

Time and Space Character Catalog

APPENDIX A: SKILLS

Skills allow or assist an action. *Swimming* allows a character to swim. *HTH* assists a character in grappling or unarmed combat. Additional levels increment benefits.

ATHLETIC

- **Acrobat:** +1DX dodge; -1 damage.
- **Riding**
- **Swimming**

COMBAT SKILLS

Each level gives +1DX and +1 damage.

- **HTH:** +1ST/DX Hand-to-Hand/Unarmed.
- **Ax:** +1 with Ax, Mace, or Club.
- **Knife:** +1 with Dagger.
- **Pistol:** +1 with a pistol/hand phaser.
- **Rifle:** +1 with rifle, blaster, or shotgun.

MILITARY SKILLS

- **Engineer:** Repair damaged star craft section. Suffer 1 fatigue/section repaired.
- **Gunner:** +1 to hit/damage with ship weapons.
- **Pilot:** +1 to maneuver star craft.
- **Weightlessness:** +1 to hit/damage while weightless.

SOCIAL SKILLS

- **Charisma 3/IQ:** Control neutral NPC.
- **Leadership:** +1 to all friends' attributes.
- **Language:** Terran, alien.

SURVIVAL SKILLS

- **Naturalist:** +1 healing herbs daily.
- **Navigation:** Move extra instruction/day.
- **Stalker/Stealth:** Free unopposed turn.
- **Survival:** Find one daily ration per level.
- **Tracker:** Identify, follow, erase tracks.

TRADE SKILLS

- **Alchemist:** 1XP/(level) healing potion.
- **Animal Handler 3/IQ:** Stop animal attack. Tame one beast to serve you.
- **Bard/Storyteller:** One karma per friend daily, to be used in current day only.
- **Craftsman:** Earn skilled labor rate.
- **Medic 3/IQ:** Heal one damage/level, for damage sustained in current combat only.
- **Merchant 3/IQ:** Purchase/sell goods at 10% discount/profit per merchant level.
- **Sailor:** Handle boats and ships.
- **Scholar:** Read 1 instruction ahead/day.
- **Thief 3/DX:** Pick lock/disarm trap. Steal item from store or NPC. On failing 3/DX, 2x guards ST10 DX10 IQ10 arrest thief.

APPENDIX B: WEAPONS/ARMOR

Weapons ratings are for damage/heft. Armor ratings are for protection/burden.

HAND WEAPONS

- **Dagger d6** (d6+2 grappling)
- **Club d6/8** (can be thrown)
- **Hatchet d6+1/9**
- **Cutlass d6+2/10**

FIRE ARMS

- **Hand Gun 2d6-1/8**
- **Sub MG 2d6-1/8** (2 hands): Hits 2 adjacent spaces, or 1 space twice.
- **Assault Rifle 2d6+1/9** (2 hands): Hits 2 adjacent space, or 1 space twice.
- **Shotgun 3d6/10** (two hands)
- **Hand Phaser 3d6** (stun or kill)
- **Blaster 3d6/9**

GRENADES

Grenades have a 3-hex diameter area of effect. If user misses, randomly move the blast center one space.

- **Frag Grenade 3d6/6**
- **Flash Bang:** You get one free unopposed turn. Then you move first.

ARMOR & SHIELDS

On rolling a critical failure, a space suit's power assist fails, and the suit is R=2.

- **Flak Vest 3/1:** 1/1 against bullets.
- **Space Suit 1/1**
- **Landing Suit 3/1:** 1/1 against bullets.
- **Powered Battle Armor 8/1**

APPENDIX C: PSIONIC SPELLS

Direct Spells

A mage throws a direct spell by winning IQ against the target.

Dynamic and Static Spells

Dynamic spells are a single action. Static spells remain for the duration of the battle. Static spells cannot be stacked.

Multi-Space Spells (marked by an *)

Mages can throw a multi-space spell on contiguous spaces. Each space costs F.

Psionic Crystals

Psionic crystals can absorb fatigue in lieu of the mage. They fully recharge overnight.

TELEKINESIS (DYNAMIC)

- **Magic Fist IQ8-F2:** 2d6 damage
- **Drop Weapon IQ8-F1**
- **Shatter Weapon IQ12-F3**
- **Fireball IQ12-F3:** 3d6 damage. Starts fire.
- **Lightning IQ14-F4:** 4d6 damage

TELEPATHY (STATIC)

- **Confusion IQ10-F4** (direct spell): Target is 4/DX or 4/IQ for all actions.
- **Fear IQ10-F3* (Dynamic):** Target Flees
- **Freeze IQ12-F4** (direct spell): Freezes target. Target breaks spell by winning IQ. Target unfrozen if attacked.
- **Sleep IQ11-F3* (direct spell)** Target falls asleep. Wakes if attacked/shaken.
- **Mind Control IQ13-F5** (direct spell) Control target. No suicide. Target recovers by winning IQ vs mage.
- **Reveal Magic IQ9-F2:** Detect local magic
- **See Future IQ14-F3:** Read one instruction ahead.

APPENDIX D: STAR CRAFT

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

Building Costs

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

Example

This engineering section is a two-point section (E2). It takes one damage, but is functional. If it takes one more point of damage, it, and all aboard, is destroyed.

Listing Sections

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

Examples

The *Kit-Kat*, a gunboat, is listed as: Cargo1, Engineering1, Operations1, Berthing1, d6/1. The first damage point eliminates the cargo section. The next damage point destroys the engineering section, then operations, and finally, berthing, in that order.

Cargo Section (C)

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

Engineering Section (E)

The engineering section provides propulsion. If destroyed, the craft loses propulsion and is DIW. Emergency power in other sections allow basic functionality and life support.

Berthing Section (B)

Berthing enables a craft to make extended space runs. Berthing includes a galley, waste recycling, berthing, virtual reality capabilities, and in a pinch, suspended animation. Without berthing, after combat, the craft must return to a base or mother ship.

Operations Section (O/ops)

All craft require an ops section. The ops section is free. Additional points do cost, though. If ops is destroyed, the ship is DIW, and cannot communicate.

Other Sections

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

Weapons

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

Example

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

Shields

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

Example 1

A craft is built with two shield points, which cost four build points. During combat, the craft suffers three damage points. The shields stop two damage, so the craft only suffers one

damage. The following turn, the craft takes an additional two damage points. However, the shields stop two damage, and the craft suffers no additional damage.

Example 2

The *Kit-Kat*, a gunboat, is C1E1O1B1, d6/1. The Kit-Kat does d6 damage and shields stop one when the vessel is hit.

Additional damage destroys the cargo section first, then engineering, operations, and berthing, in that order.

DOG FIGHTS

The player moves first against the game. Players alternate turns until one side wins.

Player's Turn

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

Craft's Turn

A craft can maneuver against a foe, AND fire on it, if in the proper position. Craft begin disengaged.

Engagement

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

Relative Positions

Positions are: pursuit, fleeing and turning.

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

MANEUVER

Resolving Maneuver

Regardless of whose turn it is, the winner of a pilot check has the following options:

- A "fleeing" craft can (1) disengage, (2) take the "turning" position against its pursuing foe.
- A "turning" craft can (1) disengage, or (2) take the "pursuit" position and fire on its foe.
- A "disengaged" craft pursuit a foe, or conduct a firing run.
- A "pursuing" craft remains in "pursuit".
- On a tie, positions remain unchanged. If disengaged foes tie, they are now turning.

Example 1

Ajax (DX11, pilot+1 = 12) and his foe (DX10) each pilot star craft E1O1B1, d6/1. Both are disengaged. Ajax maneuvers on his foe. He rolls 12; his foe rolls 10. Ajax wins, and pursues his foe. Place Ajax's craft behind his foe. Ajax now fires on his foe.

Exiting

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

Pursuit

Only one craft can pursue a fleeing foe. A craft pursuing a target and fleeing a tailing foe can (1) fire on his target or (2) maneuver against his tail. If he maneuvers against his tail, his target automatically disengages.

Unopposed Maneuver

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

FIRING

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

Pursuit

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

Example 1b

Ajax's foe tries to disengage from Ajax, but fails. It is now Ajax's turn. Ajax rolls 9, and hits his foe.

Firing Run

An attacker can fire on target from which he is disengaged. He hits and rolls for damage by

passing 4/DX +GUNNER. Afterwards, craft are disengaged from one other.

Facing Firing Run

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

Damage

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

Shields

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

Effective Damage

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

Dead In The Water (DIW)

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

Example 1c

Ajax hits his foe. Ajax rolls d6, for a 3. The foe's shields stop 1 damage, leaving 2 effective damage. The 2 damage destroys the engineering and ops sections. Berthing is still intact, but the ship is DIW.