



DIFFICULTIES (P. 70)

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

TRAVEL TEST (P. 64)

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

WHAT STITCHES DO (P. 65)

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

REFRESHING YOUR POOL POINTS (P. 67)

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

SIMPLE CHASE RULES (P. 73)

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

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

COMBAT RANGE (P. 78)

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

WEAPON DAMAGE (P. 82)

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

AUTOFIRE RULES (P. 84)

Using an **autofire** weapon and score a hit on a Mook, unnamed Opponent, or unnamed supporting character?

Inflict one more instance of damage on your target for every 3 additional Shooting points you spend. You can spread out damage across additional dramatically unimportant enemies within Close range of your first target.

STUN TESTS (P. 86)

Roll a die; try to meet or exceed the weapon's Stun rating (usually 5).

Before you roll the die, you can spend points from Health to add to the die roll.

If you fail, you're stunned and unconscious for 10-60 minutes.

If you succeed, you're briefly impaired; suffer a noncumulative 1-point increase to the Difficulty of any actions (including other Stun tests) you attempt until the end of your next turn.

INJURIES (P. 87)

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

TIMEWATCH