ADJUSTING AN ANTAGONIST'S HIT THRESHOLD (P. 150)

Chronal Power	Hit Threshold Modifier
Blinking	+1
Cybernetic or alien chitinous exoskeleton	+1
Distortion, Temporal Distortion	+1 or +2
Invisibility	+1 to +5; see below
Old, unhealthy or slow	−1 to −2
Paranormal combat senses or awareness (personal sonar or radar unit; hearing amplifier; generic Alertness Modifier of +3 or higher)	+1
Personal Force Field (vs. Scuffling, Shooting, or both)	+1
Sheer arbitrary badassery, for boss encounters and particularly lethal threats	+1 or +2
Unnatural speed (such as through cybernetic implants)	+1

RANDOM CHRONAL AMBUSH TABLE

Is play bogging down while the Agents discuss clues? Sic a time ambush on them, sent by someone they haven't yet met who still wants them dead!

1. Cave Dwellers, carrying the Agents' hand-drawn picture (p. 159)
2. Trained Chronal Leeches (p. 159)
3. Assassins from any era, striking from stealth and determined to take back a trophy from each victim (p. 158)
4. Feral Postapocalyptic Raiders, so astonished by a landscape that isn't radioactive wasteland that they lose Surprise (p. 162)
5. Killer Robots, humanoid or non-humanoid, in whatever form or shape you prefer (p. 162)
6. Swarm of Cyber-Bees (p. 163)

RANDOM BONUS PARADOX EFFECTS

1. Time Rip! (gain free entry into a specific past or future time)
2. Parallel Reality Rip! (gain free entry into a specific parallel reality)
3. Unexpected Fauna (a rampaging time beast appears)
4. Time Echo (gain vision of the past or future, providing a clue in a future mission)
5. Slow-time (time slows down to a crawl; for 1d6 rounds, all combatants roll d6s twice and take the better result)
6. Fast-time (time speeds up to incomprehensible speeds; for 1d6 rounds, all combatants roll d6s twice and take the worse result)

BEAM WEAPON VARIANTS FOR ANTAGONISTS (P. 121)

Beam pistols have Near range, beam rifles have Long range. A standard beam weapon inflicts Damage +2. Antagonists can have more advanced weaponry by using their Tempus to make a Preparedness test (or because you say they do.) Use the following to spice up their weaponry.

Autofire	Cost: Difficulty +2	Affect more than one target per attack (p. 84)
Chronal Destabilizer	Cost: Difficulty +2	Normal Health damage, and target makes D4/L4 Paradox test
Concussive	Cost: Difficulty +2	Normal Health damage, and target makes D4 Athletics test or is thrown off her feet and backwards 3 meters
Disintegration	Cost: Difficulty +2	Normal Health damage, and disintegrates non-living and inanimate objects
Dual-Use Stunning	Cost: Difficulty +2	Also acts as a Stun 3 Neural Disruptor
Extended Range	Cost: Difficulty +1	Range is extended by one category
Paralysis	Cost: Difficulty +3	Normal Health damage, and target loses 2 points from their Athletics pool. (See p. 122)

ANTAGONIST SPECIAL ABILITIES (P. 152)

Help Yourself	5	An older, healthy version arrives to help in combat
Hivemind	0 or 2	Link brains to share information and lower a foe's Hit Threshold
Immaterial	0 or 2	Out of phase with reality
Impersonation	2	Perfectly impersonate another creature
Infection	0	Spread disease
Interdiction	0 or 2	Briefly restrict time travel
Invisibility	3	Increases Hit Threshold and Stealth Modifier
Lightning Speed	2	Move quickly
Mastermind	0	Genius planner and tactician
Mental Attack	Variable	Chronal Stability test to avoid mind control or possession
Mutation	2	Trigger a mutation-related effect
Oracle	1	Predict upcoming future events
Psychic	2	Trigger a psychic effect
Regenerate	0 or 2	Regenerate Health damage
Resist Stun	0	Stun test Difficulties are lowered by 2
Restabilize	Variable	Refreshes another creature's Tempus
Seize Initiative	2	Jump into combat initiative at any point
Shape-Shift	2	Reshape body into a nonhumanoid form
Spider Climb	0 or 1	Walk on walls and ceilings
Stealth	0	Raises the Difficulty of player character Unobtrusiveness tests to notice you hiding
Stony	0	Made of stone and resistant to many attacks
Strength	0 or more	Incredibly strong
Stun	0	Attacks can stun, usually at Stun 5
Summoning	3	Summon Mooks as backup
Technology	2	Use super-science to produce technology
Teleport	2	Move instantly from one location to another
Unfeeling	0	Never become Hurt, and make all Consciousness rolls and Stun tests
Universal Attack	1 or 2 per target	Instantly attack everyone you wish to within range
Venom	2	Attack also delivers poison