

TIM TRAVELLER

A24 HOUR RPG

TIM TRAVELLER

AT THE HEIGHT OF THE COLD WAR A BRAVE GROUP OF ADVENTURERS BATTLE AGAINST TIME TO SAVE A TV FRANCHISE. WHEN THE ONLY TIME TO BE, IS PRIME TIME.

THIS IS AN ATTEMPT TO WRITE A 'COMPLETE' RPG IN 24 HOURS IN ACCORDANCE WITH THE GUIDELINES OF 24HOURRPG. IT WAS WRITTEN BETWEEN 9:00PM ON THE 21ST JULY '04 AND THE SAME TIME THE NEXT DAY. DETAILS ON THE PROJECT CAN BE FOUND HERE;
[HTTP://WWW.24HOURRPG.COM/](http://www.24hourrpg.com/)

THE INSPIRATION FOR THE GAME LIES MAINLY WITH STAR TREK, BLAKES7, THE TOMORROW PEOPLE, DR. WHO AND THE TIME TUNNEL.

CLIVE OLDFIELD

INTRODUCTION

Tim Traveller was a short-lived ABC TV series from 1968. During its brief run on prime time television it became popular with certain non-mainstream sections of the public, and could be said to have gained a cult following. Only 7 episodes were ever shown, however and the series today lies largely (if not totally) forgotten. The tapes of the show were destroyed in a freak fire in 1973 and so, sadly, no record at all of its existence remains.

Despite that, here is official RPG of the series.

TIM TRAVELLER

Tim Traveller was the brain child of Gerry Rodenbean, director, scriptwriter and sci-fi fan. He had just had immense success in Hollywood with *Blood Invaders of Saturn 7* (1965) and its spin-off the now-classic *Space Spiders and More of Saturn 7* (1966). He was feted by ABC (and other channels) who allowed him virtual free rein in the creation of a sci-fi TV show that they were sure would be a huge success.

Gerry had played with the germ of an idea for several years for a potentially long running TV series which would explore the scientific subject of Time Travel and the complex interactions of history in an educational and intelligent way. He pitched his ideas for *Time Traveller* and ABC promised Gerry all the money he required and complete control of the creative side of the series.

Gerry recalled in his *Playboy* interview, some years later, how the first draft of *Tim Traveller* was sketched out on a paper napkin at the Happy Creamy Cow ice cream parlour in his home town of Mascoutah Illinois. The napkin no longer exists, it is believed, but that rough script, hastily jotted down between servings of Caramel Caramel Vanilla Creamy Surprise, later became the basis of the popular *Ice Warriors of Genghis Khan* episode.

At first, of course, ABC were delighted with their arrangement and supported Rodenbean fully. It was common knowledge that they had high expectations of the series, and even began formative discussions with toy manufacturers over the license for *Tim Traveller* toys and other merchandise. It was only later, towards the launch of the series, and the delivery of the first episode that it became clear that not all was rosy in the garden and that the production of the TV show might be in some trouble.

The original episode of the series was intended, by Rodenbean, to be *Heroes of the Revolution*, but as the launch of the series approached, ABC got cold feet and it was decided that it might put less viewers off if the debut episode was instead changed to *Burned in a Day*. Rodenbean was not altogether

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happy about this, and suspected his visionary approach was not being understood by the 'suits' at ABC.

Meanwhile more problems were occurring on the set of Tim Traveller. Having already fired one team of script writers, who could not see eye to eye with his unconventional view of history, Rodenbean was having difficulty with his hand-picked cast. Brad Hackman, who played Tim Traveller and had also worked with Rodenbean on the Saturn7 films, had a serious falling out with the director after only two and a half episodes of filming and was sacked from the project.

Because of his sudden sacking, Hackman refused to film a hastily rewritten death scene and thus disappeared extremely suddenly from the series. This of course explains why the central character of the entire series dies in the third episode. This was described as groundbreaking television by ABC at the time, but was clearly rooted in much more pragmatic reasons. It also explains the abruptness of his death and the words of Dr. Andrews "I'm afraid he's just died. He's over there, somewhere. No you can't see him."

More staff problems were to follow. Before episode four started shooting, Glen Foster the actor who played young Sam Harvey the tousle-haired schoolboy genius was also sacked, to be replaced by Samantha Hartley the tousle-haired schoolgirl genius. It was beginning to look like fate was not smiling on the show. In addition ratings were low. The American TV audience was more used to shows about diligent doctors and earnest detectives than time travellers and snake cults under the Potomac. Although popular in some circles, Tim Traveller definitely failed to find a place at the heart of middle America.

To add to ABC's woes, there then came the famous pronouncement by Sen. Lincoln K. Watherington (Rep. Nebraska) that 'Time (sic) Traveller was a pile of old shoes I wouldn't educate a rattlesnake with. It needs to be taken off air yesterday.' Clearly the show's days were numbered

During episode seven, June Stiller, who played the well groomed and fragrant medic, Dr Andrews, became the latest permanent cast member to be sacked. Though Hansen went on to greater things, in *Mother in the Attic* and *Chas and Gravey* even then she was glad to leave the show. She sensed the ship was sinking and it came as no surprise to her when the show was cancelled a couple of days later.

Gerry Rodenbean's sad end is famously controversial and many column inches have been filled with troubles with his private life and speculation as to the identity of Mr. Y and Mr. Z from the '76 court case, so I need not dwell on that here.

So, I offer here, my tribute to the imaginative, if not overly successful, TV series, Tim Traveller, and its talented creator Gerry Rodenbean.

EPISODE GUIDE

1 BURNED IN A DAY

STARRING Brad Hackman, June Stiller, Gene Foster, Herbert Kraft and Charles Laughton as Nero.

DIRECTED BY Gerry Rodenbean

Tim Traveller is a scientist working for NASA on a top secret project researching a new type of space propulsion. He sets up one experiment using a giant Neutron Tube but something goes wrong. A Soviet spy has infiltrated NASA and messed about with the instruments. Before the experiment is ready, the Neutron Tube gets activated and everyone in the laboratory is sent hurtling through the Neutron Tube and through time. The time travellers are Tim Traveller, Dr. Megan Andrews, Sam Harvey and Prof. Felix Gorgic.

The time travellers appear in ancient Rome, in the arena of the coliseum in the midst of a Lions vs. Christians bout. They are attacked by lions but manage to escape into the catacombs below Rome.

Prof. Gorgic has a theory about what is going on. He knows that a new *Time Hole* will appear nearby sometime soon and this will give them a chance to escape back to 1968 America. He uses his scientific *Locator* and determines that the time hole will appear in Emperor Nero's private apartment.

The time travellers sneak into Nero's apartment and the Time Hole appears. During the struggle with Nero and his guards a torch is dropped and some drapes catch fire. The travellers all manage to jump into the Time Hole but it is clear the fire is getting out of control.

As is the tradition in the series, the very last shot of the episode shows the travellers appearing in next episode's location. In this case, the travellers come out on the bank of a wooded river then, suddenly, a company of revolutionary war red-coats appears.

2 HEROES OF THE REVOLUTION

STARRING Brad Hackman, June Stiller, Gene Foster, Herbert Kraft and Ronald Reagan as George Washington.

DIRECTED BY Gerry Rodenbean

The travellers appear in the revolutionary war. Dr. Andrews is captured by red-coats but the rest of the travellers manage to escape and find sanctuary in a village. From the villagers they learn that George Washington has been taken prisoner by the British too.

Prof. Gorgic uses his Locator to determine that the next Time Hole will appear in the middle of the British camp. There seems to be little they can do until Tim decides to rouse the villagers in the name of freedom. He gives a great speech that has them ready to attack the British positions and rescue Washington and Andrews. After a fierce battle, the British are routed and the Americans have won the day; it seems to be the beginning of the end for the British in America.

The Time Hole appears. George Washington makes a speech about freedom and says it sounds like the travellers have come from a great time of freedom and progress. He asks if he can join them there. It is now that Tim Traveller gives his famous, smirking line, "Well, we could certainly use a fellow like you now abouts. But, I think you might have some unfinished business here first, sir."

The travellers all manage to jump into the Time Hole and, after the familiar spiral time travel effects, are transported to an icy, blizzard-swept mountainside wilderness. Then, suddenly, a Yeti appears.

3 ICE WARRIORS OF GENGHIS KHAN

STARRING Brad Hackman, June Stiller, Gene Foster, Herbert Kraft, Fred Curtis and Yule Brenner as Genghis Khan.

DIRECTED BY Gerry Rodenbean

The travellers appear on the slopes of the Himalayas and are attacked by a Yeti. Fortunately they are saved by a band of Ice Warriors. It is revealed that the Ice warriors are on their way to Genghis Khan bringing a message of peace from Europe.

One of the Ice warriors, Chang, being a blood thirsty Mongol, does not wish for peace with Europe and he steals the message and blames the travellers, saying they are spies. The travellers are treated as prisoners and brought before Genghis. This is the moment where Tim Traveller dies. Brad Hackman, in dispute with ABC and Rodenbean walked off set and never returned.

Another researcher, Carlton Rudge walks into the NASA laboratory looking for Tim Traveller's advice on a theory. He finds the Soviet agent messing about with the controls and confronts him. There is a struggle and eventually Rudge is thrown into the Time Hole, joining the other travellers.

So it is Carlton Rudge and not Tim who is brought before Genghis. Apart from two or three lines of dialogue, changed to announce Tim's death and Carlton's arrival the change in leading man affects the show very little.

Carlton manages to work out that Chang had indeed stolen the message from Europe. He tells Genghis but under Mongol rules he must face Chang in single combat to the death in order to prove his accusations. They fight.

In the middle of the fight the Time Hole turns up and everyone jumps into it. The message of peace falls out of Chang's tunic and Genghis finds out the truth, saving Europe and the travellers go through time once more. They appear in the midst of a squalid Elizabethan street scene. Then, suddenly, a Witch Hunter appears with his retinue.

4 THE WITCH HUNTER

STARRING Fred Curtis, June Stiller, Gloria Heather, Herbert Kraft and Vincent Price as the Witch Hunter.

DIRECTED BY Gerry Rodenbean

This episode is set in Elizabethan London. The Elizabethan folks have seen the Time Hole and interpreted it as Magic and called the Witch Hunter. Dr. Andrews is accused of being a witch and taken to the Tower of London.

Note that instead of Sam Harvey being one of the travellers, now, he is replaced by Samantha Hartley. She played a very similar role in the group to Sam, and the fact the character changes is never actually mentioned in the show.

Prof. Gorgic uses his Locator and determines that the Time Hole will appear in the bell tower of Big Ben at precisely midday.

The travellers break into the Tower of London and using cunning subterfuge rescue Dr. Andrews. They are pursued across London by the Witch Hunter but just make it up the steps of Big Ben in time to reach the Time Hole.

Cleverly, during the chase across London in this episode, the travellers are seen running down a narrow street, and then the camera pans to the street sign, 'Pudding Lane.' At this point in the chase, a lantern is knocked over by one of the pursuing mob.

The travellers go through time and appear in a wide expanse of desert with tumble weeds drifting by. Then, suddenly, they are attacked by bandits.

5 BANDIT COUNTRY

STARRING Fred Curtis, June Stiller, Gloria Heather, Herbert Kraft and Anthony Quinn as the Bandit leader

DIRECTED BY Gerry Rodenbean

The travellers appear in the desert of New Mexico and are attacked by bandits. The bandit leader takes all the group's equipment including Gorgic's Locator. They ride off and a sand storm sets in. The travellers eventually manage to find refuge in a cave.

Without the Locator the group seems to be stuck out of time forever. In the cave, however are various bits and pieces, seemingly left behind by pioneers or prospectors. Rudge decides that there is enough equipment there to build a primitive but effective airplane. They all set to work planning and building their construction.

Soon they have a good looking bi-plane which (off camera) takes off and flies them to the bandit camp. They sneak into the bandit camp to find the Locator. In turn, the Locator reveals that the next Time Hole is due to emerge in a minute or so right at the heart of the bandit camp.

As they make their way there, the bandits wake and surround them, but at the last moment, the Time Hole emerges and the travellers jump safely through.

The travellers appear on what looks like a desert island. Then, suddenly, they are attacked by giant crabs.

6 TITLE NOT KNOWN

STARRING Fred Curtis, June Stiller, Gloria Heather, Herbert Kraft

DIRECTED BY Gerry Rodenbean

No information on Episode 6 can be found. It has been described veriously as 'something to do with Atlantis', 'the one where they have to find the crab-things' and 'the pirate thingy.'

If anyone has recollections of the episode or other information that might be of use then they are asked to contact me.

7 SNAKES OF WRATH

STARRING Fred Curtis, June Stiller, Gloria Heather, Herbert Kraft, Cynthia Lucas and George C. Scott as General Lee

DIRECTED BY Gerry Rodenbean

The travellers find themselves in the midst of a raging battle of the Civil War. They are attacked by Confederate soldiers, but a counter charge by Unionists gives them the opportunity to escape. The group stumble through a deep forest and into an Indian camp, where they overhear a meeting.

To their shock, the travellers discover that General Robert E. Lee is negotiating with a group of Indian medicine men in a plan to summon snake spirits from the spirit world and use them to attack the Unionists. They realise that Lee must be stopped, but before they can act they are discovered by Indians and captured.

They are taken before the Indians and Lee. Carlton tries to reason with them, but the Indians are beyond all that. As a demonstration of their power they summon a snake spirit and set it onto Dr. Andrews. There is a vicious but brief struggle and Dr. Andrews dies.

Meanwhile Eleanor Stevens, a NASA secretary accidentally discovers the Neutron Tube laboratory and finds the Soviet agent messing about with the controls. She tries to stop him but it is no use, and the agent manages to throw her through the Time Hole and she arrives in the Indian camp right next to Carlton Rudge and the rest of the time travellers.

Appalled by the sight of Dr. Andrew's death, General Lee begins to have second thoughts. He causes a distraction for the Indians allowing the travellers to escape. They are pursued through the forest by the Indians following Prof. Gorgic's directions towards a potential Time Hole. Eventually the group are cornered on the bank of the Potomac and surrounded by Indians. Suddenly the Time Hole appears and the group are able to jump through, just avoiding a hail of poisoned arrows.

The travellers emerge outside a medieval-style castle. Then, suddenly, they get charged by a band of knights in shining armour.

It was common knowledge that episode 8 was planned to be called Good Knight Sweetheart and to feature King Arthur and Merlin, et al. Unfortunately ABC cancelled the series before the episode could be filmed and replaced it with re-runs of I Love Lucy.

CAST MEMBERS

BRAD HACKMAN - Tim Traveller. A strong, suave scientist. Episodes 1-3

JUNE STILLER - Dr. Megan Andrews. A clever, brave doctor. Episodes 1-7

GENE FOSTER - Sam Harvey. A silly, talkative schoolboy. Episodes 1-3

HERBERT KRAFT - Prof. Felix Gorgic. An earnest, serious professor. Episodes 1-7

FRED CURTIS - Carlton Rudge. A handsome, athletic rocket scientist. Episodes 3-7

GLORIA HEATHER - Samantha Hartley. A silly, talkative schoolgirl. Episodes 4-7

CYNTHIA LUCAS - Eleanor Stevens. A pretty, quiet secretary. Episode 7

SCRIPT

From the ABC archives, the few extant remains of the original script for episode 4 of Tim Traveller, The Witch Hunter.

[A sordid street in Old England, London. Various extras.]

[Enter Carlton Rudge, Dr. Andrews, Samantha Hartley, Prof. Gorgic through Time Hole.]

Rudge: Where are we now.

Andrews: Looks like Old Europe. These people are starving, they don't have democracy yet.

Sam: Gross, they're all dirty. Yuk.

Andrews: Yes. A long time ago, before democracy, people couldn't afford baths, so they had to smell.

Sam: Gross.

Gorgic: [reading locator] I calculate we are somewhere in north-western Europe near the latter half of the 16th century.

Rudge: Elizabethan England?

Gorgic: Perhaps.

Andrews: What's that?

Rudge: Where?

Andrews: There, a group of people coming towards us.

Peasant 1: Oy. Look sharpish will ya, and no mistake, for here comes the Witch Hunter.

Peasant 2: Ai. E'll burn you at the stake as soon as look at you, and no mistake.

Peasant 1: Run, Run, it's the Witch Hunter.

[Enter Witch Hunter]

Witch Hunter: You there, stop.

Andrews: Me?

Witch Hunter: Yea, thou who is strangely bedecked like as to a spirit from yonder future.

Andrews: I'm just a peasant girl out to buy some bread.

Witch Hunter: And thou doest speakest most strange. I declare thou a witch. Quick, grabbeth her.

Andrews: Help.

Rudge: Quick Run.

[The Witch Hunter takes Andrews off]

[Ye Olde Englishe Pubbe with ye poxye serving Weches]

Wench1: Oi, ye be strangers and no mistake. Thouest wishes for a fine mug o' ale?

Wench2: Ai, and no mistake.

Rudge: They've taken her to the Tower of Old London town.

Sam: This is Gross.

Gorgic: According to my instruments another Time Hole will emerge inside the tower of Big Ben in approximately 2 hours and 34 minutes.

Rudge: Then we've no time to lose. We must rescue Dr. Andrews and get to Big Ben as quickly as we can.

[A commotion off]

Sam: What's that man doing?

Gorgic: It seems that he has been arrested for stealing a loaf of bread to feed his family.

Sam: What will happen to him?

Gorgic: If he's god fearing, he'll be deported to America where he can have a better life, and in only a couple of hundred years his descendants will enjoy the fruits of democracy.

SYSTEM

The object of the game is to roleplay a cast member (character) of the Tim Traveller TV show and work with your fellow cast members to keep Tim Traveller on air. If your character is not up to the job it may be sacked from the show. In this case you will be allowed a new character to join the show. If the show as a whole is not good enough then it will be cancelled and you won't be allowed to play anymore, at all.

CHARACTER SHEET

Your character is represented by a number of statistics and labels which are recorded on a piece of paper. This is known as your character sheet. A copy of a character sheet can be found at the end of the document.

The character sheet should contain the following information;

Name: This is the name of the actor the character sheet represents.

Cast As: This is the name of the part that your character is playing in the series Tim Traveller and also a brief description of the role the actor will be playing in the series. The *Cast As* description can be made up by either the player or the GM or between the two of them or created randomly using the Casting Table. The GM should really have the last word about this sort of thing.

Quote: This is a line that your character must say once, and only once in each episode. The line should be something that it might be reasonable to say a lot but shouldn't be completely vague and meaningless. It should also not be too short.

Acting: This is a measure of your acting ability. How well you can read your lines and convince the general public that the men dressed up in sheepskins are in fact really yeti. It is also the stat used when determining whether any reasoning done by the character is successful in terms of the script the character is playing in.

Looks: This is a measure of your good looking-ness, charisma and sex appeal and photogenic-ness to those looking on at home. It is also a measure of how you might look to the other characters in the show if the show were real, and therefore gives a good indication of how your looks might effect the plot of the show.

Beef: This is a measure of how convincing you look during the fight scenes, how well built you are, and your athleticism. It is also used to give an

indication of the chances of success of your physical actions in the show, as if the show were actually real.

Acting, Looks and Beef are all calculated by rolling 1d3+1, giving a range between 2 and 4. Female characters get -1 to their Beef characteristic and +1 to their Looks; it's a sexist world in 1968.

There is no re-rolling of stats at all. This is not a game about power, or the balance of power or balance. It's just a bit of fun. Part of the fun is coping with what stats you have been given.

That's the entire character sheet.

PLAYING THE GAME

The game should play like most other RPGs with the GM describing scenes and the players interacting within the scenes set. However, there are really two things going on in this game; as well as roleplaying a part in a story, the players are also roleplaying actors acting out a scene in a story, quite literally. This means any action resolution must be viewed in a quite specific way.

Action resolution is quite simple. You have three characteristics and any action that needs resolving must involve one of those characteristics, either Acting, Looks or Beef. When resolving an action the GM can give the player a bonus to their stat (usually plus or minus one or two). The player must then roll under or equal to the stat (with bonus) using a single d6.

For example Larry Pickwick suave, mysterious government agent is trying to get the Amazon priestess to hand over the key to the cell. he is being flirty with it and entertaining, so the GM rules that he will use the Looks stat with a bonus of plus one. Larry's Looks is 3, so Larry's player must roll a 4 or less.

If this resolves in Larry's favour then he will get the key. Larry's player has influenced the plot of the TV episode with his roll, but the metaplot is also influenced. The metaplot (in this sense) in Tim Traveller will always be the story of how long the series will run, how many episodes will be made and whether or not the individual characters will be sacked from the show.

It is one of the GMs jobs to keep track of what goes on in each episode and to work out whether the episode was a hit with viewers or not. Therefore, as well as action resolution affecting the plot and outcome of each individual episode, it also influences the way each episode is being viewed.

It should be realised by each player, though, that one of the measurements the success of the show is based on, is a character using his skills successfully during an episode. In each episode a character should make one successful roll for each of his three characteristics and also use his quote correctly. If a player fails to do one of these things he is bringing down the

show and it will lose viewers. If he fails at two of these in a single episode then he will almost certainly get sacked, and the show could well get cancelled.

PUT-DOWNS

Put-Downs can influence the show too. A put down is making a characteristic roll specifically against another cast member. The put down can use any characteristic, whichever is most appropriate, and uses the usual bonuses given by the GM.

The put down could take the form of a wise crack showing up the weakness of his colleague, perhaps, or defeating him in a fight, or seducing him, and leaving him hanging. The GM must agree that the action will make the other character look bad in the eyes of the viewer.

If the Put Down is successful then the personal rating of the target will go down; he will be less popular with the viewing public, and more likely to get sacked. If the put down fails then the character who attempted the put down will suffer from a drop in personal ratings. So you can see it is good to choose your put downs carefully.

Each character can only attempt a single Put Down against each fellow cast member once per episode. So if there are 4 cast members, one player may attempt 3 put downs in a single episode, one against each of his colleagues.

THE GM

As well as just generally running a fun RPG, for which countless words of advice have already been written, the main job of the GM in Tim Traveller is to work out, in a fairly objective fashion, whether the series can continue, and whether any of the cast members need to be sacked.

Unlike the mostly subjective arts of the GM, this sort of thing needs to be done fairly methodically in order that the simple continuation of the game (ie avoiding the series getting cancelled) becomes an actual in-game achievement.

The GM needs to keep track of the rating of the show. The rating system is designed to work with 3-5 characters, it may require a small adjustment with extra large, or small parties.

RATINGS

The rating for the show, and for each character starts at the abstract level of 10. Should a character not say his quote, or say it more than once, or say it wrongly (the GM should be strict) then the character loses 1 point of rating and the show loses one also.

Should a character not make a successful roll in one of their characteristics during an episode then a level of rating is lost for the character and the show.

Should two characters get together in a romantic embrace and *both* succeed in their *Looks* rolls then the show will gain a rating point for the show and for both characters. Bear in mind when roleplaying the embrace that we are doing prime time US TV in 1968, here. Only one attempt at an embrace with another character may be made by each character in any single episode.

Should any character be *Put Down* during the episode, they will lose one point of rating for each time this happens.

Any time a character behaves in a way the GM doesn't like, they lose a ratings point. This is very hard to judge and the GM should be careful. The GM should discuss with the players the look and feel of the series and what is acceptable and what isn't to give them fair warning of when they might lose ratings points. Players can also lose a rating point for not following their description generated from the Casting Tables.

If one character tries to put down another, for example, and manages to do it seamlessly as part of a scene so that anyone watching would barely notice, then that is clearly good stuff. Trying to put someone down out of context in a way that makes no sense to the plot should lose the character his opportunity to Put Down, and also a rating point. Note that putting down a character, or attempting to do so, never loses the show a ratings point.

If at the end of an episode the rating for the show is 8 or below then things are not going well and action might be required. Again, it is up to the GM's discretion to decide how many failed shows can occur before people start getting sacked. One is reasonable (it's a cut throat business), more than three is much too generous.

When it is time to sack a player, the character with the lowest rating (generally or from a single episode) must be sacked. The player who owned the character can simply roll a new character and work out a contrived way for it to enter the series, usually by being thrown through the Neutron Tube by the Soviet agent. The old character can either quickly disappear, or get a decent death scene early in the next episode.

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If there is a sacking, then the character with the highest rating gets a permanent increase of 1 to his rating. From now on, when calculating his rating for the episode start at 11 instead of 10. After subsequent sackings, this can always go up to 12, etc. Award the player this extra rating as some kind of experience point system.

The GM can use the Player track table to keep track of when his players reach their targets for each episode.

Once you run three episodes which rate 6 or below then the show is cancelled. I don't care how much fun you're having, it's over. You have lost the chance to play Tim Traveller and may never GM it again, though you may play it as a player with a different group of players.

Also, don't forget to give one of the players a Locator.

PLAYER TRACK

PLAYER TRACK	1	2	3	4	5
QUOTE					
LOOKS					
ACTING					
BEEF					
PUT DOWNS					

CASTING TABLES – Roll twice on the first table, and once on the second.

	1	2	3	4	5	6
1	Pretty	Handsome	Imposing	Ugly	Strong	Clever
2	Slow	Quick-witted	Smart	Professional	Scatterbrained	Forgetful
3	Emotional	Gregarious	Playful	Serious	Silly	Earnest
4	Nervous	Bumbling	Quiet	Athletic	Perky	Cowardly
5	Brave	Stubborn	Confused	Wise Cracking	Dippy	Suave
6	Talkative	Hick	Charming	Competitive	Argumentative	Glamorous

	1	2	3	4	5	6
1	Professor	Teacher	Doctor	Nurse	Mechanic	Scientist
2	Rocket Scientist	Brain Surgeon	Schoolboy	Schoolgirl	Insurance Salesman	CEO
3	Spy	G-Man	Marine	Policeman	Janitor	Air Hostess
4	Pilot	Actress	Priest	Muscleman	Knife thrower	Taxi Driver
5	Trashman	Gardener	Investigator	Senator	Historian	Zoologist
6	Hippy	Secretary	Pizza Delivery Guy	Senior Citizen	Security Guard	Journalist

TIM TRAVELLER

NAME:

CAST AS:

ACTING:

LOOKS:

BEEF:

QUOTE:

NOTES: