

The Hero Instant – Quick Reference Sheet

What Can I Do?

- **Thought Action (3 Time Units)** Actions you can take just by thinking about it, like turning on a power. It's the fastest kind of action there is.
- **Prep Action (4 TU)** Actions you can take to better prepare yourself for another action. Aim a gun, create a make-shift weapon, or move to higher ground.
- **Twitch Action (4 TU)** Short bursts of action that don't require any precision, like shouting a quick warning, jumping out of the way (a **Super-Defense**, below), or shooing a fly.
- **Perception Action (5 TU)** Actions you take to gain information; like remembering a detail, seeing a hidden enemy, listening at a door, or reading someone's mind. Also used to give detailed information to another player.
- **Move Action (5 TU)** You may move a number of spaces (1 space is roughly 5 or 6 feet) up to your Movement score. You might have powers that allow to fly, teleport, or tunnel.
- **Targeted Action (7 TU)** are actions that you have to aim to have any chance of success, like picking up an object, throwing a punch, or shooting a gun.
- A **Full-Round Action (10 TU)** is really a **Move action + a Targeted action**. In most games, this is a 'turn'. If you know what you want to do, you can describe a Full-Round action. Your targeted action can occur at any point along your Move path.
- **Recovery Action (10 TU)** allow you to get rid of any Stun tokens you have. At the end of a Recovery action, you can either get rid of a single **Stun Token**, or roll 3 dice; if you roll at least 15, you get rid of 1 Stun. Additional successes, if you roll 25 for example, allow you to lose +1 Stun.
- **Extended Action (11+ TU)** Actions that take a longer amount of time than even a full-round action. Mostly, these will not be done in Tactical Time, but if they are, the GM should help you break them down into shorter steps that can be taken as a series of **Full-Round** actions

Time Chart (in Time Units)

0 TU	Sound / light travels, Drop held item
3	Thought Action
4	Prep Action, Twitch Action
5	Perception Action, Move Action
7	Targeted Action
10	Full Action (= Move + Targeted Attack), Recovery Action
11+	Extended Actions (Actual time TBD by GM.)
+2	Ranged attacks take extra time to reach the target.
+1/Stun	Your Stun tokens cause you to react more slowly.

How Can I Increase My Chances?

- **Activating a Hero Trait.** If you have a check-mark next to one of your Hero Traits, you can 'spend' that Trait one of two ways:
 - **Before the Roll**, you may add +1 dice to your roll, OR
 - **After the Roll**, you may reroll any 1 die (it's a good idea to re-roll 1's and 2's).
Once you have spent a Hero Trait, erase the checkmark. You acquire a new checkmark anytime you take an action that plays to that Hero Trait.
- **Activating a Drama Trait.** After a roll, you can activate your Drama Trait to reroll any 1 die AND roll +1 die to add to the result. The GM will keep track of who used which Drama Traits and what it was used for. These can be used against you later!
- **Creating Advantages.** Come up with interesting actions or ways of using your powers. When you do, the GM will determine what Ability to roll on and the difficulty. An Advantage gains you (or an ally) +2 Dice for one subsequent action, or +1 Dice for up to three actions.
- **Using your Progression Token.** At the start of each game session, every player is given a Progression token. You can spend this token to try a power that you don't yet have. The more often you use a token for a specific power, the more likely you are to gain that power permanently.

What if I Roll Really Well?

- **Additional Successes.** If your dice roll total is 10 more than the difficulty, you gain an additional success. If it is 20 more, you gain +2 successes, etc. These can be used to make your actions stronger, increasing their effect, like doing more stun or pushing someone further.

Combat Information

- **Intent.** Before making any attack roll, you must state your intent for the attack. The standard intents are **Stun** and **Push**, but there might be other intents possible, especially if you are trying something tricky.
 - **Stun** Tokens are the most common form of damage a character can take. Each Stun token slows your character down, by adding **+1 Time Unit** to every action started. Heroes can have as much Stun as they like (although they become VERY slow.) NPC's can be 'knocked out' when the GM decides they have enough Stun.
 - Use tokens for Stun, like poker chips, so it is easy to see how much stun everyone has.
 - **Push** is the other standard intent for most attacks. With a successful attack, you can move your target 1 space.
 - **Structure** is what objects have instead of **Stun**. Objects have a Toughness score and a Structure rating. If an attack roll equals or exceeds the object's Toughness, it will do 1 Structure damage. When an object has taken damage equal to its Structure rating, it is broken.
- **Hand-to-Hand Combat.** There are two types of up-close fighting: **Martial Arts** and **Melee**. All Hand-to-Hand must target someone or something you can **Reach**. Roll dice equal to either your Strength OR your Aim ability scores against a difficulty set by your opponent's **Standard Defense**.
 - **Martial Arts.** Any attacks you make with your bare hands, feet, head, wings or other body-part.
 - **Melee.** Attacks made with a weapon you hold. You might have a hammer, or billy-club, or an improvised weapon made from the leg of a table.
- **Reach:** Normally, you affect targets in your space or an adjacent space. Powers can extend reach.
- **Ranged Combat.** An attack made at a distance; a thrown object, a projectile (bullet or arrow), or an energy blast. To make a Ranged attack, you must be able to see your target. Roll your Aim Ability to attack. Ranged attacks **require +2 Time Units**, giving the target more time to react.
- **Long Range** targets are further away from you (in spaces) than the number of dice rolled in the attack. Targets at long range gain a +2 dice (+10 difficulty) Advantage to their defense.
- **Standard Defenses** are Dodge or Toughness against **Stun**, and Dodge or Strength against **Push**. The defender usually decide which Ability score to use. Using Standard Defenses requires **no time**.
- **Super-defenses** are **Super-Dodge** and **Super-Block**. If you have time for a **Twitch Action**, you can perform one of these before an attack:
 - **Super-Dodge** allows you to add half of your Movement score to your Dodge, BUT you must move that distance away from where you are.
 - **Super-Block** allows you to add your Strength and Toughness together.
- **Energy/Damage Types.** Every attack and every defense is of one or more 'types'. Bullets and swords and fists are 'Force'; an energy blast can be 'Cosmic' or 'Fire' or even 'Cosmic Fire'. Your Toughness protects you from 'Force', 'Cosmic', 'Fire/Heat' and 'Ice/Cold'. Self-Control is your protection against 'Mental' energy. Otherwise you only have 2 dice against the other types.
- **Wounds** are more permanent damage that cannot be gotten rid of with a normal **Recovery**. Wounds can affect a character like a **Stun** token, and simply make him or her slow, but a wound can also represent a more specific permanent effect, like an Ability is reduced, or you're struck blind or sickened.
- **Facing:** This game does not generally care about which direction any character is facing, although you could define an **Advantage** for yourself that made it important. For example, "I want to create an Advantage by sneaking up behind the guard!"