

-Game explanation for the Time Wizards barebones system-

This is the main rule of this game. Numero uno. Every session starts with everybody shouting "¡mientras tanto, los MAGOOOOS DEL TIEMPOOOO!" or "Meanwhile, the TIIIME WIZAAAAARDS!" or something else, depending on your preferred language.

EXAMPLE:

Everybody throws their hands in the air and shouts "¡mientras tanto, los MAGOOOOS DEL TIEMPOOOO!" while a sweet funky beat opens their session.

Characters in this example are:

- >Time master, or TM: Morgan, Playing everything apart from player characters.
- >Player 1: Kromgol, Playing Wednesday Afternoon 15-past-4 o'Clock Time Wizard
- >Player 2: Matt, Playing Saturday Morning 6 o'Clock Time wizard
- >Player 3: Noh, Playing Monday morning around 10 o'Clock Time wizard

WEEK DESCRIPTION:

Morgan the TM spends time with each individual player, basically describing the character's everyday, mundane bullshit for a week's time. The player has until the week is done to pick a stopping point, or they have to deal with whatever they were doing at midnight when the week ends, which will obviously end with a lot of sleepytime wizards.

When the player stops the TM, they get to take five phrases that turn into their powers, from the events leading to the stopping moment.

EXAMPLE:

Kromgol is well into the third day, thanks to everybody just enjoying Morgans voice. His character just came home from work. On the way, he flipped off a dumb driver, accidentally beheaded his neighbor's mailbox, fumbled his keys at the door, put away his coat and wallet, picked up and moved the cat (that was on his recliner), sat down with a bag of fast food, unwrapped his cheeseburger, and turned on the TV to his favorite station, which sadly was playing a rerun of a stupid show, so he changed the channels.

At this point, he gets to pull FIVE powers out of what recently happened. Its been too far from work to do anything from there. But he can pull powers such as "behead the neighbor's mailbox", "fumble the keys", "move the cat", "unwrap the cheeseburger", and "change the channel".

POWERS:

Kromgol, Matt and Noh all decide their individual powers. These powers will be what they use when they want to affect moments in time.

EXAMPLE:

These powers go as far as you can take them as-spoken. With "move the cat", you could very well move the letters C, A, or T in someone's name or levitate a tiger. With unwrap the cheeseburger, you could turn any cheeseburger into an eldritch grenade, causing them to "unwrap" their physical essence, exposing their cosmic innards.

TIME UNIT DECLARATION:

This is when the characters gain their Time Wizard Names.

NEW MOMENT IN TIME:

This phase starts whenever a time wizard wants to influence reality with their powers. Players dice pools refresh back to 5 pieces of both d4s and d12s.

EXAMPLE:

Session begins with Morgan describing how Wednesday Afternoon, Saturday Morning and Monday Morning walk into a bar. They eat and drink and discuss what they should do now. Everything is going fine until a mafia hitman squad attacks the bar. 9 guys with guns hold up the whole place while their leader grills the bartender.

Kromgol decides that Wednesday Afternoon uses his powers and tells TM so. Thus starts a new (time wizard) moment in time.

CHALLENGE DECLARATION:

Morgan decides how many dice everybody takes to the slap phase, based on the difficulty of affecting the current moment. One way to determine the difficulty is to consider how chaotic the whole situation is. The more chaotic, the easier it is to affect. Challenge ratings are 2, 4 and 6.

Example:

Morgan feels that this is rather chaotic. Chances of people dying is vastly greater than usual, which gets everybody a bit riled up and unpredictable. Somebody might have even bumped into a table and spilled some beer in this whole shebang. Challenge rating shall be 2.

OUTCOME DECLARATION:

Players declare what they will try to affect with their powers by writing it on a piece of paper and giving it to the Time Master. There is no communication inside moments of time between characters. Everything slows down while Time wizards start to affect the reality.

EXAMPLE:

Kromgol writes down his declaration while grinning profusely, which prompts both Matt and Noh to try something as well.

SLAP PHASE:

Everybody chooses dices from their dice pools based on the challenge rating. Starting from the left side of Morgan the TM, Kromgol will throw his chosen dice to the center of the table and shout "SLAP!". Next would be Matt and then Noh, Morgan being the last.

EXAMPLE:

Kromgol thinks that the stuff that Matt and Noh are thinking of doing might be good, so he chooses two d12s and throws them slightly towards Noh and Matt while simultaneously shouting "SLAP!" in hopes that they'll catch his drift.

SLAPPING:

In order to gain dice for players own roll pool, they need to claim thrown dice to themselves by slapping on them. the players need to keep their hands away from the table. All the slappers need to keep their hands beyond the boundaries of the table until the thrower says "SLAP!"

EXAMPLE:

When Matts turn comes he chooses two d4s because he's an asshole. He winks at every participant and drops the dice dead center of the table. Noh and Morgan both go for the dice while Kromgol does not trust Matt and decides to keep his hands away. Noh is faster and gets both dice, but her hand gets hammered by Morgans palm and the dice really dig deep.

NOT SLAPPING:

If dice were not slapped on, then half of it goes to TM and the other half goes to the original thrower. TM gets all the good dice and odd ones.

EXAMPLE:

No examples. These guys are masochistic, crazy or stupid. Maybe all.

ROLLING:

Every participant rolls all dice in their roll pool. players try to roll higher than the time master. Rolled dice are put away for the rest of the moment.

EXAMPLE:

Kromgol has gotten 3 d12s. 1 from Noh and 2 from TM. He rolls the highest number, a good 27. He gets to describe his effect first.

OUTCOME ACTIVATION:

participant with the highest roll describes his effect first, which then becomes unchangeable. After that the second-highest roll and the third highest roll describe their effects. After this comes either Time Dilation or time just moves forward, with Time Wizards breaking away from the Time Wizard moment.

Next is Matt.

ROLLING HIGHER THEN TM:

The player draws one of the "Yes..." cards. He will describe his effect following the guidelines.

EXAMPLE: Kromgol pulls out "Yes, and you achieve something more..." card and describes how Wednesday Afternoon 15-past-4 o'Clock uses his power "Move the cat" to move the "a" in "bar" away, and smash it back from the right, changing the place into "bra". "What happens to all the people?" Somebody asks. They all are now squished between the soft fabric of the bra and some warm flesh in some kind of a hammerspace. The cold guns are rather irritating against this new womans bosom.

Matt is the second to go. He has to abide by the unchanging reality that they are all now trapped in between bra and breasts. The power to use is "Make it tight" comes to effect the bra. This makes the woman who wears them "agitated" and she tries to adjust her garments, which results in all the mafia hitmen getting squished around and loosing their grip to any and all guns, once time starts moving forward.

ROLLING LOWER THEN TM:

The TM draws one of the "NOPE..." cards. He will describe the characters effect following the guidelines. Or breaking them. His the Time Master.

EXAMPLE:

Nohs character, formerly a pimp named Mortimer, now a TIME WIZARD named Monday Morning Around 10 is on a pirate ship. The watcher is shouting "Land ahoy!", to which Monday Morning wakes up with a hangover. He wants to use his power "Slap a ho" to shut this bitch up. Unfortunately, Noh rolls poorly on her dice and when it comes to her turn to describe the effects, Morgan pulls a "NOPE, and something else goes horribly wrong" card.

Monday Morning Around 10 slaps the "h" from "ahoy" so hard, that it flies over "a" and lands on its head, getting crooked in the process. This turns the Watchers perceived image from "Land ahoy!" as in "I see land!" to "Land yaoy" which sounds like "Land yaoi" as in Africa and Australia getting the gay on. This causes all kinds of tectonic problems. Land is not meant to love another land like a man loves a woman. (What the fuck am I writing...)

TIME DILATION:

Happens when the players choose to stay at the same moment in time. Moment goes back to new challenge declaration based on the chaos and one additional hop in difficulty thanks to diluted time. When players describe their effects, they have to gurgle soda while doing so, and effects must be interpreted from those sounds by the other participants.

EXAMPLE:

GRLGHRLAGALAAEGNKALLKGJAEÖDKGHRÖRGLREaGEalfghAEGGLRKELG
EAGLARFKANAFLGENAFLKGRLAEJLFNGLRAKFNGRALKGHGHLGRKAHGJ
RALKGH

TIME MOVES FORWARD:

All the effects take place and game continues back in real time. If the players want to affect something again, a new moment in time should happen when appropriate for/declared by the Time Master.

EXAMPLE:

"Normal" play. Monday Morning, Wednesday Afternoon and Saturday Morning all jump out from inbetween the bra and tits with their new friend, the bartender and find themselves on the deck of a pirate ship with a bunch of people looking extremely focused on fighting a battle. "Welcome to the set of Pirates of the Caribbean!" Morgan proclaims.

"CHANGE" CARDS:

Players and TM have 1 draw from the "change" cards pile per session. When a card is drawn, it must be used.

>When to draw change cards?

Cards have the most impact when drawn in dramatic moments when nobody is sure where the game is going. Hopefully they have the most impact. This hasn't been tested.

Additional tidbits:

This game runs on the participants ability to improvise in its current form. Some rules to go by:

1. Always say yes. Do not shoot down ideas, but modify them if need be.
2. Listen. Notice. Nobody likes the guy who walks over the tomato on the floor and doesn't even notice that he has done so.
3. Most obvious, most dramatic, complete opposite, two things changed etc. Think up different outcomes and go for the one that pleases your gut feeling.
4. Don't be afraid to speak. If nothing is spoken, nothing happens. And that's boring. Anything is better than boring.

There's a bunch of resources on the net about improvisation and skills that go with it.

For inspiration, look up "Who's line is it anyway" and "Thank god you're here".

Any questions, critique, ideas and so on sup/tg/ #timewizards (I go by the name Art_Wizard) or this thread while it lasts. If somebody thinks they can make this better, please do so.