger (T)	d6	-
Dagger used in grappling or counterattacking a tackle (G)	d6+2	-
Club (T)	d6	9
Club (2T)	d6+1	9
Hatchet (T)	d6+1	9
Cutlass	2d6-2*	10
Fire Axe (2)	d6+3	12

MISSILES	D	H
Handgun	2d6-1	8
SubMG (2A)	2d6-1	8
Assault Rifle (2A)	2d6+1	9
Shotgun (2)	3d6	10
Hand Phaser (G)	3d6(F)	6
Blaster (2)	3d6	9

GRENADES	D	H
Frag Grenade (TX)	3d6	6
Flashbang (T)	(S)	6

* Any roll deals a minimum 1 before armor.

(2)   Two-handed weapon.

(A)   Automatic weapons hit two adjacent hexes or one hex twice. Shooter must pass 3/DX per shot to hit; roll damage per hit.

(F)   Can be set to damage or fatigue.

(G)   Only G weapons can be used grappling.

(S)   When thrown, your side gets surprise.

(T)   This weapon can be thrown.

(U)   Fatigue only, +1 if the attacker is stronger.

(X)   Explosive affects five-hex diameter circle. If thrower misses, randomly place blast center adjacent to original target hex.

ARMOR

Restriction (R)

Adjust a character's DX *down* by the cumulative restriction of his armor. This also affects MA.

Example

Hector's (DX12) armor has a restriction of two. His adjusted DX is 10 (12-2=10). His MA is five.

TYPE	A	R
Flak Vest	3	1
Space Suit (B, SS)	1	1
Landing Suit (SS)	3	1
Battle Armor (SS)	8	1

(B)   Does not protect against bullets.

(SS) Space suit: if the character rolls all sixes on any check, the assist fails and the suit is R=3.

CAMPAIGNING

Timing

A character may increase an attribute or skill during play, but can only learn new skills between adventures.

Karma/Wish

A character expends a karma point to re-roll one set of dice. A character expends a wish to fully revive, even if he was just "killed." Characters acquire karma and wishes in adventures. Generally, karma, wishes, and XP roll over to future adventures. In some cases, karma may have to be expended in a shorter time frame.

Curse

A cursed character adds or subtracts one against all his checks and damage rolls, worsening the result. He can lift the curse by expending one wish, or by reducing his highest attribute by one. Curses are cumulative.

SKILLS

To use a skill, a character must pass a three-die check against his applicable attribute: 3/ST, 3/DX, 3/IQ (see Skill Tables).

Required Skill Checks

Some skills require that the character already know the skill to attempt the check. Adventures indicate this by using the word "against."

Example

If Ajax lacks SWIMMING, or if he fails 3/ST against SWIMMING, he drowns.

Assisted Skill Checks

Sometimes the skill improves the character's chance of passing, but is not a prerequisite. Adventures indicate this by using a plus sign.

Example

Ajax must pass 3/ST+CLIMBING to climb the wall. He can attempt the climb even if he lacks the CLIMBING skill, but if he has Climbing 3, he adds 3 to his ST for this roll.

ATHLETIC	
Acrobat	Reduce fall damage by 1d6 for each acrobat level on 3/DX.
Climbing	Scale obstacles on 3/ST.
Riding	Ride large animals on 3/DX.
Swimming	Swim on 3/ST.

COMBAT	
Each level is +1DX to hit OR +1 damage; decide before attacking. Multiple levels cannot be split.	
Axe	+1 with an axe, mace or club.
Knife	+1 with a knife.
Pistol	+1 with hand-fired weapon.
Rifle/SMG	+1 with shoulder-fired weapon.
Unarmed	+1 striking; +1ST grappling.

MILITARY	
Interrogator	Elicit accurate information from NPC by winning IQ.
Gunner	Operate shipboard weapons on 3/DX.
Navigation, Nautical	Use charts, compass and stars to navigate seagoing vessels on 3/IQ.
Navigation, Stellar	Use star compass and holocharts to navigate deep space 3/IQ.
Pilot	Operate spacecraft on 3/DX.
Weightless	Character adds DX+1

Movement	for each level.

SOCIAL

Charisma	On winning IQ against non-hostile NPC, the NPC will take action to help the party, and do nothing to harm.
Diplomacy	Change an "attack" option to a "talk" option or vice versa by winning IQ.
Language	Speak specific language on 3/IQ.
Leadership	Add leadership rating to one character's attribute, per encounter.
Literacy	Literacy in specific language on 3/IQ.

SURVIVAL

Alertness	Negates surprise on 3/IQ.
Naturalist	Can find one unit of healing herbs per day on 3/IQ.
Navigation	Can find way on 3/IQ.
Stalker	At beginning of combat, character (not party) gets surprise on 3/DX.
Stealth	Evade detection on 3/DX.
Survival	Character lives off the land instead of eating a daily ration on 3/IQ.
Tactician	The character steals initiative by winning IQ.
Tracker	Identify, follow and erase tracks. Find local beings. Must pass 3/IQ.

THIEF

Locks	Pick locks on 3/DX.
Streetwise	Negate pickpocket, swindling, mugging on 3/IQ.
Thief	Steal objects on 3/DX.
Traps	Detect/remove traps on 3/IQ.

TRADES

Botanist	Create healing potion on 3/IQ. ST healed per potion = herb doses * Herbalist level.
Electrician	Fix electrical malfunctions on 3/IQ.
Equipment	Use heavy machines

Operator	on 3/DX.
Investigator	Uncover information on 3/IQ.
Mechanic	Fix mechanical problems on 3/IQ.
Medic	Heal one damage point per medic level for damage sustained in current combat, on 3/IQ. Used after combat is over. Can be used across multiple characters.
Merchant	Purchase goods at 10% discount, or sell goods at 10% premium, for each merchant level by winning IQ.
Scholar	Know history/science on 3/IQ.
Storyteller	Only Storytellers may attempt a 3/IQ + Storytelling, to distribute one karma point per Storytelling level to the party. These karma points must be used in current game day.
Systems Tech	Fix computers on 3/IQ.
Zoologist	Prevent animal attacks by winning IQ.

STAR CRAFT

Star craft are composed of sections. A craft requires engineering and operations sections. Other sections and capabilities are optional.

Building Costs

Each section costs one build point. Additional build points improve the section's durability. When a section accumulates damage equal to its build points, it, and all aboard, is destroyed.

Example

The engineering section is a two-point section. It takes one point of damage. Though damaged, it is functional. If it accumulates an additional point of damage, it, and all aboard, is destroyed.

Listing Sections

As a craft takes damage, sections are destroyed in the order they are listed. When the craft is built, the builder can list the sections in any order desired, but once listed, the sequence cannot change.

Example

The *Kit-Kat,* a gunboat, is listed as: Cargo1, Engineering1, Operations1, Living1, d6/1. The first damage point inflicted on the craft eliminates the cargo section. The next damage point destroys the engineering section. Then the operations section, and finally, the living section, in that order.

Cargo Section

Each point spent on the cargo section allows the craft to carry one cargo unit. A cargo unit is roughly a truck, or a squad of space infantry.

Engineering Section

All craft require an engineering section. The engineering section provides propulsion and power. If the engineering section is destroyed, the craft loses propulsion and is DIW. However, emergency power in the craft's other sections allow basic functionality and life support.

Living Section

A living section enables the craft to make extended space runs. The section includes a galley machine, human waste recycling, cramped berthing space with virtual reality capabilities, and in a pinch, suspended animation. Without a living section, after combat, the craft must return to a base or mother ship.

Operations Section

All craft require an operations section. The operations section controls the ship's propulsion, navigation, internal functions, sensors, weapons, and communications. If the operations section is destroyed, the ship is DIW, and it cannot communicate with the outside world.

Other Sections

Other sections, such as science bays, botany bays, machine shops, etc., may be added as prescribed by the scenario.

Weapons

Every six build points spent on weapons enable the craft to deal one die of damage. Abbreviate weapons as: *Xd6*, where X is the number of dice of damage the craft deals.

Example

A builder builds a corvette with weapons that do 2d6 damage. This costs 12 build points.

Shields

Two build points buy one shield factor. Each shield factor negates one damage point whenever the craft is hit.

Example

A craft is built with two shield points, which cost four build points. During combat, the craft suffers three damage points. The shields stop two damage, so the craft only takes one damage point. The following turn, the craft takes an additional two damage points. However,

the shields stop two damage, and the craft suffers no additional damage.

Maneuver

A +1 maneuver bonus costs two build points. Every time the craft maneuvers against an enemy craft, the pilot adds +1 to his piloting skill.

Example 1

A craft has a +1 maneuver bonus. The pilot (DX11), maneuvers against an opposing craft with a pilot DX10. Because of the maneuver bonus, the craft's pilot has an effective DX12 when trying to win checks against his enemy pilot's DX10.

Example 2

The *Kit-Kat*, a class one gunboat, has a one-point cargo bay, one-point engineering, one-point operations, and a one-point living compartment. Its armament does d6 damage, and its shields stop one hit. It has a +1 maneuver bonus. It is abbreviated:

- Cargo1, Engineering1, Operations1, Living1, d6/1, M+1. Build cost=14 build points.

Each time the ship is hit, the ship's shields stop one damage point. Additional damage destroys the cargo section first, the engineering section, operations, and living sections, in that order. When maneuvering against an enemy vessel, the craft's pilot uses his DX+1.

DOG FIGHTS

Initiative

Decide initiative with a die roll. The side with initiative takes the first turn. Players alternate turns until one side wins.

Player's Turn

The player moves each of his craft, in any sequence, one at a time. He must complete one craft's turn before proceeding to the next. When he is done, the next player begins.

Craft's Turn

A craft can either maneuver against a foe, or fire on a target. Not both. Craft begin disengaged.

Engagement

Craft maneuvering against foes are "engaged" in combat, and can only maneuver against those foes. Engaged craft may hold different positions relative to different foes. For example, a craft might be pursuing one foe and fleeing another.

Relative Positions

Positions are: pursuit, fleeing and turning.

- pursuit: A pursuing craft follows its foe.
- Fleeing: A fleeing craft leads its foe.
- Turning: Turning craft are side-by-side, facing opposite directions.
- Disengaged craft are neither pursuing, fleeing, nor turning. Place disengaged craft away from other craft.

MANEUVER

Resolving Maneuver

Regardless of the player taking the turn, the winner of a pilot check (+craft's M bonus) has the respective options:

- A "fleeing" craft can either disengage, or take the "turning" position against its pursuing foe.
- A "turning" craft can disengage, or take the "pursuit" position against its turning foe.
- A "disengaged" craft takes the "pursuit" position against its foe.
- A "pursuit" craft remains in the "pursuit" position.
- On a tie, positions remain unchanged. If disengaged foes tie, they are now turning.

Example 1

Ajax (DX11, pilot+1) and Hector (DX12, pilot+1) each pilot gunboats. Each gunboat is: C1, E1, O1, L1, d6/1, M+0. Both craft are disengaged.

Ajax wins initiative, so he moves first. Ajax maneuvers on Hector, rolling 12. Hector rolls 15. Ajax wins, and takes the pursuit position on Hector. Ajax's craft piece is placed directly behind Hector's.

Example 1a

Now it is Hector's turn. Hector is fleeing Ajax. He maneuvers on Ajax, rolling 13. Ajax rolls 6. Hector wins. Rather than disengage, Hector elects to take the turning position on Ajax. Both craft pieces are placed side-by-side, facing in opposite directions. Both craft are turning on each other.

Example 1b

It is now Ajax's turn. He maneuvers on Hector, trying to regain the pursuit position. Ajax rolls 13, Hector rolls 3. Hector wins, and he elects to take the pursuit position against Ajax. Hector's craft is placed behind Ajax's craft.

Exiting

Except on the first round of a dogfight, any disengaged craft can exit the dogfight during its turn. Once a craft exits, it cannot return.

Pursuit

Only one craft can pursue a fleeing foe. A craft pursuing a target and fleeing a tailing

foe must decide whether to fire on his target or maneuver against his tail. If he maneuvers against his tail, his target is automatically disengaged.

Unopposed Maneuver

A spacecraft maneuvering against an already engaged opponent automatically takes pursuit.

FIRING

A craft can only fire on a target he is pursuing, or on a target on which he is making a firing run.

Pursuit

A pursuing attacker hits his target and rolls for damage by passing 3/DX+GUNNER.

Example 1c

It is now Hector's turn. Hector is pursuing Ajax. Rather than maneuver on Ajax, since his is in the pursuit position, Hector fires on Ajax. Hector rolls 9, and hits Ajax's craft.

Firing Run

An attacker, firing on target he is disengaged from, hits and rolls for damage by passing 4/DX+GUNNER. Afterwards, craft are disengaged from one other.

Facing Firing Run

On the first turn of a dogfight, if an attacker makes a FACING firing run against a foe, both craft simultaneously hit and roll for damage by passing 3/DX+GUNNER. Afterwards, craft are disengaged from each other.

Damage

The hitting craft rolls the number of dice indicated by its weapons. This total is the number of damage points applied to the target.

Example 1d

Hector hits Ajax's craft. Hector's gunboat does d6 damage. He rolls 3, delivering three damage points.

Shields

The defender deducts one damage point for each one of his craft's shield factors.

Example 1e

Ajax's shields stop one damage point each time his gunboat is hit. Ajax is hit with 3 damage points, and his shields stop one hit. His gunboat suffers two damage points.

Damage Effect

Each remaining damage point destroys one point of section. Sections are destroyed *in sequence as listed* in the defender's ship record. The attacker may inflict fewer damage points than he rolled, preserving craft sections.

Example 1f

Ajax's gunboat suffers 2 damage points. Since his craft is written: C1, E1, O1, L1..., the first damage point destroys Ajax's cargo bay, and everyone inside of it. The second damage point destroys Ajax's engineering section and everyone inside.

Dead In The Water (DIW)

If the engineering or ops sections are destroyed, the craft can no longer move or fire on enemies. The craft is "dead in the water" (DIW). Nevertheless, emergency power sustains life and basic function in surviving sections. A character is killed if he occupies a section when it is destroyed.

Example 1g

Since Ajax's engineering section is destroyed, he is DIW. However, his operations section is still intact, so he can send out a distress signal. Also, his living section is still intact, so any crew in the engineering or living sections can remain alive as long as the living section is functional.

20210628
20220106Format