

THE TIME TRACKER SYSTEM

TIME TRACKER

“The moment unspooled. They were on fight time now, that unreal measure of passing moments that seemed an eternity while it lasted but in reality was just a handful of seconds. Fight time. Instinct time.”
Dan Abnett

This is a work in progress set of rules designed to promote a more cinematic and descriptive style of play that is deadlier than similar role-play games. This unfortunately makes these rules dice intensive in comparison to the other systems available at the conception of this set.

Acknowledgements

My thanks to Sorina Neagu and Philip Apostolakopoulos for play testing and John Mulcahy and Craig Hemus for their input.

Thanks also to Dan Abnett for his consent and Games Workshop for allowing the starting quote through their IP FAQ found at <http://legal.games-workshop.com/>

© Jason Harrison 2009

THE TIME TRACKER SYSTEM

Table of contents

Acknowledgements.....	1
Table of contents.....	2
Character building.....	3
Build Points.....	3
Rule of averages.....	3
Attributes.....	4
Proficiencies.....	5
Incidental Notice.....	6
Specialties.....	7
Traits.....	8
Flaws.....	8
Equipment.....	8
Weapons.....	8
Armour.....	9
Monetary Units.....	9
Combat.....	10
Tracking time.....	10
Initiation and completion of actions.....	10
Intervention.....	10
Reaction.....	10
Target-ability.....	10
Parry.....	10
Dodge.....	11
Melee Area.....	11
Movement.....	11
Using cover.....	11
Attacking.....	11
Speech.....	12
Wounds.....	12
Wound location.....	12
Shock.....	13
Magic, Psionics, Superpowers, etc.....	14
Example character types.....	15
The brute.....	15
Example of play.....	16
Glossary.....	17
Index.....	18

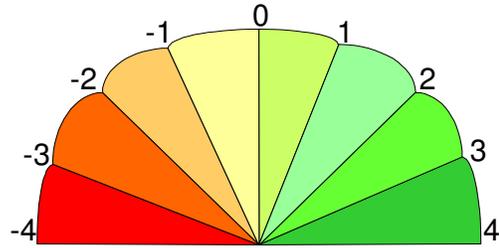
THE TIME TRACKER SYSTEM

Character building

Those of you who are familiar with other RPGs will notice that this is a classless system. A starting character has 0 on all attributes and proficiencies but you can change this by spending build points (BP). Build points are awarded by the Game Master (GM).

The first thing to do when building a character is to decide what things can be made worse so that you have more build points to play with. Does your character really need to be good at forgery? Set the forgery proficiency to -4 and gain 10 BP to spend elsewhere. Be careful though, once this is done it will take 10 BP to bring it back to 0 should you find you need it after all. Read more about BP in its own section below.

The colourful swingometer here gives you an idea of the scale. -4 for atrocious, -3 for very poor, -2 for well below average, -1 for below average, 0 for average, +1 for above average, +2 for well above average, +3 for very good and +4 for excellent. You can increase and decrease beyond this scale but should be subject to the GMs decision.



The scale is designed for the ease of character building and the rounding of character concepts. An athlete would spend build points (BP) on physical attributes; a scientist would need high intelligence and knowledge proficiencies at the cost of significant BP.

Build Points

Attribute cost is by rank. 1 costs 1; 2 costs 2 and 3 cost 3 etc. Each step must be paid for. You cannot spend 4 BP to increase an attribute from 0 to 4 for instance; this would cost 10 BP (1+2+3+4).

Proficiencies cost the same as attributes. Build points can be spent in the same way that you bought attributes. So to improve a proficiency, *Survival* for instance, from 0 to 5 ranks for example would cost 15 BP.

You can reduce any of these before you start play if you wish. By reducing an attribute or proficiency to -4 you would gain 10 BP to spend elsewhere. Proficiencies can be reduced in a similar fashion. Reducing a proficiency to -3 gives you another 6 skill points to squander. Remember though that you would be hard pressed to use the *Balance* proficiency at -3 while also wearing armour that gives a further penalty to the roll. A character starting with 0 BP is average in everything. They would have to make themselves worse in some aspects to be able to be better in others.

Rule of averages

If an action has a choice of attributes to use, and you are unsure which to use in a situation, take the average of the minimum and maximum instead. Round the result towards 0. All skills and proficiencies that have an associated attribute should, on your character sheet, be written with this min/max average.

THE TIME TRACKER SYSTEM

Attributes

There are 8 attributes. These are Strength (STR), Agility (AGI), Adroitness (ADR), Stamina (STA), Intelligence (INT), Awareness (AWA), Mien (MIE) and Appearance (APP).

- Strength** Simply put, this is the amount of muscle power you have. For a comparison imagine that -3 would make you too weak to carry a shopping bag, whereas +4 would make you as strong as a weight lifter.
- Agility:** As well as strength, gymnasts require agility. This is the ability to manoeuvre and to put your limbs where you want them to be at the right moment. To think that -3 would make you topple while trying to walk on a straight line is the right idea. +4 on the other hand would make you as agile as a Shaolin monk.
- Adroitness:** Manipulating small or delicate things requires nimbleness in the fingers. Thinking along the lines of -3 making you butterfingers and +4 a watch-smith would put you in the right ball park.
- Stamina:** How long can you do something physically strenuous for? This attribute determines extended exertion. Again, -3 would make you want to have a sit down after walking up a flight of stairs while +4 is for a rather good marathon runner.
- Intelligence:** Learned knowledge or previous experience of a given situation in which the outcome is likely to be the same. Use this skill to predict probabilities. Think along the lines that -3 would be for a persistent school truant and +4 is someone who holds a degree in rocket science when it comes to mathematics but the values would be reversed if they both were trying to score some gear.
- Awareness:** Observational skill with your sight, hearing, smell, taste, touch and perhaps even ESP. Insight. Reading peoples body language and reactions.
- Mien:** Wit, presence, “je ne sais quoi”, however you see this it is the way in which you interact with others.
- Appearance:** This attribute is of course highly subjective. It is different from mien in that it deals only with the asymmetry of your face and body compared with the norms of your race. -3 would be akin to John Merric whereas +4 would be equivalent to Angelina Jolie at her prime.

THE TIME TRACKER SYSTEM

Proficiencies

Your actions must be measured in some way so that the story can remain within the limits of reality. To do this a d10 + your proficiency score roll is performed against a set complexity value (CV). Your dice roll plus your proficiency modifier gives your result. If your result is higher than the CV then you succeed, otherwise you fail. The exception is that if you roll a 1 then you will always fail. Likewise if you roll a 10 you automatically succeed.

Each action you take has a seg value. E.g. An Acrobatics/Athletics check has no penalty if used as part of a move action whereas an Escape artist check can take many segs to complete. Knowledge is also pretty instantaneous but telling someone what you know may take a while. The same goes for Intimidate and Diplomacy.

Proficiencies are *Athletics* (STR/AGI/STA), *Bluff* (INT/MIE/APP), *Concentration* (STA/Special), *Craft* (ADR/INT/AWA), *Diplomacy* (INT/AWA/MIE/APP), *Disable Device* (ADR/INT/AWA), *Disguise* (INT/AWA/MIE), *Forgery* (ADR/INT/AWA), *Gather Information* (AWA/MIE/APP), *Handle Animal* (AWA/MIE), *Intimidate* (STR/MIE), *General knowledge* (INT/Special), *Notice* (INT/AWA), *Profession* (Special), *Quicker than the Eye* (ADR), *Sense Motive* (INT/AWA/MIE), *Stealth* (AGI/INT) and *Survival* (INT/AWA).

Proficiencies for fighting are *Melee*, *Unarmed*, *Firearms* and *Thrown Weapons*.

Specialties can be gained for each weapons group. I.e. short stabbing, medium slashing, pole arms, pistols, rifles, etc, to further improve a fighting style.

There is normally a choice when using a skill. E.g. to climb up to a window, you can pull yourself up using strength or swing yourself up using agility. To see someone hiding from you, you can use your awareness to realise that the shape of the shadow is wrong or you can use your intelligence to see know that it would be a good place to hide. Where there is a choice, you need to explain the reason/method you are using for that particular attribute. This is to encourage the taciturn players to think about describing their actions.

Athletics: This covers acrobatics, balancing, jumping, running (both sprinting and distance) and swimming. Acrobatics uses either agility or an average of strength and agility, depending on the way it is used. Balance uses only Agility. Sprinting uses only Strength while distance running uses Stamina. Jumping can use either strength or agility, depending on the way it is utilised. Swim uses Strength or Agility.

Concentration: To ignore distractions while performing an action you need to roll a concentration check. The attributes to use are Endurance plus Awareness divided by two.

Disable Device: This covers picking manual locks, jamming doors and all those other tricky things you need to do to get the job done. Use your Adroitness with the lock picks. Perhaps with your Intelligence you know that this lock can be opened with a credit card. Be Aware enough to see that the door can be opened easily with the key that they left under the fake rock.

Knowledge: Select a topic, each rank you give yourself in this topic means that you know a little more about it. You need to buy different topics individually. You do not need to have knowledge of a subject in real life to be able to role play your character knowing something. With 5

THE TIME TRACKER SYSTEM

ranks in Knowledge (Explosives) for example your character could make a bomb out of general household products without you having to know the details. The knowledge skill uses INT but should you have a higher AWA you can average these two attributes to "guess" the answer.

Profession: To get by in the world you must have a profession, without which you would have to rely on the government or charity. Your starting amount of MU is 100 multiplied by your Profession (as with other proficiencies) you have -1 at the start of the game. You will therefore start play with -100 MU not to spend. This can be remedied by increasing your Profession 'proficiency' or buying MU with BP. You can choose not to have a profession but will have to agree with the GM on how you live from day to day. In gaps between play a character can return to their profession without worrying about where their next meal is coming from. A well thought out profession would also give the character something to work towards when spending build points.

Quicker than the eye: This covers acts of thievery and the ability to escape bonds using skill rather than brute force. Adroitness is used here.

Incidental Notice

This has a 5+ the total in your notice proficiency. This value has to be beaten by anyone trying to sneak up on you using their stealth proficiency, unless you are actively looking.

THE TIME TRACKER SYSTEM

Specialties

A specialty is something that you can use to give your character an advantage over your opponent. Quick draw for example, halves the time it takes to draw a weapon. If you also have Weapon Focus it brings the time penalty down to a quarter.

Specialties cost the rank number you purchase in the same way as attributes and proficiencies. If the speciality is not ranked then the cost is given.

Able [proficiency]: Choose a proficiency; the chosen proficiency bonus is increased by the rank of this specialty. This can be for multiple proficiencies but each must be increased separately.

Agile running: The targetability penalty for running is reduced by the rank of this specialty and you can change direction up to 45 degrees once during the movement action. The cost is the new rank is the sum of each increase.

Desensitised to gore: You do not have to make a shock roll when you see lots of blood and guts. You must already have the 'Desensitised to violence' specialty to qualify for this. Cost: 4.

Desensitised to violence: You do not have to make a shock roll when you commit or witness a violent act. You must already have the 'Grit' specialty to qualify for this. Cost: 2.

Duck and cover: When being shot at with a ranged weapon the value of your targetability bonus is increased by the rank of this specialty.

Drive [ground vehicle]: Choose a ground vehicle, e.g. car, truck, motorbike, etc. You can drive this type of vehicle with a proficiency roll of your rank of this specialty plus ADR/INT/AWA.

Grit: If you need to make a shock roll when you commit or witness a violent act you can roll twice and take the better roll. Cost: 1.

Hard as nails: If you need to make a shock roll when you receive a wound you can roll twice and take the better roll. Cost: 2.

Linguistics [language]: You are multilingual. Choose a language, you can speak and read/write in this chosen language at the rank of this proficiency plus INT.

Rank 1: A few phrases to get by.

Rank 2: Enough to make yourself understood in foreseeable situations.

Rank 3: You can hold a conversation about almost anything.

Rank 4: Extremely eloquent.

Pilot [craft]: Choose a craft, e.g. freight-ship, helicopter, jet-fighter, etc. You can pilot this type of craft with a proficiency roll of your rank of this specialty plus ADR/INT/AWA.

Quick draw: Any small weapon, e.g. a knife or pistol, can have the time it takes to be drawn from its holster or sheath reduced by your rank of this proficiency.

Tough: Your maximum wounds are increased by the rank of this specialty. The cost is the new rank is the sum of each increase.

Weapon training [weapon]: Choose a weapon. You can reduce the time it takes to draw this type of weapon by your rank of this proficiency. The attack bonus for the weapon increases by the rank of this specialty. This can be taken for multiple different weapons.

THE TIME TRACKER SYSTEM

Traits

A trait is an easy way of balancing certain attributes or proficiencies. By taking a negative quality in one aspect you gain in a different way.

Tall (ranked): Your height allows you to reach further than average. You gain your trait rank bonus on all *Jump* checks but lose your trait rank on all *Balance* checks due to your high centre of gravity.

Flaws

A speciality often allows you to go beyond the +4 limit. A flaw is something in which you are just plain deficient and so allows you to go beyond the -4 limit. Taking a flaw can give character to your character and you gain BP as a bonus.

Can't swim: You flail about and sink rapidly. Take a -4 penalty to your swim proficiency. Cost: -10 BP.

Easy target: You don't know how they keep managing to hit you. Take a -4 penalty to your target-ability score and your dodge and parry proficiencies. Cost: -30 BP.

Non-combatant: You couldn't fight your way out of a paper bag. Take a -4 penalty to all your fighting proficiencies. Cost: -40 BP.

Unreactive: You are slow on the uptake. Take a -4 penalty to your reaction score. Cost: -10 BP.

Equipment

Weapons

These all have modifiers to hit, dodge/parry, target-ability and attack speed.

Name	ToHit	Range (m)	Parry	Dodge	Targetability	Speed	Damage	Cost
Knife (throwing)	0	M / 10	0	0	3	10 + 1d10	1d4 + (Str/2)	20
Club	1	M	1	0	3	10 + 1d10 + 1d4	1d6 + STR	15
Sword, short	1	M	1	0	3	10 + 1d10 + 1d6	1d6 + STR	80
Sword, long	2	M	2	-1	3	10 + 2d10*	1d8 + STR	150
Revolver	0	30	-5	0	5	10 + 1d6	1d6	65
Bow	0	30	-5	-1	0	10 + 2d10	1d6	75
Semiautomatic Pistol	0	30	-5	0	5	10 + 1d4	1d6	100
Shotgun	1	20	-2	-1	1	10 + 1d8	1d10	120

* These melee weapons can have their speed reduced with a STR above +3

Club: Longer and easier to hit someone with than a knife. These days it is known as a baseball bat. It causes 1d4 contusions and 1d2-1 broken bones wounds.

Knife: This simply causes 1d4 stabbing wounds.

THE TIME TRACKER SYSTEM

Revolver: This can be fired very quickly but you have to take a moment to aim hence the $10 + 1d6$ segs attack speed. It causes $1d6$ bullet wounds. It takes $5d10$ segs to reload with a readied quick loader or $10+1d10+1d6$ segs and $1d10$ seg per round to load manually.

Sword: Plain Swords have no armour but can have cross guards or basket hilts that a 1 to your dodge AC but because the bigger they are the heavier they may and so make dodging harder.

Other weapons: Small or light melee weapons generally have low parry bonus but high attack speed. Large or heavy melee weapons generally have a high parry bonus but are slower and may have a dodge penalty due to the unwieldiness. So the speed of a weapon is based on the size and weight. A sword is longer and heavier than a knife and so takes longer to swing. If you have a +4 in strength you can reduce the time it takes to attack by $1d6$ segs.



This method of calculating speed and damage can be extrapolated for objects and weapons not covered here. A chair can be used like a baseball bat but is slower as it is unwieldy. ToHit would be -1 and it's speed would be $10+2d10+1d6$ doing $1d4$ damage. A table could even be used by a strong player (STR above +3) but as it is even more unwieldy than the chair it's ToHit would be -3, you cannot parry well with it, so -2 and it's speed would be $10+3d10+1d6$.

Armour

Gives damage reduction (DR), which can be reduced when the armour itself is damaged. It also may have a *Dodge* penalty.

Monetary Units

Money, in whatever form you are using, can initially be bought by spending BP to buy the profession proficiency. Each rank in your Profession is equal to the cost of increasing the rank times 100, so 2 ranks in Profession starts you off with 400 MU. 100 MU can also be bought directly for 1 BP but be aware that having no ranks in the profession proficiency may cause you problems later on with "down time". Once the character creation process is finished you cannot buy any further MU with BP.

THE TIME TRACKER SYSTEM

Combat

Part of role-play is fighting with an enemy. The entirety of this rulebook is to stop the situation of the two small boys playing soldiers and their game degenerating into an argument of who shot who first. Here are the rules for fighting:

Tracking time

Everything you do has a time value which is called *Time Segments* (segs). Each action you make has a seg value. You can only do one thing each turn. Any action whether it be a proficiency or specialty must be completed before the next is initiated (there are few exceptions). As each player takes their turn add their action seg value to their last value on the time tracker. To see who goes first the players roll for Reaction.

Initiation and completion of actions

At the start of your turn you state your intent and the action you describe is initiated. Segs pass by and the action is being carried out but the result is not confirmed until the time span – 1 arrives; only then is the result compared and damage etc get recorded. This allows for interruption of actions by other players and NPCs. After every action there is a $10 + d6 - \text{your Reaction value}$ pause before starting the next action.

Intervention

On your go you can try and interrupt another player's action. Roll your intervening action and if you complete it before they complete theirs you can stop them from completing their action. E.g. A gunman is aiming his rifle at the VIP speaker on the podium. You see the gunman and shouting a warning you throw yourself bodily in the line of fire. If your leap finishes before the gunman finishes his aim and pulls the trigger then the gunman's bullet hits the cover (you) instead of the VIP.

Reaction

This is done in your first go and is a $1d10$ roll plus your *Reaction* value. Your reaction value is $5 + \text{your AGI/AWA average}$. The result is taken from 30 to give the seg on which you are able to perform your first action.

Target-ability

This has a $5 + \text{your AGI/AWA average}$. Any attack roll made needs to be higher than this value to be successful. It represents how difficult a target you are.

Parry

This has a seg time penalty equal to half of the weapons ToHit speed. If you are already in the process of doing another action you will either have to stop what you're doing and parry or forfeit your parry test.

THE TIME TRACKER SYSTEM

Dodge

Simply, you add your dodge proficiency to your targetability score. This may raise your targetability to a higher number than the attack roll. You must state if you are dodging before you know if the attack is going to be successful or not. Dodging has a $10 + d10 - Reaction$ value seg time penalty. If you are already in the process of doing another action you will either have to stop what you're doing to be able to dodge or forfeit your dodge test.

You can only dodge an attack that you can see coming. A sniper that you fail to notice can make an attack on you that you cannot dodge. In a gunfight that has many attackers you can only dodge attackers that you notice. If you are shot at from the north, east and west you are not likely to be able to dodge them all. The notice DC would increase from each subsequent attack. Your passive notice being $5 + \text{your skill rank} + \text{your attribute}$ is static and could be surpassed by the rising DC.

Melee Area

A human with a melee weapon has an attack range of 2m. If using a battle mat each square represents 2m.

Movement

The average distance a standard human can cover while in melee is 1m/second. So a move action while in melee would be 2m taking $8+1d10$ segs. You can run 8m in $8+1d10$ segs but your AC is reduced by 5 and you must run in a straight line. You may move and perform another action at the same time but that action may be subject to penalties. The time it takes to run from one point to another can be reduced by the athletics proficiency. Stating intent: When starting a movement action you should state where you are heading towards so that your opponent may be able to intercept. You can try and confuse your opponents with a bluff check but you still need to state to the GM the general direction you intend to travel.

Using cover

Hiding behind cover gives a bonus to your targetability depending on the weapon you are using. Total cover means that you have a 50% miss chance should the cover be attacked and penetrated. Cover gives DR as if it were armour of the same material. Leaning from behind cover has a time penalty of $4+1d10$ as does moving back behind it.

Attacking

The attacker specifies their target and rolls a d10. He adds the weapons ToHit modifier and any specialty bonuses to the roll. He does not tell anyone the result, yet. If the defender is aware that he is being attacked, they must decide if they want to dodge or parry. The dodge/parry time penalty is added to the defenders time track. Now the attacker compares their result against the defenders *target-ability*. If they have hit, the defender will roll their d10 and add their dodge/parry modifiers. If the dodge/parry is higher than the attack roll the attack misses. On a successful hit the attacker rolls the dice type given for their weapon and subtracts the defenders armour DR. This final result is how serious a wound the defender has received.

THE TIME TRACKER SYSTEM

The exception is when a 1 or a 10 is rolled. On these numbers a severe consequence may occur. If a 1 is rolled then reroll the d10 and use the result to lookup an effect from the *Severe miss effects* table.

Severe miss effects (1)	
1-5	No effect
6	Your weapon fails to function
7	Your weapon gets stuck in scenery
8	You hit a random target within your weapons range *
9	Your weapon is destroyed
10	You hit yourself with your weapon

* Use scatter rules to resolve direction of attack.

If a 10 is rolled then reroll the d10 and use the result to lookup an effect from the *Severe hit effects* table.

Severe hit effects (10)	
1-5	No effect
6	Targets armour is dislodged if worn
7	Target shock check DC is doubled
8	Target automatically fails shock check
9	Targets armour is destroyed if worn
10	Target falls unconscious

Speech

This has a 1+d4 seg time penalty per syllable but you can generally vocalise and do something else at the same time. You can say what you like without limitation but you can be interrupted on another persons turn.

If speech is exchanged be it vocal or gestures, it not only takes time to carry out but also a moment for the recipient to process. A pause of 4+1d4 should be mandatory between hearing a command and being able to act upon it. Instantaneous reaction is a specialty.

Wounds

When you are wounded you need to minus the wounds received from your current total. Make a note of how many wounds you currently have. When you reach or fall below 0 wounds you are dead.

Wound location

When wounded roll a d6 to determine the location.

- 1 You have reduced use of your left arm.
- 2 You have reduced use of your right arm.
- 3 The damage to your torso causes you to take -2 on physical skill checks.
- 4 You have reduced use of your left leg.
- 5 You have reduced use of your right leg.
- 6 You have a head wound. Re-roll for shock and take the lowest result.

THE TIME TRACKER SYSTEM

Your maximum number of wounds is 6+ your stamina (STA). You can survive this amount of lethal wounds.

There are six body locations where you can be wounded; they are your four limbs, head and torso. Because some settings have none human characters these are named on the character sheet as generically as possible so that the same sheet can be used for most ilk. For instance - Appendage, (left, posterior) is the left leg on a human but if it were on a four legged animal it would be its hind left leg. You total wounds should be divided equally between these locations. When you are wounded in a specific location the wounds are reduced on that location and when 0 is reached that location is disabled. Should you be wounded in the left leg for instance then it will make movement difficult until the wounds heal.

You will fall unconscious if you sustain an amount of contusions equal to your maximum minus your current total. E.g. You have 9 maximum wounds and have been shot which has given you 6 bullet wounds. This means you have 3 left. If you were punched and received 3 contusions you would automatically fall unconscious without rolling for shock. This is described further in the chapter on combat.

Shock

If you are hit during combat you will need to make a shock roll. This is a resilience save where the DC is equal to 5 + damage received. Should you fail the roll you go into shock and receive a -2 penalty on all proficiencies and attack rolls for 10 + damage received d10 segs, e.g. if a 6 was rolled it would be 5 + 6d10. If someone tries to snap you out of it you can make another fortitude save at the same DC minus 2.

If you fail the fortitude save by 5 or more you are disabled and cannot act for 10 + damage received d10 segs. At the end of this period you need to make another roll every 1d0 segs to continue play.

Unless you are used to violence you will have to make a shock roll. The DC is for this is 5. Should you become shocked at your own violence you are unable to act for 10 + 1d10 segs. You only need to roll for another persons wounds if there is a change in circumstances. The first time they're wounded, the first time you see blood fountain from them and when they die. If they take lots of small amounts of damage you do not need to roll for shock every time they're hit. The 'Desensitised to violence' specialty negates the need for this roll entirely.

THE TIME TRACKER SYSTEM

Magic, Psionics, Superpowers, etc

This can be done by buying specialties to perform these fantastic actions. Each must have a Seg value.

Proficiencies for magic is per school of magic. E.g. abjuration, evocation.

Proficiencies for psionics is per ?. E.g. coercion, creation.

Spell - Magic bolt: Cost 1+rank of spell: You throw a bolt of raw magic at your target.

This is a ranged attack, it does $1d6+n$ points of disintegration wounds and takes $10+1d10$ segs to cast. Where 'n' is the level of the spell bought. Spending 6 BP on Magic bolt gives a wound value of $1d6+5$.

Telekinesis: Cost 1 per level: You can mentally 'pick up' and move an object without touching it. You can lift n kilos and move it at your physical movement rate. Where 'n' is the level of telekinesis you have bought. Spending 5 BP on this psionic power allows you to move 5 kilos.

Super-speed: Cost 5 per level: Buying the Super-speed power increases the Seg value of everyone else's actions by a multiple of n. Where n is the level of the power bought.

Spending 15 BP on this super power allows you to multiply everyone else's seg values by 3. Your own actions cost the normal amount. In essence you can do more actions as they take longer to act. If another player has the same power the higher value wins out and everyone else is multiplied by this value. The low value subtracts theirs from the highest and they have this value as their multiplier. E.g. Flashfoot has super-speed 1 and Lightning-fist has super-speed 3; everyone must multiply their seg values by 3 except Flashfoot who multiplies his seg values by 2.

Spells need to be learned. This is done either by tutelage, buying a copy of the spell i.e. scroll or by spending BP for inherent magical skill or research and the magic aptitude specialty.

Psionics can be taught and bought with BP but requires its own specialty to perform.

Superpowers can only be bought with BP initially but can be increased with both tutelage and BP.

Tutelage is performed by someone with a higher rating skill in the subject that you need tutoring. If they agree to teach you, you must give them something in return, whether it is your time or money. A guide for the MU cost is 100 MU multiplied by the new value in the chosen skill.

Casting a spell generally requires gestures, magic words or components to complete. If you need to wave a wand and say "Abracadabra!" then the time it takes to cast this spell is the same as it would be to say any other five syllable word, $5x(2+1d2)$. If however you need to make an unbroken circle of magical powders this would take $8x(2+1d4)$. Starting at the north point and working clockwise NE, E, SE etc makes 8 arcs to get a complete circle around a 2m battle-mat square. If a larger circle is required, multiply the original roll by the number of 2m squares needed to encompass the target of the spell. This of course does not include the time it takes to retrieve the pot of powder from wherever it is kept; this action should be performed before the circle drawing starts. A complex spell such as this has a much greater chance of being interrupted; the greater the power of the spell, the more complex the casting would be. As with AD&D, lower level spells should be practiced before learning higher level spells. Spells should be learned within a particular 'school'. Each school of spells is represented with a specialty. You may only learn spells that have a 'level' less or equal to your specialty level in that school.

THE TIME TRACKER SYSTEM

Example character types

Here are examples of iconic characters built without spending any BP.

Using one of these you could start play without all the bother of character creation:

The brute

With muscles to spare this guy is especially good at intimidating his opponent. If they still want to rumble then he can easily wrestle them into submission. Just don't put your face in front of his fist.

Specialities:

- Stout (+1 Unarmed, -1 Targetability)
- Martial Arts (Wrestling). Rank: 3
- Weapon training (Clubs). Rank: 2
- Signature move (Pin). Rank: 1

Reaction: 4

Targetability: 3

Incidental Notice: 3



Attributes	
Strength	4
Agility	-1
Adroitness	-2
Stamina	3
Intelligence	-1
Awareness	0
Mien	-1
Appearance	-1

Proficiency	Rank	Total
Acrobatics	-1	-2
Balance	-2	-3
Climb	1	2
Distance Run	-1	3
Jump	0	4
Sprinting	0	4
Swim	0	1
Athletics		0
Bluff	-1	-2
Concentration	-2	1
Craft	-1	-2
Diplomacy	-2	-3
Disable Device	0	-1
Disguise	-2	-3
Forgery	-2	-4
Gather Information	-2	-3
General knowledge	-2	-3
Handle Animal	0	-1
Intimidate	2	4
Listen	0	-1
Smell	0	-1
Spot	0	-1
Taste	0	-1
Touch	-1	-2
Notice		-2
Profession	2	2
Quicker than the Eye	-1	-3
Sense Motive	-2	-3
Hide	-2	-3
Move Silently	-2	-3
Stealth		-3
Survival	0	1
Dodge	-1	-2
Parry	0	1
Melee	2	3
Unarmed/Grapple	3	8
Firearms	-1	-2
Thrown	-1	0

THE TIME TRACKER SYSTEM

Example of play

Billy and Kevin see a guard. They roll their stealth against his notice roll and are not seen. Billy has an AGI of 0 and rolls 12. Kevin has an AGI of 2 and also rolls 12. Kevin goes first at 20 segs and Billy has his turn at 22.

Kevin moves forward slowly while staying hidden so that he has covered half the distance to the guard. The guard again fails to beat Kevin's stealth roll. Kevin rolls a d10 and gets 7. His movement therefore takes 30 segs (8 plus the roll of 7 then multiplied by 2 for moving stealthily). Kevin's next turn is therefore at 50.

Billy readies his baseball bat. He rolls a d10 and a d4 giving 2+3 respectively, making Billy's next go on 37).

Billy charges forward but the guard hears Billy with a high notice roll and is no longer surprised. The guard now rolls a reaction of 7 and has an AGI of 11 so the guard's first go is on 54 (37+10+7 - 0) while Billy rolls a d10 and gets a 6 so he goes next at 53 (37+10+6).

Seeing that the guard is alerted Kevin makes an interrupt. He stops his stealthy movement part way as it is no longer required. He will now complete his move at 40 instead of 50.

Kevin draws a knife (10+his d10 roll of 8) making his next go at 68).

Billy swings at the guard rolling a 15 to attack; 15+AGI+0-(STR to be added /2)

The guard cries out and cringes away (guard rolls 14 on dodge) as Kevin thwacks him and the guard takes 1d6 contusions +1d2 wounds. The guard rolls 18 on a fortitude save so avoids going into shock. Billy adds 10+1d10 to his time tracker resulting in 71 and as the guard dodged he takes a 10+1d6-0 AGI penalty to his time tracker making his next go at 67.

The guard draws his revolver adding 15 due to his d6 roll to his time tracker. His next go is at 82.

As you can see it is more complicated than d20 move and action but more agile players get more turns than stronger, slower players. Still if a strong player hits... it's likely to be game over for their opponent.

THE TIME TRACKER SYSTEM

Glossary

GM	The Game Master. You may find it difficult to play this game without them. AKA Storyteller or Narrator.
Reaction	This is the method of finding who goes first.
MU	Monetary Units. This could be gold coins, space credits or even leaves (Hitchhikers Guide). It depends on your setting.
Seg(s)	Time segments. 10 segs is roughly equal to 1 second.
Proficiency	If you need to interact with the world around you, you will probably use a skill.
Specialty	These are called Feats in d20.
Time tracker	Each player takes their turn depending on where they are on the time tracker. This is just a list of who goes next and is modified each time a player or the GM takes an action.

THE TIME TRACKER SYSTEM

Index

Adroitness		Mien	
ADR	4, 5, 6, 7	MIE	4, 5
Agility		Monetary Units	6, 9, 14, 17
AGI	4, 5, 10, 16	MU	<i>See</i> Monetary Units
Appearance		Parry	8, 10
APP	4, 5	Shock.....	13
Awareness		Stamina	
AWA	4, 5, 6, 7, 10	STA	4, 5, 13
Build Points.....	3	Strength	
Dodge.....	8, 9, 11	STR	4, 5, 9
Initiative	10, 16, 17	Targetability	10
Intelligence		Wounds	12
INT	4, 5, 6, 7		