

TIMEMASTER Action Table

Defense Column

Attack Margin	1-15	Ability Checks 16-30	Skill Checks 31-45	46-60	61-75	76-90	91-105	106-120	121-135	136+
	1	2	3	4	5	6	7	8	9	10
0	LK	L	L	L	L	S	S	S	S	S
1-4	M	M	L	LK	L	LK	L	S	S	S
5-9	H	MK	M	L	L	L	L	L	LK	S
10-29	C	H	MK	M	M	M	LK	L	L	L
30-49	C	C	H	M	MK	M	M	MK	L	LK
50-69	CK	CK	C	H	H	H	M	M	M	M
70-89	CK	CK	CK	CK	H	H	H	H	M	M
90-94	CK	CK	CK	CK	CK	HK	H	H	H	H
95-99	CK	CK	CK	CK	CK	CK	HK	HK	H	H
100+	CK	CK	CK	CK	CK	CK	CK	HK	HK	H

ARMED COMBAT RESULTS

- Code Result (Defender loses points from current Stamina.)
- S Scratch:** Lose 1-2 points (see above), and mark one wound box.
- L Light Wound:** Lose 2-20 points (1d10×2), and mark two wound boxes.
- M Medium Wound:** Lose 4-40 points (2d10×2), and mark three wound boxes.
- H Heavy Wound:** Lose 6-60 points (3d10×2), and mark four wound boxes.
- C Crippling Wound:** Lose 6-60 points (3d10×2), and mark five wound boxes. (Or called shot, if specified otherwise.)
- K Knockdown:** Defender knocked down and back 5 feet; must make DEX check to hold onto any hand-held items; all uncompleted actions this round are cancelled.

COMBAT PROCEDURE

1. Declare attack
2. Determine base chance
3. Determine strike number
4. Defender declares Luck use (PCs, missile attacks only)
5. Attacker rolls specific check against strike number
6. Apply results

UNARMED COMBAT RESULTS

- Code Result (Defender loses points from current Stamina.)
- S Scant Damage:** Lose 1-2 points (roll 1d10; 1-5=1, 6-10=2).
- L Light Damage:** Lose 2-20 points (1d10×2).
- M Medium Damage:** Lose 4-40 points (2d10×2).
- H Harsh Damage:** Lose 6-60 points (3d10×2), and mark one wound box.
- C Crushing Damage:** Lose 6-60 points (3d10×2), and mark two wound boxes. (Or called shot, if specified otherwise.)
- K Knockdown:** Defender knocked down and back 5 feet; unfinished actions cancelled this round.

SEQUENCE OF PLAY FOR ONE ROUND

1. CM declaration
2. Player character declaration
3. Initiative determination
4. Side A uses paranormal talents
5. Side A fires or throws missiles
6. Side A moves
7. Side B defensive missile fire
8. Side A melees
9. Side B uses paranormal talents
10. Side B fires or throws missiles
11. Side B moves
12. Side A defensive missile fire
13. Side B melees
14. Stamina loss and recovery

Side
A's
Attack

Side
B's
Attack