

TIME WIZARDS

REVISED FIRST EDITION



KEY RULE

Every session starts with everybody shouting “¡mientras tanto, los MAGOS DEL TIEMPO!” This is a critical step and cannot be forgotten.

“Meanwhile, the Time Wizards!” can be substituted for parties that are incapable of even pretending to speak Spanish.

Example: *Everybody throws their hands in the air and shouts “¡mientras tanto, los MAGOS DEL TIEMPO!” while a sweet funky beat opens their session.*

Note: *For best results, involve alcohol as frequently as possible when playing Time Wizards. It will help serve as a buffer layer between players and the ensuing insanity. It can also help maintain a friendly atmosphere.*

DOCTRINES

Time Wizards uses player-imposed rules called **Doctrines**, or honor codes. Before the game is played or characters are created, each player submits a Doctrine in clockwise order until everyone agrees to finish. Doctrines can be social (“no Monty Python references this game!” or “No looking at your cell phone while at the table!”) or game-related (“You can’t make a half-pony half-orc half-elf catboy because that’s just wrong!”). Each proposed Doctrine can be challenged, and is then put before a vote. All Doctrines are subject to approval by the Time Master (TM) as are all punishments for violating one.

Doctrines can be easily forgotten in the mess of rules that follows, but they are important for the sole reason that they help set the tone of the game and draw boundaries on what is and what is not “acceptable chaos.” A game can be played without Doctrines, but their addition can be fun and helpful and as such they are strongly suggested.

Example: *The doctrine of “Morgan is Designated Driver” is rejected by Morgan, the TM. He goes next and proposes the doctrine of “all players must continuously partake of alcoholic beverages for the remainder of the evening.” The players seem to find this attractive and allow it to be ratified. Morgan decrees that any player with an empty drink must stand on his head and count backwards from four hundred by threes.*

You may not realize the importance of Doctrines until you finish reading this rulebook, but they’re extremely important for maintaining a state of player camaraderie in the face of ever-increasingly annoying “jokes.”



CHARACTER CREATION

Each player comes into the game with a generic human character living a boring, mundane life. This character will be used as a template for the resulting Time Wizard.

To create a Time Wizard, the players must first confer with their Time Master. The Time Master spends a bit of time with each player, describing that player’s basic, mundane, boring life for a week’s time. **During this time, the player can take five phrases the TM says and turn these phrases into their Time Wizard powers.** The player has until the “week” is done to pick a stopping point (called the “Time Unit Declaration,” i.e. the point when the basic mundane character awakens to his latent Time Wizard abilities). Players who do not pick a point will have to deal with what they were doing at midnight when the week ends, which will obviously result in a lot

of Sleeping at Midnight on Sunday Morning Wizards!

The player's new **Time Wizard Name** is a representation of that player's Time Unit Declaration, subject to the player and TM's mutual agreement.

Example: *Morgan is acting TM for a group of players consisting of Matt, Noh, and Kromgol. Morgan spends with each player, describing that player's boring life. Matt's Time Unit Declaration gave him the Time Wizard name "Saturday Morning just before 6 o'Clock," and Noh's gave her "Monday Evening around 10 o'Clock."*

Kromgol is well into the third day, thanks to everyone just enjoying Morgan's 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 the recliner), sat down with a bag of fast food, unwrapped his cheeseburger, and changed the channel on his television. He claims this as his Time Unit Declaration and accepts the Time Wizard name "Wednesday Afternoon, Quarter-Past-4 o'Clock."

It's been too far from work to pick anything from there. Kromgol can pick from powers such as "behead the neighbor's mailbox," "fumble the keys," "move the cat," "unwrap the cheeseburger," and "change the channel."

Note: Time Wizard powers go as far as you want to take them. That is to say, with a power called "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.

BEGINNING THE GAME

The game now proceeds as normal. The TM provides the players with general information as to the setting (which can be literally anything), sets up a scenario, or whatever else needs to be done. The possibilities are endless – Time Wizards does not require a particular setting.

Example: *Morgan's session begins with him describing how Wednesday Afternoon, Saturday Morning, and Monday Evening walk into a bar. They eat, drink, and discuss what they should do now. Everything is going fine until a mafia hitman squad attacks the bar. Nine guys with guns hold up the whole place as their leader grills the bartender. Meanwhile, the Time Wizards are just trying to have lunch. These goons are about to have a bad day.*

TIME MOMENTS

Whenever a Time Wizard chooses to influence reality with his or her powers, that player declares a new unit in time by slapping the table and saying, "I WANT TO DECLARE A TIME MOMENT."

Players begin a Time Moment by refreshing their dice pools back to the full allotment: **5d4** and **5d12**. At this point, the TM decides how many dice each player takes to the Slap Phase based on the difficulty of affecting the current Moment (called the "**Chaos Rating**."). The more chaotic it is, the easier it is to affect. Default Chaos Ratings are 2, 4, and 6. The TM may add additional Chaos Ratings so long as they exceed 2.

How chaotic is it?	Chaos Rating
Chaotic	2
Average	4
Orderly	6
<i>TM's Choice</i>	>2

Every player now decides what they will try to affect about the situation. These players write down their desired effect on a piece of paper and hand it to the Time Master. This effect will be made public in an order determined later in the flow of play. For now, it must remain private.

There is absolutely no communication between players during moments of time.

Time has stopped and communication is impossible, even for powerful Time Wizards.

Play then proceeds into the **Slap Phase** (see *Slap Phase* below).

***Example:** Kromgol notices the situation at the bar has gotten a bit out of hand, and decides to declare a moment in time. Morgan feels the situation is rather chaotic; everyone is unpredictable, beer has been spilled. The challenge rating shall be 2.*

Kromgol writes his desired effect on the situation, but he fails to hide his cheeky grin. This prompts both Matt and Noh (independently of one another) to try to do something as well. They both write down their desired effects and hand them to Morgan.

THE SLAP PHASE

The Slap Phase is the most important phase of the game. It is multi-layered, complex, and nuanced. A flowchart is available on the wiki page to help elucidate the finer points. The basic rule to consider: **toss d4's to deter effects and d12's to encourage them.** Slapping a d4 (and maybe getting slapped down onto it) hurts! The main deterrent of actions is the imminent threat of pain. Again, liberal application of alcohol is a very good and reasonable idea.



The slap phase proceeds as follows:

1. Each player chooses a number of dice from his or her dice pool equal to the chaos rating. The chosen dice are now considered to be the "Slap Pool" and are no longer a part of that player's "Dice Pool."

2. Starting from the left side of the TM, each player (one at a time, in clockwise order) throws his chosen Slap Pool towards a defined, somewhat central region on the table and shouts "**SLAP!**" All slappers must keep their hands beyond the boundaries of the table until "**SLAP!**" is declared.

3. The other players (including the TM) slap at the dice that were thrown. Dice that were fully covered by a slapper's hand go to that player's Roll Pool. Of the dice that were not slapped, half goes to the original player's Roll Pool, and the other half goes to the TM (players win ties).

4. Repeat from Step 2 until everyone including the TM has thrown his or her Slap Pool.

***Example:** Starting from the left side of Morgan, we see the order to be Kromgol, Matt, and then Noh. Morgan rolls last.*

Kromgol thinks the stuff that Matt and Noh are thinking of doing might be good, so he chooses 2d12 and throws them slightly towards Noh and Matt while simultaneously shouting "SLAP!" in the hopes that they'll catch his drift.

When Matt's turn comes he chooses 2d4 because he's an asshole. He winks at everyone and drops the dice dead center on the middle of the table. Noh and Morgan both go for them while Kromgol wisely does not trust Matt and decides to keep his hands away. Noh is faster and gets both dice, but her hand gets hammered by Morgan's palm and the dice dig really deep.

It is important to note that there are really three distinct pools that are used by each player during the Slap Phase. There is the **Dice Pool**, which initially represents all the dice that player has brought into the slap phase (i.e. **5d12** and **5d4**, if not Time Travelling (see *Time Travel*)). There is the **Slap Pool**, which contains the dice the player selects from the dice remaining in his or her Dice Pool that he or she wishes to throw on the table. Finally, there is the **Roll Pool**, which consists of all dice that player has picked up during the Slap Phase, which will eventually be rolled to determine that player's order in the chain of events called an **Outcome**.

OUTCOMES

Once the tumultuous (and hilarious) Slap Phase has completed, every participant rolls all dice in their resulting Roll Pool and attempts to beat the TM's roll. *Dice that are rolled are put aside for the rest of the Moment.*

The players want to beat the TM because this phase uses two specialty decks of cards made by the TM - the "YES" deck and the "NOPE" deck. **If a player rolled higher than the TM, then that player draws a card from the YES deck and their action more or less succeeds; if he or she tied with or did not roll higher than the TM, the TM draws a "NOPE" card.** These cards modify the player's desired outcome; for example, a "Yes, and you achieve something more..." card allows the player to do a little more than he or she had originally declared. The effects of a "YES" card are chosen by the player; those of "NOPE" cards are chosen by the TM.

The player with the highest roll gets to describe his effect first, which then becomes immutable. Once he has done so, the second highest does the same, then the third highest, and so on until all players that participated in the Moment have declared their effect. Effects "resolve" immediately upon declaration.

Example of the "YES" DECK: *Following the slap phase, Kromgol is left with 3d12, 1 from Noh and 2 from Morgan. He rolls the highest number amongst all players, a good 27. He gets to describe his effect first. Because Morgan is using the "YES" and "NOPE" decks, Kromgol pulls from the "YES" deck. He receives "Yes, and you achieve something more..." and describes how Wednesday Afternoon uses his power 'Move the cat' to move the 'a' in 'bar' away, and smash it back from the right, changing the place into a 'bra.' "What happens to all the people?" someone wisely asks. All of the players and the mafia hit squad are now squished between the soft fabric of the bra and some warm flesh, trapped in some sort of hammerspace. The cold guns are rather irritating against this new woman's bosom.*

Matt rolled second highest, and goes next. He has to abide by the unchanging reality that they are all now trapped between bra and breasts. He uses his power 'Make it tight' to tighten the bra, agitating the woman, who tries to adjust her undergarments. This results in the mafia hit men getting squished around, losing any grip to any and all guns once time starts moving forward again.

Example of the "NOPE" deck: *Noh's character, formerly a pimp named Mortimer and now a Time Wizard named Monday Evening Around 10, is on a pirate ship. The watcher shouts "Land ahoy!" and wakes a hung-over Monday Evening. He wants to use his power 'Slap a ho' to shut this bitch up. Unfortunately, Noh rolls very poorly. Morgan pulls a "NOPE, and something goes horribly wrong" card.*

In his hung-over state, Monday Evening 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 watcher's perceived image from "Land ahoy!" as in "I see land!" to "Land yaoy." This sounds like "Land yaoi!" as in

Africa and Australia getting their gay on. This causes all sorts of tectonic problems, because land is not meant to love land like a man loves a woman (or a man, in this case).

MOVING FORWARD

Once all of the outcomes of a Time Moment have been declared and resolved, the players can proceed with one of two options. The Time Wizards can now choose to step out of the Moment and allow time to resume at normal cadence. They also have the option to enter a state known as "Time Dilation."

If the players choose for time to move forwards, all of the effects take place and the game continues in real time. If the players want to affect some sort of situation again, a new moment in time should happen when appropriate or when one is declared by the time master.

Example: *Monday Evening, Wednesday Afternoon, and Saturday morning all jump out from in between the bra and bosom 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.

TIME DILATION

Time Dilation occurs when one or more player elects to stay at the same moment in time. The moment goes back to a new challenge based on the chaos, with a difficulty modifier that is slightly higher (+2) than it was before. The game proceeds as normal, with players deciding what powers they want to use, performing the slap phase, and resolving the outcomes.

However, because the Moment has taken much longer to resolve than it normally would,

the Time Wizards have some difficulty in affecting the world around them. **When players describe their effects to the other players, they must gargle soda while doing so.** Any effects on the state of play will be interpreted by the rest of the players, based upon the noises they can hear.

Example:

*GRLGHRLAGALAAEGNKALLKGJAEÖDKGLRAKF
NGRALKGHGHLGRKAHGJRALKGHAGALAAEG
NKALLKGJAEÖDKGLRAKFNGRALKGHGHLGRK
AGALAAEGNKALLKGJAEÖDKGLRAKFNGRALKG
HGHLGRK*

"CHANGE" CARDS

Both the players and the TM have a single draw, per person per game, from the deck of "CHANGE" cards. "CHANGE" cards have any number of random effects, and can be used at any point during the game. Think Forrest Gump: *"You never know what you're going to get!"*

When a "CHANGE" card is drawn, it is immediately used and its effects take place. If it would cause a paradox, draw another (see *Paradoxes* below).

When should I use a "CHANGE" card? If something extremely nonsensical has occurred and screwed up the reasonable game state, then perhaps the only way to rationalize it is to make even crazier things happen. Cards have the most impact when drawn in dramatic moments when nobody is sure where the game is or could be going.

PARADOXES

A Paradox can result in any number of ways. The most likely is when two effects must happen, but one makes the other impossible. In case of a paradox, the TM draws a "CHANGE" card at no cost. If this card can apply to help resolve the paradox before it occurs, then it immediately does so.

If the card cannot help the situation, then neither of the effects happens, all dice pools refresh to their maximums, and the moment passes immediately. The greater universe is so opposed to the effects that you will cause that it has removed them from space and time.



TIME TRAVEL

The Time Wizards can also engage in Time Travel, but it is extremely detrimental to their well-being. In order to use this ability, the Wizards must declare a new Moment in Time during which they will use their time traveling abilities. Any players wishing to sabotage this may do so just like in any other Moment.

Because of the strain placed on the Wizards' bodies by the time displacement, **all** Slap Phases that occur during Time Travel are performed with exclusively d4's (and not both d4's and d12's). The maximum pool of d4's for Time Travel periods is **10d4**.

To leave time travel and return to the present, a new moment must be declared. This is another opportunity to make mischief. Note: the rule of "only d4's" still applies in this circumstance!

POWER BOOST

Power Boosts occur whenever a Time Wizard uses a power at exactly the day of the week and time when that Wizard awakened to his or her powers. Because of the ripple effects of this momentous occasion, the Time Wizard experiences the ability to more easily affect outcomes. The Wizard has two in-game actions available at the beginning of the Time Moment.

1. After the Time Moment is declared, the Wizard is allowed to declare one outcome publicly before anything else. This outcome, subject to the TM's approval, takes place immediately and is unchangeable. That wizard may still declare a regular action as normal and proceed with the slap phase.

2. The Time Wizard may draw two change cards and resolve one or both immediately, before any other actions take place.

Power Boosting is a useful skill that won't come up very often, but can be game-changing. To avoid abuse, Time Traveling wizards cannot undergo the effects of their Power Boost (this can lead to any number of paradoxes which will destroy reasonable game state).

VIRTUAL TABLETOP RULES

Undoubtedly, Time Wizards is meant to be played in person. However, there are many people that cannot (for whatever reason) form a cohesive group in person, or have an established gaming group on virtual tabletops such as Roll20. The Slap Phase in particular is the only sticking point in terms of "virtualization." As such, there is a separate set of rules that attempt to accommodate online tabletops.

While the rules modifications that follow can't invoke the threat of physical pain that the meatspace rules can, they do a good job of simulating Time Wizards for such groups.

The slap phase now proceeds as follows:

1. The players send the TM a message stating their desired changes.
2. Each player rolls **1d5** to determine how many dice they have "slapped."
3. Each player rolls **Xd6**, where **X** is the result from step 2.

4. The effects resolve in descending order, as normal. YES and NOPE effects are still "drawn."

As with the rest of the game, this section is a work in progress. Report results or desired changes to the Wiki (see the link later on, in the "Credit Where Due" section).

HELPFUL HINTS

In its current form, Time Wizards runs on the participants' abilities to improvise.

Some helpful hints to go by:

1) Always say "yes" or "yes, but..." Don't 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 the most.

4) Don't be afraid to speak. If nothing is spoken, nothing happens, and that's boring!

For inspiration to help with improvisational skills, look up "Whose Line Is It Anyway?" and "Thank God You're Here."

If you choose to continue, please note: Time Wizards is an evolving beast. There is much to test, and feedback is important. Nothing will make sense the first time you play it.

Time Wizards is best suited to looser playgroups that can roll with things and have fun without needing to defer to rulebooks for every niche case. It's meant to be nonsensical, and it should follow that any "plot" the TM may have in mind is soon to be ruined by the machinations of the players.

CREDIT WHERE DUE

Let's be clear on this: Time Wizards is a community effort. Without the storytelling of **DM Kroft !ScSfaqO.RY**, the game may never have seen the light of day. Had Art_Wizard not compiled the original draft of the rules, most of which exist unchanged in this document, the likelihood of this ever reaching you decreases tenfold. My part in this is very small. It is up to the people who want to play it at this point – I'll keep modifying this as playtest info comes in, but it is not my goal to safeguard any sort of legacy. The game is ridiculous enough as to ensure its own, at this point. Please post any remarkable games, situations, whatever on the [1d4chan wiki page](#) or on /tg/ proper.

tl;dr: /tg/ gets shit done, guys. Good job.

Change card is drawn

Rewind: Time goes backwards a few seconds and everything that has happened so far, will go completely opposite now.

Arrow of Amor: The power of love affects this moment in one way or the other. Describe in detail.

Statist: Describe some NPC in the scene. They can be a friend or an enemy.

Fastforward: Time moves forward 3 hours. Describe where the party is and what they are doing. You are not allowed to tell what happened in between.

A peak to the past: Play again a moment in the past that had a significant impact to this moment.

Your past catches you: A character has done something before in his life or in this campaign. The effects of his actions start to show up now. Describe what did you do and what is the consequences

NEMESIS: This card awakens your nemesis. He/she/it somehow affects what is happening now. You say you don't have a nemesis? Too bad, you do now.

The dark secret comes forth: Some character you met before has a dark and grim secret. This secret comes out now in a way that somehow affects this moment.

Meanwhile, in some other place!

CUT! A new scene unveils. You're now playing normal characters who just happened to be around when your characters fucked around with reality.

Multiple realities: The time dilutes to the extreme and you feel multiple realities at the same time. Your fellow players, apart from TM, each describe one of the realities. You decide which one the game continues on.

Adviser: Your character can ask advice from anyone. Doesn't matter if he is alive or dead, there or somewhere else. Some other player plays the adviser you choose. If you decide to follow the advice, you succeed automatically in whatever you were doing.

An interview: Stand up. Your character will now describe what went down, what feelings it all awakened in him and how it all looked like from his point of your. Rest of the players will ask questions like in any press release. After you're done, sit down and continue playing from a moment after the press release.

A thing starts to speak: An object starts to speak. What's its problem?

Shadow: Time stops and your character gets a phonecall from his shadow. Your shadow has all your powers, and ability to go anywhere your physical self cant. Do you ask help from him? The player sitting next to you plays your shadow during the phonecall.

Lots of noise about nothing: whisper a rumour about current situation, a character in this situation, or about your character to the player on your left. The rumour is twisted on every whisper and once it gets back to you, whatever is said, becomes true.

Don't stare into the darkness: Your character will now do something that he really, really, really shouldn't. Ooooh he's gonna regret this, isn't he? Make sure that it fits with his persona.

Wind changes: Temperature, smells, sounds or colours change. Every player describes one thing that changes.

Good news and bad news: Your character receives some good and some bad news. You decide what the bad news is. TM decides what the good news is. They should be around equal in severity.

What do I have in my pocket?: your character has something in his pocket that is of extreme use in current situation. What is it?

Carnivale! Everybody changes roles! Including TM! All roles/characters go one step to the right.

Bizarro world: You'll play rest of the scene in bizarro world, where everything is complete opposite.

Mood change: Everybodys mood in the scene changes to the complete opposite.

Monologue: During this scene, you can point to anyone or anything and it has to stand up and give an audible monologue about what he/she/it thinks at the moment.

Inner voices: Two advisors poof into existence. Time stops and these two will try to argue how the advised should act from this point forward. Decide who gets advised, and who play the two advisors.

Sexchange: During the next 5 minutes, your character slowly changes sex. The sexchange will last for the rest of the evening and after that you can decide whether or not you keep this.

I come from the future! Go back in time in the week when you became a Time wizard. You gain all your knowledge and a new set of powers. after this you get send back to the future where your powers were different. Did something change, and if it did, how hard of a paradox did you create?