

Time Wars: Strike Team  
3rd Edition Role Playing Game Beta  
Rule Book  
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## OVERVIEW

It is the 161st Century. Whereas once Humanity spread to every corner of the Galaxy of Life, and made alliances with the nine alien civilizations of the Rim, now the Human Republic is on the brink of collapse, led from the capitol-in-exile Alta Munda.

Vampires are real, but they're not magic. Vampires call themselves Noveratu, and they are a brain parasite. They evolved during the Cretaceous. Once inside a host, they need to feed on blood of the same species. With a lust for blood profit, the Noveratu infected the powerful and generated Human misery off of which to feed, taking those who would not be missed by society.

Humanity eventually reaches out to the stars. We contact the nine alien civilizations of our Galaxy. A galactic Human Republic is formed. But when alien and Human scientists invent a way to manufacture superhuman, called Splicers, the Noveratu who had been hiding amongst us... betray us. All of us. At once.

The Human Republic is devastated by the Galactic War. From the rubble, the Time Corps of the Human Republic rises to start a new war. A Time War. Waged in Medieval Scotland, Imperial Nigeria, Post-War Japan, Ancient Mi'kmaq Lands, or even the Free World of Io. By going back in time, the Splicer Agents of the Time Corps intend to change history. They intend to win the Galactic War before it even begins.

But the Noveratu won't be stopped so easily. They have Splicer Agents of their own. And they intend to enslave humanity. The fates of all people throughout history are intertwined. Only one species can survive. Which future will you fight for?

## PLAYING THE GAME

Time Wars is a Storytelling game, also known as a Role Playing Game. The players make decisions on behalf of fictional characters whose various mental and physical attributes are reduced to numerical values on Character Sheets. These Character Sheets give the attributes of the fictional persons as numbers so that they can be used as either goals or modifiers on the rolls of various dice to determine the outcome of any attempt which has a possibility of failure, and often determines the likelihood of success. To provide structure, one of the people playing does not control any single character, but instead orchestrates the world of the game against the player characters. This person called the Game Master, determines the setting, and the action of the game. The Game Master's goal is to provide a challenge, and create a rich world through descriptive language, while the players must navigate that world and drive their characters to their goal.

To govern the interactions between the Game Master and the players who are each controlling a player character, the game regularly relies on the rolling of dice to determine whether the outcome of an attempt is successful or not. Both the Game Master and the other players will need to roll dice, and abide by the outcomes.

The following rules will explain exactly how and when to roll what kinds of dice in order to determine the outcome of an attempted action. In this book you have everything you need to play a game of Time Wars: Strike Team. If you want, you can add to your gaming experience by incorporating Source Books and Mission Modules into your adventures. A Source Book is a Time Wars publication which describes the setting in great detail, while a Mission Module contains a series of tools for Game Masters to use to craft adventures.

## IF YOU'VE NEVER PLAYED A ROLE PLAYING GAME BEFORE

When we were kids we used to play "Cops and Robbers". One of us would say "Bang bang, I shot you!" and the other would retort with "Nuh-uh!" Well, essentially, this is a game where you say "Bang bang, I shoot at you," and then roll dice to figure out if you hit them. The character sheets tell you the numbers you need to know to roll dice, and the Game Master is someone who acts as part storyteller and part referee. The rest of these rules just tell you what dice to roll when, and what they mean. If this is all too confusing, get a friend who likes rules and stuff, and tell them to be Game Master. Then they can just tell you what you need to know.

## GAME MASTER

One person must be the designated Game Master. They act partially as storyteller, but also partially as a referee by judging how players should move forward based on their interpretation of the rules. The game is explicitly designed to be malleable and give the Game Master a tremendous amount of latitude as a referee. Sometimes the rules themselves will simply require the Game Master to make something up. Game Masters will be asked to engage in improvisation constantly. It is also a lot of fun to act out what's happening, if you want!

## PLAYERS

The players of the game control player characters, who are largely the main characters driving the story. The player characters are all Time Corps Agents, so their goal is to work together and succeed on their mission. Each player will describe what they do and the Game Master will judge how the players will proceed, and change the story accordingly. This is not a competitive game, so no player can be doing better or worse than another player. But it is a challenging game, so it is possible for the players as a team to collectively succeed or collectively fail. Failure should, in fact, be not unknown to the team after a few adventures. But failure can also be a source of great power in the game. Learning from failure will often give players what they need to succeed next time.

## SPLICERS

Players will take on the roles of Splicers who work for the Time Corps of the Human Republic. Splicers are Humans whose genetics are composed from scratch, then combined with samples of a random mix of synthesized animal and alien genetics. The result is a Human being who exhibits mental and physical prowess which regularly exceeds that which would be expected of an unmodified Human, along with the powers of the other species who contributed to their genes.

When a person is born via Splicer technology rather than using conventional reproduction, there are a myriad of effects other than animal and alien powers. One of the most useful is the Splicers' ability to have memories uploaded and downloaded into their minds flawlessly and without damage. While all Humans can have their memories altered and recorded, it normally damages the Human brain after prolonged exposure. Splicers do not suffer this damage. This has a series of implications, including the fact that Splicers can have every version of every language ever spoken on any planet downloaded into their heads at a very young age, meaning that almost every language ever conceived is a Splicer's native tongue.

Since memories can be downloaded into a Splicer's brain, many early expectations were that Splicers would be able to learn anything by downloading

memories of academic classes. To the contrary, most skills can only be gained or enhanced through genuine experience. Splicers can find it confusing and disorienting to have downloaded memories of an activity at which they are not skilled. This is the reason why languages are only downloaded into a Splicer's mind after they already have a strong grasp of one language. Even when libraries of information are downloaded into a Splicer's brain, such as the entire history of Earth, it still requires a skillful mind to actually recall that information quickly and accurately.

Another effect is that a Splicer has no genetic ancestry. Because all of their genetics, Human and non-Human alike, are synthesized from scratch and randomized, they are immune to affecting their own personal timeline by traveling back into the past. They cannot commit the so-called "grandfather paradox", and accidentally kill one of their own ancestors, because they have no ancestors. This is the chief reason the Time Corps employs Splicers exclusively.

#### A NOTE ON THE SPIRIT OF THE GAME

Many games, particularly those which are primarily about strategy or tactics, will encourage players to think and talk about the rules of the game while playing, so as to maximize their efforts. Because Time Wars: Strike Team is a storytelling and role playing game, and not a competitive one, we want players to be in the mindset of their character.

One of the most common questions a Game Master can face is "Can I...?" when a player is seeking to understand if their character is physically capable of attempting something. This is not a question we, as people, look to the heavens and expect to be answered. Therefore the Game Master should respond with "Is that what you're doing?" and challenge the player to simply attempt the feat and see what happens. Just as in reality, the characters of Time Wars will often attempt to do things which they could never have actually accomplished, take a large risk without understanding the possible outcomes, or are overly cautious about a task they could easily conquer.

As a component to this, the Game Master should also halt any and all out-of-character discussion and planning. For example, if two characters are on opposite sides of a city and have no means of communication, the players who control those characters ought not make plans to work in tandem, or share knowledge about what one or another of them is carrying, for example. This may be most important to enforce with characters who have communication and/or sensory perception issues.

This assumes that players have a solid working knowledge of the game. Players should become familiar with how the game is played before actually playing. If a player has a rules question mid-game, the Game Master should halt all action and make a clarification for the entire table, then resume action. However, if the rules question is

specifically designed to determine if the character should proceed with a decision, the Game Master is right to withhold that information until a conclusion has been reached.

## SIMPLIFIED DIE NOTATION

Numbers and types of dice will often be referred to throughout this book using a simplified notation system which is used by almost all role playing games. For example, if a rule requires you to roll two six-sided dice, then the shorthand would be "roll 2d6". The "2" indicates that there are two dice being rolled, the "6" indicates that each die will have six sides, and the letter "d" is to indicate that we are talking about dice. If you roll more than one die at a time, then the result of the roll is always the sum of their face values.

If a situation occurs where you are asked to roll more dice than you have, you may re-roll the dice you have and sum their values. For example, if you are asked to roll 2d4, and you only have one four-sided die, then you may roll that die two times, and sum the two values.

## WHAT YOU'LL NEED IN ORDER TO PLAY

Each player will need their own Character Sheet, and the Game Master should have a copy of each. The Game Master will need a copy of this book, as well as any and all reference materials necessary to run the Mission.

A complete set of Time Wars dice are as follows. You will only need one set for a group, but many people will prefer to have their own set of dice.  
1d4, 1d20, 1d100.

## HOW d100 WORKS

Many internet programs and smartphone applications will simulate a one-hundred sided die, and there are genuine one-hundred sided dice in the world, but there is a much easier way to generate a random number between one and one hundred.

Use two ten-sided dice of different colors. One will represent the "tens" column, and one will represent the "ones" column. Roll them together.

## RULES OF PLAY

### STATS

A Stat represents the fundamental physical and mental parameters of the individual. Stat is shorthand for Static Attribute, meaning that these qualities are inherent in the character; they can never reduce, or improve. A character's Stats represent their most fundamental physical and mental parameters.

As a point of reference, the average non-Splicer Human is a 4 in every Stat. Non-Splicer Humans who are exceptionally gifted in a particular area are typically between 5 and 6 in that Stat. Although Splicers commonly have Stats which fall in the

average Human range, they also tend to have Stats which are much greater.

Stats are divided into Mental and Physical Stats. Mental Stats are associated with Skills, whereas Physical Stats are not. As the names would suggest, Mental Stats represent the various types of intelligence, whereas Physical Stats represent a character's physical self. In every other regard, Stats are identical.

The Stats are as follows:

#### Physical Stats

SPEED (SPD): Rapidity of movement

STRENGTH (STR): Exertion of force

ENDURANCE (END): Capacity to withstand force, injury, or strain

PSIONICS (PSI): Capacity to access the psionic fabric of the universe

#### Mental Stats

LOGIC (LGC): Analytical thinking

OBSERVATION (OBS): Perceptive capacity and abstract spatial thinking

DEXTERITY (DEX): Precision of movement and applied spatial thinking

PERSONALITY (PRS): Emotional thinking

#### SKILLS

Skills represent what a character has learned over their lifetime. These will increase over time as a character puts these skills to use. Each Skill is associated with one or another Mental Stat, which means that you write the Skills in the section below the associated Stat, and the Base Skill Value is derived from the Stat's value. Characters with different educational backgrounds will have different Skill categories in which they are specialists, and each character has their own passion and weakness.

#### CHECKS

When a character makes an attempt to do something - anything - which has a chance of failure as well as a chance of success, the Game Master must decide which Stat or Skill the character will have to check. The Game Master will first try to find any relevant Skill, and use that. If the character has no relevant Skills to check, then the Game Master must choose one of the Stats for the character to check against.

The player who controls that character must then roll dice. If they are checking a Skill, they will use 1d100; if they are checking a Stat, they will use 1d20. If the result of the roll is equal to or less than the Stat or Skill being checked, then the check results in a success. If the result of the roll is greater than the Stat or Skill being checked, then the check results in a failure.

#### CHECK MODIFIERS

The Game Master should modify a character's Stat or Skill if the task at hand is exceptionally easy or difficult. For example, a Game Master may give a character a +5 modifier to a Strength Check if they are attempting to push over a rotted log, but give them a -5 modifier to a Strength Check if they are attempting to kick in a steel door. The modifier is applied to the Stat or Skill itself, but for that roll only.

No matter what, no Skill may ever exceed 95, and no Stat may exceed 18; no Skill may ever become less than 5, and no Stat may be become less than 2.

Psionics is the only Stat which can never be modified.

### OVER/UNDER REPORTING SYSTEM

When a player has made a check for their character, they should report the result of the roll using the Over/Under Reporting System. This means that a player does not tell the Game Master what the result of the die roll was unto itself; instead they report the difference between the Stat or Skill and the result of the roll.

If, for example, a player is making a Strength Check where the character's Strength is 14, and the result of the roll is 10, then the player would report the result to the Game Master as "Success: 4 Under". If the result of the roll had been 16, however, then the player would report "Failure: 2 Over". If the result of the roll had been exactly 10, then the player would report "Success: Skin-of-the-Teeth". This tells the Game Master not only whether or not the character has succeeded or failed, but also to what degree. This way the Game Master can change the story and the events to reflect the degree of success and failure.

The difference between the roll and the Stat or Skill being checked will be referred to throughout this book as the degree of success or the degree of failure.

### SKILL CHECK FAILURE and IMPROVEMENT

When a character fails a Skill Check during the course of a mission, the Game Master should record which Skill was Checked and failed by that character, as well as the degree of failure. At the end of a mission, this list will be checked; the character will increase one of the Skills on the list by 7.

### TRIGGERS, STRESS CHECKS, and STRESS STATE

Each character has a specific emotional condition under which they become stressed. These conditions are called Triggers. When a character has been exposed to their Trigger, they must roll a d4. This is called a Stress Check. If the result of the roll is a 4, then the character enters their Stress State. Stress States define how the character responds to stressful situations, providing a limitation or impediment to the character's ability to operate.

### RESTORE CHECK

When a character has entered their Stress State, another character must intervene in order to Restore the Stressed character. To do this, the restoring character makes a Personality Check with no modifier. This is called a Restore Check. If the Restore Check is a failure, nothing happens. If the Restore Check is a success, the Stressed character is Restored and is no longer in their Stress State.

### SCOPE

Some actions in the game can occur in real time, while others can be fast-forwarded through to get to the action, and other still may require focusing in on small details in order to successfully govern. To this end, the Game Master will take the

game between the three Scopes.

### REAL TIME SCOPE

While playing the game, it will be default for the action to be occurring in real time. For example, if two Player Characters are conversing, the conversation will be occurring within the game at the same rate as the conversation is occurring in the real world. This Scope is called Real Time.

### FAST FORWARD SCOPE

If Characters are undertaking a process which would require a great deal of time with no meaningful interactions, then the Game Master will declare that the game has moved into a new Scope called Fast Forward. For example, if the characters must cross a large distance, or wait for a long period of time while one of them attempts to interface with a computer, then moving to the Fast Forward Scope will allow the game to skip ahead to the next major interaction.

Stat and Skill Checks can still occur during the Fast Forward Scope. For example, if the characters are staking out a location, they may be asked to make a single Observation Stat Check to determine what they observed throughout the entire stakeout. Another example would be if a character has limited time to recover data from a computer, then they may be asked to make a single Access Data Skill Check to determine how much data was recovered within that period of time.

### ENGAGEMENT SCOPE

Some situations, such as a physical altercation, a delicate medical procedure, the defusing of a bomb, or even a complicated computer interaction, could warrant moving to the Engagement Scope. Here every single event is scrutinized, and players can be asked to make Checks for their characters' every action.

Unlike either of the previous Scopes, Engagements require Turn Order. To determine the Turn Order, the Game Master first identifies all characters with the Swiftiness Animal Trait and lists them from highest to lowest Speed Stat. Then, the Game Master lists all other characters from highest to lowest Speed Stat. Ties are broken by rolling a d20, with the character who had the lowest roll going higher on the list. The character at the top of this list goes first, and then turns are taken in descending order. Many of these characters may be Non-Player Characters, in which case the Game Master takes that character's turn.

Once each character on the list has taken a turn, the turn order returns to the first character. This marks the end of one Round and the beginning of a new one. Each Round represents 15 seconds in the game world.

On a character's turn, the player controlling that character may make exactly one attempt to do something, which may result in a maximum of one Stat or Skill Check.

### DAMAGE

There are many different things which can cause damage to a character. Damage is measured by different numbers of points which accumulate as the character sustains further injuries. For example, being struck with a fast-moving pebble may deal



1 point of damage to a character, whereas being frozen and re-thawed could deal as much as 10 or 12 points of damage to a character.

Sometimes a source of damage will be defined through other rules, such as when one character strikes another with a weapon. But most of the time the Game Master will be required to invent a number of damage dealt to a character from sources such as falling, explosions, being crushed by a weight, and so forth.

In these cases, the Game Master will describe damage dealt in terms of how many four sided dice the player will roll and then sum. For example, if struck with a hurled stone, a Game Master may tell the player character to take "1d4 damage". Then the player will roll a four-sided die. If the result of the roll is a 2, for example, then the player character will take 2 damage.

For a more serious injury, such as being near a massive collection of dynamite when it explodes, the Game Master may tell the player character to take "4d4 damage". Then the player would roll four four-sided dice and sum their value. For example, if the die results were 2, 3, 3, and 4, which add up to 12, then the player character would be dealt 12 points of damage.

## HEALING

Damage can be removed from a character through many means. The Rapid Healing power, for example, can be used to remove all damage. The most common means will be having been healed by another character.

First, the healing character must be able to successfully identify what the injury is. In many cases the injury will be obvious, such as a cut or a burn. In many other cases there may be some secondary injury or a type of injury which is not entirely obvious, such as hidden hemorrhaging or shrapnel embedded somewhere internally. If the character makes an attempt to determine more about the injured character's condition, they may make a Skill Check against Medical Diagnosis. If the character does not have the skill Medical Diagnosis, then they must make a Logic Check instead. In either case, this called a Diagnosis Check. If the Diagnosis Check is a success, then the medical condition of the injured character is revealed either in part or in whole, depending on the degree of success. If the Diagnosis Check is a failure, then no new information is revealed. The healing character may not make a new Diagnosis Check on the same injured character until they have also made a Healing Check for that same character, or a new injury is sustained.

Second, the healing character must have the technical capacity to address the injured character's wounds. For example, if the injured character has an open wound, then the healing character must have some method of sealing the wound; putting antihistamines or a wrist brace on the affected area will do nothing. Therefore having the appropriate tools for the job is a major prerequisite.

Finally, the healing character must make a Skill Check against Medical Treatment. If the character does not have the skill Medical Treatment, then they must make a Logic Check instead. In either case, this is called a Healing Check. If the check is a success, then the amount of damage removed from the injured character is equal to the degree of success. For example, if a healing character rolled a Skill Check for the Healing Check, their Medical Treatment Skill is 78, and the result of the roll is 54, then

the degree of success is 24 Under, and the healing character removes 24 points of damage from the injured character. If a healing character rolled a Logic Check for the Healing Check, their Logic is 10, and the result of the roll is 7, then the degree of success is 3 Under, and the healing character removes 3 points of damage from the injured character.

If the Healing Check is a failure, then, based on the degree of failure, the Game Master determines if any further damage is done. If there were any undetected injuries, these may be aggravated rather than healed.

## UNCONSCIOUSNESS and DEATH

When a character has been dealt damage equal to or greater than double the value of their Endurance plus ten, then they have become unconscious. The character cannot take any actions of any kind, move, or communicate. If the character is a player character, then the player is not allowed to communicate anything to other players which could impact the decisions made by characters in the game.

Death is always a possibility; if a character has been dealt damage which is equal to or greater than triple the value of their Endurance plus twenty, then they have died. If the character is a player character, then the player cannot impact the rest of the mission which they are on, and the character may not be used again. The player may begin the next mission with a new character.

## COMBAT

All of the checks described in this section can be collectively referred to as Combat Checks. More often than not, Combat will occur in the Engagement Scope. It is possible, although rare, to conduct Combat Checks in the Fast Forward and Real Time Scopes.

When an attacking character is attempting to strike a targeted character, they will have to make a Dexterity Check in order to see if they succeed. This is called a Strike Check. If the attacking character has a relevant Skill, such as Personal Combat, Melee Combat, or Ranged Combat, then the character will make that Skill Check instead. If the Check is a success, then the targeted character may or may not have an opportunity to react.

If the attack is slow enough to be evaded, such as an arrow or a kick, then the targeted character may make a Dexterity Check to determine if they avoid the attack entirely. This is called an Evasion Check. If the Evasion Check is a success, then no damage will be dealt. If the Evasion Check is a failure, then the attack will deal damage.

Sometimes an attack will permit for the targeted player to respond by grasping, shoving, or pulling on either the attacker or the attacker's weapon. In these cases, the player character will have the option of making a Dexterity Check to determine if they can successfully respond to the attack with a counter-attack. This is called a Retaliation Check. If the Retaliation Check is a success, then the targeted player will deal damage. If the Retaliation Check is a failure, then the attack will deal damage.

Some attacks occur instantaneously - or at least so quickly that the targeted characters will never be able to evade them - such as energy beams or bullets. In these cases, the targeted character will not have the opportunity to respond.

Sometimes the attacking character will make what is called a Damage Check. This is a specific type of Strength Check. This will occur when the attacking character has made a successful Strike Check, and the targeted character either cannot respond, has failed their Evasion Check, or has failed their Retaliation Check. Another requirement for the Damage check is that the attack character is using a weapon where the amount of damage done is determined by the amount of force applied by the user, such as a sword or longbow; or else the character is unarmed, and will be using a part of their body to strike, such as their fist or knee. If the Damage Check is successful, then the damage dealt is equal to the difference between the Stat and the roll. For example, if a character with 8 Strength rolls a 3, then they would be able to deal 5 points of damage. If there is a weapon being used, then that weapon will add additional damage. If the Damage Check is a failure, then no damage is dealt at all, regardless of the weapon's properties.

Other weapons, such as firearms or energy weapons, have their own Weapon Rating. In these cases, to determine how much damage is dealt, the player rolls the relevant dice and adds the relevant numbers, depending on the weapon's properties. This is called a Weapon Check. These weapons do not require a Damage Check. Once the Strike Check has been successful, the attacking player rolls and sums the value of dice as indicated by the weapon's Weapon Rating. Then the weapon deals that many points of damage to the targeted character.

## SHRUG

If a character would be in danger of becoming injured, they may use their own intrinsic toughness to try and avoid the damage. When a character would take damage from any source, they may make an Endurance Check to avoid damage. This is called a Shrug Check. If the result of the Shrug Check is a success, then the character reduces the amount of damage taken by the degree of success. For example, if a character with 8 Endurance rolls a 3, then they would ignore 5 points of damage. If the Shrug Check is a failure, then no damage is avoided.

## CHARACTER CREATION RELATIONSHIPS

If players wish to create characters who have been raised together, perhaps even as family members of the same generation, then they should make characters together at the same time. At various points in the character creation process, these players should coordinate their efforts and construct a shared backstory.

## HEIGHT

To determine the height of the character, roll 2d100 and 1d10; sum the values, then add 55. This is your character's height in centimeters. To convert that height into feet, divide the number of centimeters by 30.48.

## BUILD

Each Human character has a physical build. Select one from the list below. If you wish, you may use the random selection method. To use the random selection method, roll 1d10; your character has the build associated with the die roll.

- 1 Broad
- 2 Chiseled
- 3 Fit
- 4 Knobby
- 5 Muscular
- 6 Round
- 7 Slender
- 8 Soft
- 9 Thin
- 10 Wiry

## ANIMAL SELECTION

The first step in creating a character is selecting the Terrestrial animal whose genetics are woven into the character's own genetic code. You may select any animal you wish. If you do not want to make a selection, you may use the random selection method. Once you've selected that animal, you will be given an Animal Trait, an Animal Instinct, and two of your Stats, all of which you should write down on your character sheet.

To use the random selection method, roll 1d4 as well as 1d100. Use the rightmost columns to find the line which correlates to the result of the roll. Do this three times, so that you have a selection of three different animals. If you roll the same result twice, ignore the second result and re-roll the dice. Then select one of the three animals listed. If you do not want to use the random selection method, just choose an Animal Hybrid from this list.

Regardless of the method at which you arrive at your character's Animal Hybrid, record the associated Animal Trait and Animal Instinct. Next on the line is an abbreviation for a Stat; record that Stat as 16 for this character. The number to the right of that will be a second abbreviation for a Stat; record that Stat as 2 for this character.

The full descriptions of Animal Traits and Animal Instincts are in the Glossary, at the back of this book.

ANIMAL HYBRID	ANIMAL TRAIT	ANIMAL INSTINCT	STATS		RANDOM SELECTION	
			16	2	d4	d100
Aardvark	Metabolism	Aloof	STR	DEX	Even	1
Albatross	UV Sight	Aloof	END	PRS	Even	2
Alligator	Scales	Aloof	STR	DEX	Even	3
Ankylosaur	Scales	Impatient	END	LGC	Even	4
Ant	Chitin	Single-Minded	PRS	SPD	Even	5
Anteater	Metabolism	Loudmouth	STR	DEX	Even	6
Apatasaur	Swiftness	Aloof	END	SPD	Even	7
Armadillo	Metabolism	Jumpy	END	DEX	Even	8
Asp	Touch	Aloof	SPD	LGC	Even	9
Baboon	Metabolism	Defensive	LGC	PRS	Even	10
Badger	Fur	Defensive	STR	PRS	Even	11

Baleen Whale	Metabolism	Aloof	END	SPD	Even	12
Barnacle	Chitin	Familiar	END	SPD	Even	13
Beaked	Metabolism	Impatient	STR	DEX	Even	14
Beaver	Metabolism	Single-Minded	LGC	SPD	Even	15
Bee	Chitin	Familiar	PRS	END	Even	16
Beetle	Chitin	Aloof	END	SPD	Even	17
Black Bear	Fur	Impatient	SPD	PRS	Even	18
Boa	Touch	Stubborn	STR	PRS	Even	19
Box Turtle	Scales	Single-Minded	PRS	SPD	Even	20
Brachiosaur	Swiftness	Stubborn	END	LGC	Even	21
Butterfly	Chitin	Jumpy	PRS	END	Even	22
Camel	Metabolism	Stubborn	SPD	LGC	Even	23
Capuchin	Metabolism	Familiar	PRS	LGC	Even	24
Cassowary	UV Sight	Stubborn	END	PRS	Even	25
Catfish	Taste	Loudmouth	SPD	PRS	Even	26
Cattle	Metabolism	Single-Minded	END	LGC	Even	27
Centipede	Touch	Aloof	END	SPD	Even	28
Chameleon	Swiftness	Aloof	DEX	SPD	Even	29
Cheetah	Fur	Defensive	SPD	END	Even	30
Chimpanzee	Metabolism	Loudmouth	LGC	DEX	Even	31
Chipmunk	Metabolism	Impatient	SPD	DEX	Even	32
Clam	Taste	Aloof	END	LGC	Even	33
Cobra	Touch	Single-Minded	SPD	PRS	Even	34
Cougar	Fur	Stubborn	DEX	PRS	Even	35
Coyote	Fur	Jumpy	OBS	END	Even	36
Crab	Chitin	Defensive	STR	PRS	Even	37
Crocodile	Scales	Defensive	SPD	LGC	Even	38
Crow	Flight	Familiar	LGC	END	Even	39
Cuckoo	Flight	Stubborn	STR	PRS	Even	40
Deer	Metabolism	Jumpy	SPD	PRS	Even	41
Dolphin	Metabolism	Familiar	PRS	END	Even	42
Donkey	Metabolism	Aloof	STR	PRS	Even	43
Dragonfly	Chitin	Wiseacre	SPD	LGC	Even	44
Duck	Feathers	Familiar	SPD	LGC	Even	45
Eagle	Flight	Stubborn	STR	PRS	Even	46
Echidna	Metabolism	Aloof	END	SPD	Even	47
Elephant	Metabolism	Familiar	PRS	SPD	Even	48
Emu	UV Sight	Jumpy	STR	OBS	Even	49
Falcon	Flight	Single-Minded	SPD	END	Even	50
Farm Chicken	UV Sight	Single-Minded	PRS	LGC	Even	51
Finch	Flight	Impatient	DEX	END	Even	52
Flamingo	Feathers	Familiar	END	SPD	Even	53
Flying Fox	Flight	Impatient	SPD	DEX	Even	54
Fox	Fur	Aloof	DEX	END	Even	55
Frog	Swiftness	Jumpy	SPD	END	Even	56
Gecko	Swiftness	Wiseacre	STR	PRS	Even	57
Giant Panda	Fur	Aloof	END	OBS	Even	58
Gibbon	Metabolism	Loudmouth	DEX	OBS	Even	59
Giraffe	Metabolism	Wiseacre	SPD	STR	Even	60
Goose	Metabolism	Aloof	STR	LGC	Even	61
Gorilla	Metabolism	Defensive	PRS	STR	Even	62
Great White	Taste	Defensive	SPD	LGC	Even	63
Grizzly	Fur	Defensive	STR	OBS	Even	64
Guinea Pig	Metabolism	Loudmouth	END	SPD	Even	65

Gull	UV Sight	Familiar	PRS	LGC	Even	66
Hadrosaur	Scales	Jumpy	STR	DEX	Even	67
Hammerhead	Taste	Wiseacre	PRS	OBS	Even	68
Hamster	Metabolism	Aloof	DEX	LGC	Even	69
Hare	Metabolism	Aloof	SPD	LGC	Even	70
Hawk	Flight	Jumpy	DEX	STR	Even	71
Heron	Feathers	Aloof	DEX	LGC	Even	72
Hippopotamus	Metabolism	Defensive	STR	OBS	Even	73
Horse	Metabolism	Familiar	SPD	PRS	Even	74
House Cat	Fur	Aloof	DEX	STR	Even	75
Howler Monkey	Metabolism	Loudmouth	PRS	SPD	Even	76
Hummingbird	Metabolism	Jumpy	SPD	LGC	Even	77
Hyena	Fur	Loudmouth	STR	SPD	Even	78
Hyrax	Metabolism	Jumpy	OBS	STR	Even	79
Iguana	Swiftness	Familiar	PRS	LGC	Even	80
Iguanodon	Scales	Familiar	STR	SPD	Even	81
Jackal	Fur	Defensive	OBS	END	Even	82
Jaybird	Flight	Loudmouth	SPD	END	Even	83
Jungle Fowl	UV Sight	Defensive	DEX	LGC	Even	84
Kangaroo	Fur	Defensive	SPD	LGC	Even	85
Kingfisher	Flight	Impatient	SPD	PRS	Even	86
Koala	Fur	Aloof	END	SPD	Even	87
Kodiak	Fur	Stubborn	STR	PRS	Even	88
Large Breed Dog	Fur	Stubborn	PRS	LGC	Even	89
Leopard	Fur	Impatient	DEX	STR	Even	90
Limpet	Touch	Defensive	END	DEX	Even	91
Lion	Fur	Stubborn	PRS	STR	Even	92
Llama	Metabolism	Wiseacre	END	LGC	Even	93
Lobster	Chitin	Loudmouth	END	LGC	Even	94
Loon	Metabolism	Impatient	DEX	PRS	Even	95
Macaque	Metabolism	Familiar	LGC	END	Even	96
Magpie	Flight	Jumpy	DEX	END	Even	97
Mako	Taste	Aloof	OBS	LGC	Even	98
Manatee	Metabolism	Aloof	END	SPD	Even	99
Manta Ray	Taste	Familiar	PRS	END	Even	100
Mantis	Chitin	Defensive	OBS	PRS	Odd	1
Marlin	Touch	Aloof	SPD	PRS	Odd	2
Marmoset	Metabolism	Jumpy	DEX	END	Odd	3
Marten	Fur	Impatient	SPD	END	Odd	4
Mandrill	Metabolism	Loudmouth	END	LGC	Odd	5
Meerkat	Fur	Familiar	SPD	STR	Odd	6
Millipede	Touch	Defensive	SPD	END	Odd	7
Mockingbird	Flight	Loudmouth	DEX	STR	Odd	8
Mongoose	Fur	Aloof	DEX	END	Odd	9
Monitor	Swiftness	Defensive	SPD	LGC	Odd	10
Moose	Metabolism	Loudmouth	END	PRS	Odd	11
Mouse	Metabolism	Familiar	SPD	LGC	Odd	12
Mullet	Taste	Jumpy	SPD	LGC	Odd	13
Mussel	Taste	Familiar	END	SPD	Odd	14
Narwhal	Metabolism	Impatient	SPD	OBS	Odd	15
Newt	Taste	Aloof	END	STR	Odd	16
Octopus	Touch	Familiar	LGC	END	Odd	17
Opossum	Fur	Stubborn	END	LGC	Odd	18
Orangutan	Metabolism	Stubborn	LGC	END	Odd	19

Orca	Metabolism	Defensive	LGC	OBS	Odd	20
Ostrich	UV Sight	Defensive	SPD	LGC	Odd	21
Otter	Fur	Familiar	PRS	LGC	Odd	22
Oyster	Taste	Defensive	END	SPD	Odd	23
Pachycephalosaur	Scales	Defensive	END	PRS	Odd	24
Pangolin	Metabolism	Defensive	END	LGC	Odd	25
Parakeet	Flight	Jumpy	SPD	LGC	Odd	26
Parasaurolophus	Scales	Aloof	PRS	END	Odd	27
Parrot	Flight	Loudmouth	PRS	END	Odd	28
Pelican	UV Sight	Stubborn	LGC	STR	Odd	29
Penguin	Feathers	Defensive	END	SPD	Odd	30
Pig	Metabolism	Familiar	LGC	SPD	Odd	31
Platypus	Metabolism	Defensive	SPD	PRS	Odd	32
Polar Bear	Fur	Single-Minded	STR	PRS	Odd	33
Porcupine	Metabolism	Stubborn	END	SPD	Odd	34
Possum	Fur	Impatient	OBS	PRS	Odd	35
Prairie Dog	Metabolism	Defensive	OBS	END	Odd	36
Pufferfish	Scales	Jumpy	DEX	PRS	Odd	37
Puffin	Metabolism	Wiseacre	SPD	LGC	Odd	38
Quail	UV Sight	Jumpy	OBS	PRS	Odd	39
Rabbit	Metabolism	Jumpy	SPD	LGC	Odd	40
Raccoon	Fur	Impatient	LGC	STR	Odd	41
Rat	Metabolism	Wiseacre	OBS	STR	Odd	42
Rattlesnake	Touch	Defensive	SPD	PRS	Odd	43
Red Panda	Fur	Aloof	DEX	LGC	Odd	44
Rhinoceros	Metabolism	Defensive	STR	OBS	Odd	45
Salamander	Touch	Wiseacre	STR	SPD	Odd	46
Salmon	UV Sight	Single-Minded	PRS	STR	Odd	47
Saltasaur	Swiftness	Familiar	END	STR	Odd	48
Sandpiper	Feathers	Jumpy	OBS	END	Odd	49
Scorpion	Touch	Defensive	SPD	STR	Odd	50
Seahorse	Taste	Familiar	PRS	END	Odd	51
Sea Lion	Fur	Loudmouth	PRS	STR	Odd	52
Sea Turtle	Scales	Single-Minded	END	STR	Odd	53
Seal	Fur	Familiar	SPD	END	Odd	54
Shepherd Dog	Fur	Single-Minded	LGC	PRS	Odd	55
Show Chicken	UV Sight	Familiar	PRS	LGC	Odd	56
Shrimp	Chitin	Jumpy	STR	LGC	Odd	57
Skunk	Fur	Jumpy	STR	PRS	Odd	58
Sloth	Metabolism	Stubborn	STR	SPD	Odd	59
Slug	Touch	Familiar	STR	SPD	Odd	60
Small Breed Dog	Fur	Familiar	PRS	LGC	Odd	61
Snail	Touch	Impatient	END	SPD	Odd	62
Snapping Turtle	Scales	Defensive	END	PRS	Odd	63
Sperm Whale	Metabolism	Loudmouth	STR	OBS	Odd	64
Spider	Touch	Aloof	DEX	OBS	Odd	65
Spider Monkey	Metabolism	Stubborn	DEX	LGC	Odd	66
Spinosaur	Swiftness	Loudmouth	STR	SPD	Odd	67
Squid	Touch	Aloof	SPD	END	Odd	68
Squirrel	Metabolism	Jumpy	DEX	SPD	Odd	69
Squirrel Monkey	Metabolism	Impatient	SPD	END	Odd	70
Stegosaur	Scales	Stubborn	END	PRS	Odd	71
Stingray	Taste	Jumpy	SPD	PRS	Odd	72
Stork	Feathers	Defensive	SPD	PRS	Odd	73

Sturgeon	Taste	Familiar	STR	LGC	Odd	74
Swan	Metabolism	Stubborn	STR	PRS	Odd	75
Tapir	Metabolism	Aloof	END	SPD	Odd	76
Termite	Chitin	Impatient	LGC	PRS	Odd	77
Tiger	Fur	Single-Minded	STR	PRS	Odd	78
Titanosaur	Swiftness	Loudmouth	END	PRS	Odd	79
Toad	Swiftness	Aloof	SPD	LGC	Odd	80
Tortoise	Scales	Stubborn	END	LGC	Odd	81
Toucan	Flight	Loudmouth	END	LGC	Odd	82
Trout	Taste	Aloof	OBS	END	Odd	83
True Bat	Flight	Jumpy	OBS	END	Odd	84
Tuna	Touch	Familiar	LGC	END	Odd	85
Tyrannosaur	Swiftness	Defensive	STR	DEX	Odd	86
Utahraptor	Swiftness	Stubborn	DEX	PRS	Odd	87
Velociraptor	Swiftness	Familiar	SPD	STR	Odd	88
Viper	Touch	Wiseacre	END	LGC	Odd	89
Vulture	Flight	Single-Minded	OBS	STR	Odd	90
Wallaby	Fur	Jumpy	DEX	PRS	Odd	91
Walrus	Fur	Defensive	STR	PRS	Odd	92
Wasp	Chitin	Stubborn	DEX	PRS	Odd	93
Watersnake	Touch	Aloof	SPD	END	Odd	94
Weasel	Fur	Loudmouth	LGC	END	Odd	95
Wolf	Fur	Familiar	PRS	END	Odd	96
Wolverine	Fur	Stubborn	END	PRS	Odd	97
Wombat	Fur	Wiseacre	END	SPD	Odd	98
Worm	Touch	Aloof	END	SPD	Odd	99
Zebra	Metabolism	Impatient	SPD	PRS	Odd	100

### ADDITIONAL STAT GENERATION

You may either roll dice to determine the rest of your Stats, or you may use the prescribed Stat list. If you roll dice, it is possible to generate higher numbers than the prescribed list. However, it is also possible to generate lower numbers.

To roll for your Stats, roll 4d4 and sum their values, ignoring the die with the lowest face value. If more than one die ties for the lowest value, only ignore one of them. Record the sum on a scratch piece of paper. Do this again an additional five times until you have six total numbers. You may assign these numbers as you choose to your empty Stats.

If you wish to use the prescribed list, take the numbers given below and assign them as you choose to your empty Stats.

4, 5, 7, 8, 9, 11

### UNCONSCIOUSNESS and DEATH THRESHHOLDS

To find your character's Unconsciousness Threshold ("Uncon" on the character sheet), double their Endurance and then add ten. To find your character's Death Threshold ("Death" on the character sheet), triple their Endurance and then add twenty.



## HUMAN TRAITS

A Human Trait is a physical quality which is a result of being Human. Each Time Corps Agent character has exactly one Human Trait. Each Human Trait unlocks a certain number of Powers, as listed in brackets next to the Trait. Select any Human Trait from the list and record it on your character sheet. If you wish, you may use the random selection method. To use the random selection method, roll 1d10; your character has the trait associated with the die roll.

- 1 Aphasia [4] – *Cannot express themselves using language*
- 2 Blind [4] – *Cannot see*
- 3 Deaf [4] – *Cannot hear*
- 4 Dyspraxia [2] – *Cannot have positive modifiers on Physical Stats*
- 5 Fatigue [2] – *Take 1 damage after each successful Stat Check*
- 6 One Eye [2] – *Cannot receive visual information after successful OBS Check*
- 7 One Hand [3] – *Has exactly one hand*
- 8 One Foot [4] – *Has exactly one foot*
- 9 Paraplegia [5] – *Either strength or sensation in lower extremities is insufficient to accommodate standing or walking*
- 10 Supticognitive [2] – *Cannot clearly understand ambiguous phrasing*

## POWERS

Each Human Trait has a number written to the right of it. This number is equal to the number of Powers your character has. Select that number of Powers from the following list.

You cannot take the same Power more than once.

If two traits or powers are Mutually Exclusive, or MX, then a character is not capable of possessing both at the same time. They can only have one or the other.

If you wish, you may use the random selection method. To use the random selection method, roll 1d10 and 1d4; if the result of the d4 is a 4, then re-roll it. Compare the result of the die rolls to the leftmost column, then give your character the associated Power. If your character still has more Powers to acquire, then repeat this process. If the result of a roll is either a Power you already have, or else a Power which is MX with another trait or power your character already has, then re-roll both of the dice.

d10	d4	
1	1	Control Mass – <i>Become as small as 1/10th and as large as 10x original size.</i>
2	1	Control Shape – <i>Liquid-like flesh and bones</i>
3	1	Control Skin Color – <i>Skin can become any color or pattern</i>
4	1	Control Weather – <i>Manipulate air pressure, humidity, and static electricity</i>
5	1	Elastic Limbs – <i>Each limb can elongate up to 4x original length</i>
6	1	Electrogenetic – <i>Generates and stores enough electricity to power a car</i>
7	1	Forcefield – <i>Project a disk of impenetrable energy from palms</i>
8	1	Hand, Three – <i>Third arm and hand emerge from chest. [MX: One Hand; Hand, Four]</i>
9	1	Hand, Four (2 Powers) – <i>Two additional arms on sides. [MX: One Hand; Hand, Three]</i>
10	1	Hydrogenetic – <i>Generates liquid water from palms</i>
1	2	Imbue Heat – <i>Heat any substance by making physical contact with skin.</i>
2	2	Laser Vision – <i>Fire invisible lasers from eyes. [MX: Blind]</i>
3	2	Levitation – <i>Float and fly</i>
4	2	Magnetic – <i>Generate and manipulate magnetic fields</i>
5	2	Mega Leap – <i>Leap and safely land up to miles away [MX: Paraplegia]</i>
6	2	Mental Projection – <i>Choose to have an out-of-body experience</i>

7	2	Paggogenetic – <i>Generate solid ice from palms</i>
8	2	Photogenetic – <i>Generate light from fingertips</i>
9	2	Pyrogenetic – <i>Generate a stream of flaming liquid from wrists</i>
10	2	Rapid Healing – <i>Heal very quickly. Roll 1d4. Result is even: Remove all Damage. Result is 1: Take 1 Damage. Result is 3: Nothing</i>
1	3	Siren Song – <i>Emit a psychologically manipulative tone. Choose any number of sentient beings who can hear and are within earshot, then roll 1d4. Result is 1-3: Those beings intrinsically trust your character for 30 minutes. Result is 4: Those beings despise your character forever.</i>
2	3	Slow Time – <i>Mind operates so quickly that time seems to stop while they think</i>
3	3	Super Speed – <i>Take 1 Damage in order to get +7 to a Speed Check</i>
4	3	Super Strength – <i>Take 1 Damage in order to get +7 to a Strength Check</i>
5	3	Technokinetic – <i>Remotely manipulate any technology</i>
6	3	Teleport – <i>Instantly teleport to any other place which they can perceive within 100 meters</i>
7	3	Venomous – <i>Possesses venomous spurs on wrist</i>
8	3	Visual Acuity – <i>Can see clearly enough to read over 500 ft / 155 m. [MX Blind]</i>
9	3	Wallclimber – <i>Can adhere to walls, ceilings, etc</i>
10	3	X-Ray Vision – <i>Light in the X-Ray spectrum is always visible. [MX Blind]</i>

## PSIONIC ABILITIES

Splicers may or may not have Psionic Abilities, depending on what their PSI Stat value is. Whenever a character attempts to use a Psionic Ability, they must make a PSI Check to see if they are successful.

If your character has Psionics 3 or less, then they will not have any Psionic Abilities. If they have 4 or 5 PSI, then they will have one Psionic Ability. If they have 6 or 7 PSI, then they will have two Psionic Abilities. If they have 8 or 9 PSI, then they will have three Psionic Abilities. If they have 10 or 11 PSI, then they will have four Psionic Abilities. If they have 12 PSI, then they will have five Psionic Abilities. You may select the Psionic Abilities from the list below. If you wish, you may use the random selection method. To use the random selection method, roll 1d10; your character has the Psionic Ability associated with the die roll. If the result of a roll is a Power you already have, then re-roll the die.

- 1 Detect Danger – *Sense whether or not there is any immediate danger, and to whom*
- 2 Hydrokinesis – *Control and manipulate water*
- 3 Immobilize – *Totally paralyze a living thing for as long as the user concentrates*
- 4 Mental Defense – *Prevents the use of a Psionic Ability on the user*
- 5 Project Illusion – *Create one illusion of one sense in one living thing for as long as the user concentrates*
- 6 Pyrokinesis – *Control and manipulate flame*
- 7 Sage – *Have a vision of the future which may include metaphors and dream logic*
- 8 Seek Presence – *Determine the distance and direction of a living thing which the user has already encountered*
- 9 Silent Speech – *Project a form of language into another living thing's mind [MX: Aphasia]*
- 10 Telekinesis – *Physically manipulate objects*

## CULTURAL ANCESTORS

Each Splicer is born in an artificial process, but is adopted by Human parents on the world of Alta Munda. These Human parents have ancestors from across the galaxy. Throughout the thousands of years of the Galactic Age, Human civilizations rose and fell innumerable times on countless worlds. Therefore there are Humans on Alta Munda whose culture is radically different from one another, and from any civilization which exists as of the beginning of the 21st Century.

You may select the Culture you wish from the list below. If you wish, you may use the random selection method. To use the random selection method, roll 2d4 and sum the values; your character has the Culture associated with the die roll.

- 2 Autarchist - *An individual's right to self-determination is paramount to all other needs*
- 3 Regionalist - *Groups of people have the right to collectively determine their future*
- 4 Adaptivist - *Change is the only constant*
- 5 Moralist - *All decisions must be based on moral distinctions*
- 6 Communalist - *The needs of the many outweigh the needs of the few; or the one*
- 7 Legalist - *Laws and rules are fundamental to Human ethics*
- 8 Survivalist - *Without self-reliance, society is impossible*

## HUMAN INSTINCT

The next step is to select a Human Instinct. Human Instincts are major psychological traits which are important to the character's thought processes and perception of reality. You may select any Instinct you wish. If you do not wish to make a selection, roll 1d4 and use the leftmost column to determine which Human Instinct your character has.

- 1 Alert – *Cannot make the same Skill Check twice in a row*
- 2 Ethical – *Will not do anything they cannot ethically justify*
- 3 Skeptical – *If they fail to detect a lie, they assume the information is false*
- 4 Trusting – *If they fail to detect a lie, they assume the information is true*

## TRIGGER

Each Human character has a specific stimulus which causes them to become stressed. When a character is exposed to that trigger, the player who controls that character must make a Stress Check on a d4. If the result of the Stress Check is a 4, then the character enters their Stress State. You may select any Trigger you wish. If you do not wish to make a selection, roll 1d10 and use the leftmost column to determine which Trigger your character has.

- 1 Anger - *Having someone become angry around you*
- 2 Cold - *Sensation of not being warm enough*
- 3 Confusion - *Being communicated to in a way which is not understandable*
- 4 Dampness - *Sensation of being damp*
- 5 Discomfort - *Physical pain of any type or degree*
- 6 Droning - *Incessant stimulus of any type*
- 7 Foul Odor - *Strong and unpleasant smell*
- 8 Heat - *Sensation of being too warm*
- 9 Stillness - *Complete lack of stimuli*
- 10 Violence - *Being witness to physical conflict*

## STRESS STATE

When you roll a 4 during a Stress Check, your character will enter their Stress State. Your character is affected by the rules associated with their Stress State until they have been Restored. You may select any Stress State you wish. If you do not wish to make a selection, roll 1d10 and use the leftmost column to determine which Trigger your character has.

- 1 Aggression - *Refuses to be at all cooperative*
- 2 Overwhelmed - *Stats and Skills cannot have positive Check Modifiers*
- 3 Depression - *Cannot make Stat Checks*
- 4 Despondence - *Cannot contribute to the formulation or execution of plans*
- 5 Flashback - *Cannot accurately perceive reality; instead re-lives a past trauma*
- 6 Mania - *Cannot make Skill Checks*
- 7 Negativity - *Cannot have confidence in others, themselves, or a plan*
- 8 Panic - *Loses composure; GM takes control of character*
- 9 Rage - *Loses temper; GM takes control of character*
- 10 Shutdown - *Refuses to continue communicating with people*

## CHILDHOOD ROLE PLAY PROMPT

Looking over the character so far, each player should say a few sentences about their character's childhood and personal background. This should include how their abilities and personality have affected their growth.

## SUB-CORPS and SUPER CLASS

Now you will select your character's Sub-Corps. The Time Corps of the Human Republic is composed of five Sub-Corps, each with their own specialty. Agents are trained by their Sub-Corps to become experts in their field. Whichever Sub-Corps you choose for your character will also determine your Super Class and give your character two Skills. Record these skills underneath their associated Stat. Later we will determine what that Skill's value is.

You may not select a Sub-Corps where the Super Class would give your character Skills which are associated with your character's lowest Mental Stat. For example, if your character's lowest Mental Stat is Observation, then they may not become a Forward in FS-Corps. Mages gain an additional Power.

The full descriptions of Skills are in the Glossary, at the back of this book.

### Academy1 – Scholar – LGC

Coding  
Symbology

### Forward Sub-Corps (FS-Corps) – Forward – OBS

Detect Noveratu  
Reflexes

### Human Republic Marine Corps (HR Marines) – Warrior – DEX

Gymnastics  
Personal Combat

### Special Persons Studies, Combat (SPS-C) – Mage – PRS

Convince  
Empathy

### Technical College 5 (TC5) – Technologist – LGC

Interface  
Mechanics

## SPECIALTY CLASS

Each Sub-Corps offers three specialties to their students, allowing Agents to further customize their abilities. Select one of the three Specialty Classes available from your character's Sub-Corps. Like the Super Class, there will be two associated Skills for you to record on your character sheet below the associated Stat.

You may not select a Specialty Class which would give your character Skills which are associated with your character's lowest Mental Stat. For example, if your character is a Forward and their lowest Mental Stat is Dexterity, then they may not become a Tailback.

The full descriptions of Skills are in the Glossary, at the back of this book.

*(The list is on the next page)*

## Academy1

- Historian – PRS
  - Terrestrial History
  - Xeno History
- Philosopher – LGC
  - Chemistry
  - Physics
- Scientist - OBS
  - Hypothesize
  - Identify Civilization

## FS-Corps

- Allback – LGC
  - Economics
  - Infrastructure
- Quarterback – PRS
  - Eloquence
  - Leadership
- Tailback – DEX
  - Climbing
  - Swimming

## HR Marines

- Anusiya – DEX
  - Melee Combat
  - Ranged Combat
- Paladin – OBS
  - Tracking
  - Surveillance
- Sensei – PRS
  - Comprehension
  - Instruction

## SPS-C

- Cleric – LGC
  - Medical Diagnosis
  - Medical Treatment
- Haruspex – OBS
  - Inspect
  - Tactics
- Sahir – PRS
  - Detect Lie
  - Detect Relationship

## TC5

- Engineer – OBS
  - Identify Technology
  - Technical Diagnosis
- Hacker – LGC
  - Access Data
  - Manipulate System
- Inventor – LGC
  - Devising
  - Sabotage

## CALCULATING BASE SKILLS

Each Skill has a value. To determine the value of each Skill, multiply the associated Stat by 5, and add 10.

For example, if a Character has a LGC of 8, and they have the Chemistry Skill, then they would multiply 8 by 5 to get 40, then add 10. Therefore they would have a Chemistry Skill value of 50.

Later, throughout the game, characters may be given the opportunity to learn a new Base Skill. Use this same formula for calculating these Base Skills as well.

## PASSION and WEAKNESS

Characters each have one thing which they are exceptionally good at, and one thing which perpetually confounds them. To represent this, first you select one Skill which is associated with your character's highest Mental Stat, and record it with a value of 95. This is your character's Passion. Second, select one Skill which associated with your character's lowest Mental Stat, and record it with a value of 5. This is your character's Weakness. A Passion may or may not be a Skill which a character already has. A Weakness cannot be a Skill which a character already has. Neither a Passion nor a Weakness may ever be improved throughout the game. Mark the Passion with a star to the left of the Skill, and the Weakness with a filled-in circle.

### LGC

Access Data  
Chemistry  
Coding  
Devising  
Economics  
Hypothesize  
Identify Civilization  
Infrastructure  
Interface  
Manipulate System  
Mechanics  
Medical Diagnosis  
Medical Treatment  
Physics  
Sabotage  
Symbology

*(List continued on next page)*

**OBS**

Detect Noveratu  
 Identify Technology  
 Inspect  
 Reflexes  
 Tactics  
 Technical Diagnosis  
 Tracking  
 Surveillance

**DEX**

Climbing  
 Gymnastics  
 Melee Combat  
 Personal Combat  
 Ranged Combat  
 Swimming

**PRS**

Comprehension  
 Convince  
 Detect Lie  
 Detect Relationship  
 Eloquence  
 Empathy  
 Instruction  
 Leadership  
 Terrestrial History  
 Xeno History

**RANK and PRE-GAME EXPERIENCE**

When a character has been successful on a certain number of missions, they will be promoted to the next highest rank. Each rank has a Snap Pack Level associated with it, indicating the quality of the Snap Pack which Agents of that rank have access to.

Most characters will start with having successfully completed no missions, but sometimes an experienced player may want to start playing as a character who is already experienced themselves. If the Game Master agrees, a player may begin the game with a rank higher than Cadet. This character will begin the game with the lowest number of successfully completed missions for that rank. Characters who begin with a rank which is higher than Cadet will also get the associated number of Skill Levels. Each Skill Level is an opportunity for the player to have their character either learn any new Base Skill or else increase any existing Skill by 7. No Skill can become more than 95.

*(List is on the next page)*



Completed Missions	Rank	Snap Pack Level	Skill Level
0	Cadet	1	0
1-5	Corpsmin 1st Class	2	1
6-10	Corpsmin 2nd Class "Thumper"	3	9
11-15	Plutoric Starmin "Unlucky"	4	16
16-20	Lieutenant Starmin	5	24
21-25	Starmin Major	6	31
26-30	Lieutenant Commander	7	39
31-35	Plutoric Commander	8	46
36-40	Plutoric Captain	9	54
41-45	Captain Major	10	61
46-50	Commander Major	11	69
51-100	Star Marshall	12	76

Once a character has successfully completed 100 missions, they become a Supreme Commander and no longer are sent on missions into the past - unless they specially assign themselves to one, which then itself must be approved by the other Supreme Commanders. For all intents and purposes in the game Strike Team, a character who has become a Supreme Commander in the game will have their character sheet retired and no longer used. However, Game Masters may be able to reintroduce these characters as Non Player Characters, especially if they become the Supreme Commander who issues the players' missions.

#### ADULTHOOD ROLE PLAY PROMPT

In one or two sentences, describe your character's University career. Then, if your character is starting as a rank higher than Cadet, take a moment to describe their career so far in a few sentences.

#### STARTING AN ADVENTURE

Using either a Mission Module from the Time Wars 3rd Edition Library, or else a Mission Module which a Game Master has created themselves, the Game Master will take the group of players through a twelve-hour window into somewhere else in time and space.

The Game Master will temporarily take on the role of a Supreme Commander at the beginning of the Mission. The players will assume their roles as members of the Strike Team who have been summoned to a meeting area so that they can be assigned a mission.

#### BRIEFING THE STRIKE TEAM

As you sit around the table, each player will pretend to be their character, and the Game Master will pretend to be whichever Supreme Commander is issuing the mission to the Strike Team.

Time Corps Agents are all familiar with each other. Some will have grown up together, but all will have known each other in University. If any of the characters have yet to be on a mission together, spend a few moments determining how well they knew

each other, and how they get along.

Next, the Supreme Commander will describe the mission to the Strike Team, and will open themselves up to questions. The Strike Team members will have an opportunity to ask the Supreme Commander any relevant questions. This entire exchange should be done in character.

## SETTING GOALS

The Supreme Commander should set goals for the Strike Team on their mission. There should be clearly defined conditions for success, and equally well defined conditions for failure. These conditions should be mutually exclusive, which is to say that either one or the other will have had occurred, never both or neither.

## GEARING UP

Once both the Game Master and the players are confident that everyone is clear on the mission and their goals, the players will have an opportunity to gear up with the equipment from the Time Corps Armory. As well as having a shared Armory which any Agent can select from, each Sub-Corps also contains its own Specialized Armory for its members. The sum of all items' Carry Points cannot exceed the Snap Pack Level of the Snap Pack they are being placed into. All items which come from the Time Corps Armory and/or the Specialized Armories must be able to fit within an Agent's Snap Pack before they are deployed into the past.

All Temporal Age devices are completely insulated from any kind of electromagnetic interference, water damage, sand damage, or any other common form of damage, rendering them nearly indestructible.

## STANDARD ISSUE TECHNOLOGY

Several different technologies are issued to Time Corps Agents as standard. The first of these is the Trichronometer, which is embedded into the Agent's wrist under the skin. It is not visible unless it is in use, in which case it feintly glows. The user can operate the Trichronometer simply through willpower because it is woven into the user's nervous system. The use of a Trichronometer is to detect changes to the timeline as the Agents navigate the past. It can detect the movement of other time travelers, major events which are causing the timeline to change, and the forces which surround potential paradoxes. By interacting with the Trichronometer, the user can determine if they are having the effect which they intended to have by going back in time.

The other major piece of technology all Time Corps Agents will have issued to them is a Snap Pack. Snap Packs are very small devices used to store much larger devices as energy and data, and then restore them to their physical form upon command. Only technology which was designed to be used with the Snap Pack can be placed inside it, and this includes the General Issue Technology which the Time Corps arms its agents with. Higher ranked Agents will have access to Snap Packs. Because technology can fall into the wrong hands, only high-ranking Agents can be trusted to take large volumes of highly sophisticated technology back in time.

## GENETIC LINK

All of the technology of the Temporal Age is linked to the genetic code of the Agent who checked the item out of the Armory. This means that no one except that person may use the item at all. Some Supreme Commanders may give permission for an Agent to unlock the genetic link on an item if, for example, more than one member of a Strike Team may need to use the device at different times, or if it seems likely that a Temporal Native may need to be recruited and deployed in order to complete a mission. This will be rare, however. Snap Packs and Trichronometers will never have their genetic link unlocked.

### TIME CORPS GENERAL ARMORY

*HealthPack - 1 - One-time-use-only device which restores a target character to full health, then disintegrates*

*PulseManipulator - 1 - Creates pulses of energy designed to change the direction of energy which takes the form of a wave, such as vibrations being sent through a floor, electricity flowing through a cable in an alternating current, or even a plasma bolt being fired from a weapon; can be used as a small invisibility shield by bending light*

*ImagingMonocle - 1 - Allows the user to see in any combination of spectra of light at once*

*InstaComm - 1 - Allows user to instantly communicate with another person who also has an InstaComm using any kind of language.*

*ArrestNit - 2 - White half-sphere roughly the size of a Human thumbprint which, when attached to an organism's skin, disrupts their nervous system and renders them completely paralyzed, but alive and aware, until the device is removed*

*MedPack - 2 - Acts as the necessary material when healing a wound, and doubles the user's Medical Treatment Skill or Logic Stat during that Healing Check (no Skill may exceed 95; no Stat may exceed 18)*

*Mapper - 2 - Pear-shaped metal device the height of a Human finger which analyzes infrastructure, determines what type of a place the user is in, and reports that information to them psionically.*

*MiCrow - 2 - Black four-winged probe robot which can sit on a Human fingertip, receive a plan of action via psionic interface, conduct reconnaissance by flying to a destination, gathering information with its multitudinous sensory devices, and then reporting back to the user by landing on the fingertip and delivering the information psionically.*

*PsiSensor - 2 - Scans the immediate area and detects any major psionic phenomena, ranging from the use of psionic powers to ambient psionic fields*

*PureShield - 2 - One-time-use only device which creates an invincible protective energy barrier around the user and any other persons or person-sized devices nearby*

*DeMat Pistol - 3 - Emits a thread-thin beam which dematerializes any material it touches into pure light energy, and can therefore cut like a scalpel and leaves almost no trace; it is not effective at ranges beyond 10m (32.8ft)*

*URad Cannon - 4 - Emits a beam, roughly the width of a Human finger, of radiation designed to annihilate the Noveratu tissue; it will not kill uninfected Humans, but it will dramatically increase their likelihood of developing a cancerous tumor within a few years of exposure; it is not effective at ranges beyond 10m (32.8ft)*

## ACADEMY1 SPECIALTY ARMORY

AreaScanner - 1 - *Instantly creates a three dimensional snapshot of the physical surfaces in the immediate area, up to 30m (98.4ft) in radius, which can be recalled into and explored by the mind of the user via psionic interface*

ChemAlysis - 1 - *Scans and analyzes any material sample and determines its chemical structure, reporting its findings to the user through a psionic interface*

ReadGlove - 1 - *Allows the user to instantly understand the meaning of any language or symbol which the glove is pressed against*

ReMat Pistol - 3 - *Emits a beam, roughly the width of a Human finger, which reverts any material it touches into its basic chemical elements of the most stable possible isotope; it is not effective at ranges beyond 10m (32.8ft)*

## FS-CORPS SPECIALTY ARMORY

BlackoutBug - 1 - *Creates a psionic field which disables all technology within 1m (3.3ft) by disrupting their intent for a period of five minutes*

FastKat - 1 - *Emits a thread-thin beam which disables the senses of anyone struck by the beam for fifteen seconds*

LifeScanner - 2 - *Scans an area 30m (98.4ft) in radius for any and all life forms, locates them relative to the user, and attempts to determine the species of the organism using physiological metrics*

Sonic Shotgun - 3 - *Emits a cone of overlapping sonic waves designed to damage material on a molecular level, causing 3d4 points of damage to any impacted surface or organism; it is not effective at ranges beyond 100m (328ft)*

## HR MARINES SPECIALTY ARMORY

JuGauntlet - 1 - *Wrist-worn device which absorbs and redirectionalizes energy or any kind, preventing destructive energy from harming the user and creating an oppositional force of equal power*

MoBarrier - 1 - *Thin strip roughly length and width of a Human finger which, when activated, generates an invincible and invisible flat rectangular barrier twelve feet high and six feet wide; can only be deactivated by the person who activated it in the first place*

StunSphere - 1 - *Translucent black orb roughly the size of a cherry fruit which will disable the senses of anyone within 30m (98.4ft) for fifteen seconds; by default the user is exempt from the StunSphere's effects, and the user may specify any number of persons to also be exempted from the StunSphere's effects when using the device*

DeMat Rifle - 3 - *Emits a thread-thin beam which dematerializes any material it touches into pure light energy, and can therefore cut like a scalpel and leaves almost no trace; it is not effective at ranges beyond 100m (328ft)*

### SPS-C SPECIALTY ARMORY

MoodRing - 1 - *Thin band of elastic-like material which can interpret the physiology of an organism within 3m (9.8ft) and report that organism's level and type of stress to the ring's wearer*

Neural Manipulator - 1 - *A perfect metal cylinder roughly the size and shape of a Human finger, the user can select an organism within their area of perception, and that organism will lose their most recent memories*

Zip Pack - 1 - *Follows the same rules as a Snap Pack, but may only contain devices and items from the Galactic Age and before*

RadGun - 3 - *Emits a thread-thin beam of radiation which ignites the carbon in any sufficiently complex molecule, effectively being able to explode any organic material while leaving inorganic substances unaffected*

### TC5 SPECIALTY ARMORY

Infinity Generator - 1 - *Flat green fingerprint-sized disk which, when placed near a device which requires power of any kind, will then power that device at 100% capacity and efficiency*

Infinity Interface - 1 - *Triangular metal fingerprint-sized device which connects to any data transmission system and allows the user to interface with that system directly via psionics; can interface with data systems of any kind, from scroll libraries to starship computers*

Infinity Reader - 1 - *Fingerprint-sized glass-like clear bead which, when placed near any data device, can comprehend the contents and report them psionically to the user; can collect information of any kind, from paperback books to digital music*

PulseCannon - 3 - *Fires a small electromagnetic field, roughly the shape and size of a basketball, which will neutralize any and all electronic devices which it passes through, and will, for fifteen seconds, disable the senses of any organism which uses electrical impulses to transmit information along its nervous system; it is not effective at ranges beyond 100m (328ft)*

### PERSONAL EFFECTS

Player characters may well have recovered items from previous missions, or else have items which have been given to them through the course of their non-professional lives. These could range from stone daggers to holographic locket. These are called personal effects. Players must choose which personal effects their character will bring with them on the mission. Characters which begin as Cadets will not have any items from previous missions, because they have never been on a mission before. Characters which begin as a higher rank may enumerate exactly one personal effect for each mission which they have completed. Any character may bring with them personal effects from their life before the Time Corps. All personal effects must be approved by Supreme Command.

### ASSISTIVE TECHNOLOGY

Characters who have One Hand have the option of using Assistive Technology if they wish. Those with One Foot or Paraplegia will require Assistive Technology on any mission. The types of Assistive Technology available to a character are limited by the age to which they are traveling. Characters may only use Assistive Technology which is

from the age which they are traveling to or earlier. The sole exception is the Energy Skin, which someone with Paraplegia may use in any era previous to Industrial Age, because no appropriate device exists within these eras. This requires the character to use the Energy Skin covertly, so as to hide the use of advanced technology from the Temporal Natives.

Each Assistive Device other than the Energy Limbs and the Energy Skin has a Penalty. This is the automatic minimum modifier to a Stat or Skill Check which requires use of the Assistive Device. Because the Penalty is the same whether it is a Stat or Skill Check, this means that the Penalty is statistically smaller when making a Skill Check rather than a Stat Check while using the Assistive Technology. This is because use of the Assistive Technology is greatly improved through skill.

Both Energy Limbs and Energy Skin have two Bonuses. This is the automatic minimum modifier to a Check which requires use of the Assistive Technology. The first number listed, which will be a smaller number, is the Stat Check Bonus. The second number listed, which will be a larger number, is the Skill Check Bonus.

AGE	ONE HAND	ONE FOOT	PARAPLEGIA
Prehistoric Age	None (-15)	Crutch (-10)	Energy Skin (+3/+20)
Agricultural Age	Wooden peg (-7)	Peg Leg (-8)	Energy Skin (+3/+20)
Industrial Age	Metal peg (-6)	False Foot (-6)	Conventional Wheelchair (-10)
Digital Age	Mechanical Hand (-4)	Mechanical Foot (-4)	Advanced Wheelchair (-6)
Interplanetary Age	Robotic Hand (-2)	Robotic Foot (-2)	Adaptive Limbs (-3)
Galactic Age	Energy Limb (+6/+35)	Energy Limb (+6/+35)	Energy Skin (+3/+20)

## CRUTCH

This is any device without moving parts which is used with one hand in order to aid the mobility of a particular leg. Therefore this category may also include devices otherwise classified as canes or even walking sticks. Certain types of crutches may be available in different periods of time, changing its properties. For example, a mission to the Prehistoric Age would necessitate the use of a wooden crutch, but a mission to the Digital Age would open the opportunity to use a carbon fiber 3d printed crutch.

## WOODEN PEG

This refers to any wooden prosthetic for the arm which is without moving parts. This includes a hook, a simple pointed shaft, or even an elegant spear.

## PEG LEG

This is any device without moving parts which is affixed to a limb which is shorter than the other, so as to make up for the difference in length.

## METAL PEG

This refers to any metal prosthetic for the arm which is without moving parts. This includes a hook, a simple pointed shaft, or even a fixed sword.

## FALSE FOOT

As opposed to Peg Legs, a False Foot is a hinged device with moving parts

which are designed to be manipulated by moving the limb to which they are affixed, typically through picking up the limb and swinging it forward. False Feet typically have an ankle and a foot-shaped point of contact with the ground.

#### CONVENTIONAL WHEELCHAIR

A device which is intended as a temporary mobility aide. When first invented, this type of wheelchair lacked the essential design qualities of their antecessors which accommodated long-term use. These chairs are recognizable for their upright posture and commonly having handles for someone to push the user around.

#### MECHANICAL HAND

These multisection devices are appended to a limb which is shorter than the other, and have a mechanical gripping end which is manipulated through a series of mechanical processes. They can be made from a variety of materials, and the gripping ends can have a variety of specific qualities.

#### MECHANICAL FOOT

A flexible material in a curved shape, these devices look nothing like feet but are effective prosthetics because of their physical properties. Being flexible, but also having a wide flat surface, allows the user to do much more than a Peg Leg or False Foot.

#### ADVANCED WHEELCHAIR

Built specifically for long-term use by a person with Paraplegia, these wheelchairs come in a variety of styles and designs to accommodate each person's own needs. Some fold the legs up underneath the user, while others keep the legs straight out; many other designs exist. These models rarely have a purely upright posture, and also rarely have handles for being pushed. They also tend to be lower to the ground than Conventional Wheelchairs.

#### ROBOTIC HAND and ROBOTIC FOOT

A wide range of semi-autonomous devices can be used as prosthetics, each model offering slightly different functionality based on user preference. These devices may use algorithms to deduce user intent, or more advanced models may tap into the user's nervous system. Some of the models of the later portions of the Interplanetary Age even had psionic interfaces.

#### ADAPTIVE LIMBS

Many different kinds of mechanisms were invented which attach to the user's legs and exert force when commanded to by the user. This allows the user to gain significant freedom of motion. These mechanisms come in a wide variety to accommodate the needs of various users.

#### ENERGY LIMB

If a character has One Hand or One Foot, then they may use an Energy Limb prosthetic for their limb without the final extremity. A device is appended to the limb in

question, and a psionic interface allows the user to directly control a malleable energy projection which the device creates. The Energy Limb's default state is to project a column of energy which is even in length with the user's other limb. The default column ends in a featureless rounded terminus. By applying their will and imagination, the user character can manipulate the Energy Limb's column of energy to change in size and shape, including creating a Human-like hand, a claw, a paw, or hand with twenty digits - anything the user can imagine.

## ENERGY SKIN

On its own, the device is a small, flat disk roughly the size and shape of a Human thumbprint. When placed on the sternum of a Human being whose limbs are intact but nonfunctional, these disks will generate a series of energy beams moving through the user's body. These energy beams are capable of receiving synaptic commands from the user and manipulating the limbs so that the user may make use of the limb. Because this does not enable the user to feel sensation in this limb, characters with Paraplegia will need to make an Endurance Check after each successful Stat or Skill Check using this limb specifically. If the Endurance Check is a failure, then the user character takes damage equal to the degree of failure.

## DISGUISES and COVER STORY

Blending in with the temporal natives is paramount on a mission into the past. To that end the Time Corps maintains an extensive costumery so that Agents may select an unassuming facade. The Supreme Commander should guide the Agents to a collective group identity and cover story, but the Agents themselves have final say in the specifics of their disguise. All details of the cover story and each Agent's disguise must be agreed upon by all players and the Game Master before proceeding to the next step.

## ENTERING THE TEMPORAL CHAMBER

The final act before characters will be deployed on their mission is to step into the Temporal Chamber. Each time the same thing occurs. The Game Master may read the following out loud:

*"Inside a pure white dome you stand on a raised platform, shimmering with effervescent light. Unseen machinery comes to life all around you, whirring and thrumming from behind a protective static field. With a blinding flash of red, your bodies are consumed by a beam and converted into pure energy, and the pieces of you are hurled through time and space..."*

## ON THE MISSION

Now begins the main event: the mission. Player characters are deposited at the appropriate time and place by the Temporal Chamber and the mission is underway. From the moment they are deposited, the Strike Team will have exactly twelve hours, in game time, to complete their mission. At the end of those twelve hours the Strike Team will automatically be recalled to the moment after they were deployed. Throughout the mission the Strike Team will be unable to receive information or support from the future.

Game Masters should be conscious to record whenever a player character fails a Skill Check.



The Game Master should prompt the Players by describing their sensory experiences. What do they see, hear, smell, and feel? The Players should describe what their characters do and say.

Players do not choose a Stat or Skill to roll against. Instead, Players describe their characters' actions in a storytelling manner, and the Game Master then makes a decision about which Stat or Skill the Player should roll against, if any.

Many of the rules in this book are intentionally open-ended. These rules are not designed to be law-like decrees from on high. Instead, the rules are meant to be a toolkit for the Game Master to guide the Players through an exciting story. Game Masters should make judgement calls about which rules do and do not apply. Therefore it is expected that different Game Masters will interpret rules very differently. This is part of the game.

## RETURNING TO THE 161st CENTURY

Once the Strike Team's twelve hours are up, they will instantly and unavoidably be returned to the moment after they left. There is nothing an Agent can do to prevent being returned. Anything they are carrying on their person will also be brought back with them. From the perspective of the people who sent the Strike Team on the mission, the Agents will have only been gone for a few seconds.

As soon as the Strike Team arrives back in the 161st Century, all members of the Strike Team are immediately issues healthcare; all points of damage are removed, and all wounds are healed by Time Corps Medics.

The Strike Team will have collapsed one timeline, and will be returned to a future which was shaped by their own actions. They will displace other versions of themselves who no longer exist. Depending on how drastically the Strike Team affected history, the Supreme Commander they return to may or may not have sent them on the mission which they were sent on.

An example of this would be if a Strike Team was extremely successful in changing history - in this case, they may return to a future where they had been sent on a mission purely to observe. Because the Strike Team was successful in altering history to go Humanity's way, they return to a future where it was not necessary to sent a mission to that era to alter history. Therefore they would return to a future where they had been sent on a more mundane expedition.

## DEBRIEFING THE STRIKE TEAM

To determine how successful the Strike Team's mission was, the Time Corps will have their memories downloaded. Not only will the Supreme Commander pore through their actual memories of the mission, but also the version of the 161st Century which they left. By comparing their original timeline to the one which replaced it, the Supreme Commander can determine what has changed, and whether the mission was a success or not.

As the Supreme Commander, the Game Master will report to the players whether or not they succeeded on their mission. Agents should be praised or scolded as appropriate.



## POST MISSION EXPERIENCE

The Game Master determines which Skills each player character failed through the course of the mission, then each of those player characters increases one of those Skills by 7.

If the mission was a success, then increase the character's Successfully Completed Missions by 1. Then check to see if the character has achieved a promotion to a new rank. If so, record the promotion and the increased Snap Pack Level at this time.

After a mission, all Agents will be required to take classes at their Sub-Corps. Players will either have their character gain a new Base Skill or else increase a Skill they already possess by 6, based on their Sub-Corps. Consult the list below to see which Sub-Corps offers classes in which Skills.

If the mission was a failure, then the Agents will be tasked with taking an additional class. This additional class must be taken at another Time Corps facility, and therefore the Players will have their character gain a new Base Skill or else improve any Skill they already possess by 3, so long as the Skill is offered as a class by any Sub-Corps other than the character's own Sub-Corps. No skill can ever become more than 95.

(List is on next page)

## CLASSES OFFERED

### ACADEMY1

Chemistry (LGC)  
Coding (LGC)  
Formulate Hypothesis (OBS)  
Identify Civilization (OBS)  
Physics (LGC)  
Symbology (LGC)  
Terrestrial History (PRS)  
Xeno History (PRS)

### FS-CORPS

Climbing (DEX)  
Detect Noveratu (OBS)  
Economics (LGC)  
Eloquence (PRS)  
Infrastructure (LGC)  
Leadership (PRS)  
Reflexes (OBS)  
Swimming (DEX)

### HR MARINES

Comprehension (PRS)  
Gymnastics (DEX)  
Instruction (PRS)  
Melee Combat (DEX)  
Personal Combat (DEX)  
Ranged Combat (DEX)  
Tracking (OBS)  
Surveillance (OBS)

### SPS-C

Convince (PRS)  
Detect Lie (PRS)  
Detect Relationship (PRS)  
Empathy (PRS)  
Inspect (OBS)  
Medical Diagnosis (LGC)  
Medical Treatment (LGC)  
Tactics (OBS)

### TC5

Access Data (LGC)  
Devising (LGC)  
Identify Technology (OBS)  
Interface (LGC)  
Manipulate System (LGC)  
Mechanics (LGC)  
Sabotage (LGC)  
Technical Diagnosis (OBS)

## CONDUCTING A TIME WAR

From the perspective of a Supreme Commander who is no longer being sent on missions to the past, the Time Corps is sending Strike Teams into the Temporal Chambers, and after a moment has passed, have those Strike Teams replaced by other versions of themselves. The future which the Supreme Commander exists in was created by the actions of the Strike Team which they sent backwards in time, as well as each other Strike Team which they will send back.

However, the timeline which the Supreme Commander exists in is also destroyed and replaced by the actions of the Strike Team. The timeline exists in its entirety before being replaced, however, and each subsequent mission informs the final state of the timeline which replaces it.

Each Time Corps Agent is hoping for the day when they are recalled to the future after a mission, and are instead delivered to nothingness. If the Time Wars have been won, then there will be no need for Humanity to create the Time Corps.

## CONTINUING A CAMPAIGN

Each time your playing group reconvenes to play out the next mission of their campaign, you'll be sent on a new mission. Each mission will take place in the version of the 161st Century which was shaped by the events of the previous mission.

Game Masters should keep a record of the shared adventures and try to incorporate as many things from previous missions as possible into new ones. Perhaps the same series of artifacts are involved, or a recurring enemy.

The break between missions can also help if you need to change the roster of the Strike Team. In real life players may or may not be able to attend gaming sessions regularly, and new players may want to join the gaming group. Between missions, a Supreme Commander may change out Agents from a Strike Team, taking out former members and adding new ones. This provides a convenient explanation for characters' appearance and disappearance.

## SOME FINAL THOUGHTS

Time Wars: Strike Team is supposed to be challenging, and the game is designed to accommodate failure. If the characters are not successfully completing missions, then they will be improving their Skills more rapidly, and will be more likely to succeed in the future. But this game is intended to be fun! If you encounter a situation where the rules are not allowing you to have fun, then change the rules. I hope you can craft adventures and have fun together!

## GLOSSARY

### ANIMAL TRAITS

These are things which are constantly true about the character, infused into them by the genetics of their Animal Hybrid.

Chitin – *Cannot take stabbing damage*

Feathers – *Cannot take damage from a source of water*

Flight – *Has wings from their shoulders*

Fur – *Cannot take damage from a source of heat*

Metabolism – *Can take 1 damage in order to get +5 during a Stat Check*

Scales – *Cannot take crushing damage*

Swiftiness – *Characters with this power have the first turns during engagements*

Taste – *Has super taste*

Touch – *Has super touch*

UV Sight – *Can see in the UV spectrum*

### ANIMAL INSTINCTS

These are the Human personality traits which are exaggerated and amplified by being mixed at the genetic level with a non-Human animal.

Aloof – *Does not pursue personal relationships*

Defensive – *Must explain every decision*

Familiar – *Attempts to form a personal relationship with everyone*

Impatient – *Will become agitated whenever made to wait*

Jumpy – *Very prone to being surprised*

Loudmouth – *Talks too much when nervous*

Single-Minded – *Will not be able to divert from their task*

Stubborn – *Cannot be talked out of anything*

Wiseacre – *Refuses to be honest or sincere while communicating*

## SKILLS

Each Skill is associated with one or another Mental Stat, which means that you write the Skills in the section below the associated Stat, and the Base Skill Value is derived from the Stat's value. The Skills are listed here in alphabetical order.

Access Data (LGC) - *Locating a specific piece of data once connected to a network*  
 Chemistry (LGC) - *Predicting a chemical reaction*  
 Climbing (DEX) - *Remaining secure while climbing a challenging surface*  
 Coding (LGC) - *Using logic to encode or decode a message inside something else*  
 Comprehension (PRS) - *Understanding what someone is saying to you*  
 Convince (PRS) - *Changing someone's mind*  
 Detect Lie (PRS) - *Determining if someone is telling you the truth or not*  
 Detect Noveratu (OBS) - *Determining if someone is a Noveratu or not, via physical manifestations*  
 Detect Relationship (PRS) - *Determining if two or more people have a relationship, and what kind, based on their interactions*  
 Devising (LGC) - *Creating a device*  
 Economics (LGC) - *Predicting the economic result of an action*  
 Eloquence (PRS) - *Speaking with technical precision*  
 Empathy (PRS) - *Understanding another person's emotional state*  
 Formulate Hypothesis (OBS) - *Generating a concept of what might be happening, based on evidence*  
 Gymnastics (DEX) - *Moving your entire body skillfully to accomplish a sophisticated feat*  
 Identify Civilization (OBS) - *Determining which civilization generated an artifact being analyzed*  
 Identify Technology (OBS) - *Determining the make, model, origin, and/or function of a device being analyzed*  
 Infrastructure (LGC) - *Predicting the unseen portions of an infrastructure network based on the portions of infrastructure which are being analyzed*  
 Inspect (OBS) - *Noticing very small discrepancies or details*  
 Instruction (PRS) - *Communicating technical information to another person in an effective way*  
 Interface (LGC) - *Successfully navigate a data management system*  
 Leadership (PRS) - *Determining the best action to take in order to create a positive working relationship with and between other people*  
 Manipulate System (LGC) - *Successfully change the settings or alter the information on a data management system*  
 Mechanics (LGC) - *Predicting the outcomes of operating a physical machine*  
 Medical Diagnosis (LGC) - *Identifying injury or illness*  
 Medical Treatment (LGC) - *Healing injury or illness*  
 Melee Combat (DEX) - *Striking a target with a melee weapon*  
 Personal Combat (DEX) - *Striking a target while unarmed*  
 Physics (LGC) - *Predicting the outcome of a scenario based on physical law*  
 Ranged Combat (DEX) - *Striking a target with a ranged weapon*  
 Reflexes (OBS) - *Reacting quickly*  
 Sabotage (LGC) - *Effectively ending the usability of a device without the damage being detectable*  
 Surveillance (OBS) - *Maintaining visual contact with a person or object*  
 Swimming (DEX) - *Navigating a liquid environment*  
 Symbology (LGC) - *Using cultural symbols to encode or decode a message inside something else*  
 Tactics (OBS) - *Determining the best action to take in order to maximize standing in a struggle against an intellectual foe*  
 Technical Diagnosis (OBS) - *Determining the usability and/or condition of a device, and what steps need to be taken to to repair it*  
 Terrestrial History (PRS) - *Recalling a specific event from the history of Terrestrial organisms*  
 Tracking (OBS) - *Using physical and/or social evidence to determine if the organism being tracked was in that place, and if so, where they may have gone*  
 Xenology (PRS) - *Recalling a specific event from the history of non-Terrestrial organisms.*