





## PARADOX TESTS (P. 94)

Roll a die; try to meet or exceed the Paradox test's Difficulty (usually 4).

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

If you fail, you lose a specified amount of Chronal Stability (usually 4).

Paradox tests are labeled by difficulty and potential loss; a Difficulty 4, Loss 4 test is noted as D4/L4.

TRIGGER	DIFFICULTY/LOSS	PARADOX PREVENTION SPEND REQUIRED?
<b>No Paradox:</b> <ul style="list-style-type: none"> <li>You successfully restore history back to its true path, ending the mission</li> </ul>	None (no test required)	No
<ul style="list-style-type: none"> <li>Any time travel ("the Travel test")</li> </ul>	D4/L2	No
<b>Lesser Paradox:</b> <ul style="list-style-type: none"> <li>You learn, experience, or cause something that violates a known fact</li> <li>You significantly change the future, perhaps by revealing future history to someone or by leaving a futuristic device behind in time</li> <li>You kill someone consequential, but not essential, to history</li> <li>You are hit by a chronal destabilizer (whether weapon or effect)</li> <li>Your future self leaves you a vague or mostly useless clue about a future event</li> </ul>	D4/L4	No
<b>Paradox:</b> <ul style="list-style-type: none"> <li>Your future self leaves you a specific message or important clue about a future event</li> <li>You overlap yourself in a scene and aid yourself, changing history, although your past self never becomes aware of the fact (such as secretly sniping a foe from a nearby rooftop or unlocking your own prison door) <ul style="list-style-type: none"> <li>Every additional overlap adds +2 to the Difficulty and +2 to the Loss</li> </ul> </li> </ul>	D4/L4 – P	Yes (if you choose not to spend a Paradox Prevention point, you can't aid yourself in this way)
<b>Greater Paradox:</b> <ul style="list-style-type: none"> <li>You overlap yourself in a scene and directly offer yourself aid (such as arriving to heal your own unconscious body, or your future self joining in an ongoing fight to double your firepower) <ul style="list-style-type: none"> <li>Every additional overlap adds +2 to the Difficulty and +2 to the Loss)</li> </ul> </li> </ul>	D4/L6 – P	Yes (if you choose not to spend a Paradox Prevention point, you can't aid yourself in this way)
<b>Severe Paradox:</b> <ul style="list-style-type: none"> <li>You close off a time loop and remove the reason you time traveled in the first place, with the unfortunate result that two paradoxical versions of you exist simultaneously (see p. XX)</li> <li>You kill someone essential to history</li> <li>You change events in a way that fundamentally changes a future you know to have occurred, perhaps branching correct history onto an alternate history timeline</li> <li>You are caught in the chronal field of a broken autochron</li> <li>Your direct ancestors within the past 3 generations are killed in a way that ensures you will never be born (Loss decreases by 1 for every generation prior to that; a change more than 250 years before your birth does not trigger a test)</li> </ul>	D6/L6 or higher	No

## EXPLOSIVES DAMAGE (P. 100)

Class	Examples	Annihilation Range	Damage Range	Debris Range
1	pen grenade, pipe bomb, black powder explosive, micro-grenade	—	Point-Blank (2d6 + 3 dmg)	Close (Difficulty 3 Athletics test or 1d6 + 1 dmg)
2	grenade, stick of TNT, concussive projector, weaponized mini-drone	—	Point-Blank (2d6 + 6 dmg)	Close (Difficulty 6 Athletics test or 1d6 + 2 dmg)
3	nitroglycerine, RPG rocket, brick of C4, land mine, mortar shell, suicide vest, cinematic gas tank, satellite death ray	Point-Blank (Dead)	Close (2d6 + 9 dmg)	Near (Difficulty 9 Athletics test or 1d6 + 3 dmg)
4	truck bomb, AP shell, gas main	Close (Dead)	Near (2d6 + 12 dmg)	Long (Difficulty 12 Athletics test or 1d6 + 4 dmg)
5	HE shell, hellfire missile, gravity bomb, exploding black powder magazine	Near (Dead)	Long (2d6 + 15 dmg)	240 m (Difficulty 15 Athletics test or 1d6 + 5 dmg)
6	suitcase nuke, exploding spaceship	Long (Dead. So, so dead)	3 km (2d6 + 18 dmg)	4 km (Difficulty 18 Athletics test or 1d6 + 6 dmg)