TIMEWATCH

CREDENTIALS

CHARACTER NAME	Dr. Leah Breen
PLAYER NAME	
NATIONALITY	New Zealand
ORIGIN TIME	
FORMER PROFESSION	Chrono-Scientist
AGE	38
DRIVE	Hubris

EQUIPMENT

Autochron	-- portable 1-man time machine
Impersonator Mesh	-- +3 Unobtrusiveness until noticed
Medkit	-- used by Medic skill
MEM-tags	-- for subjects' memory modification
PaciFist disruptor	-- close range, Stun 5, subtle
Tether	-- holographic PDA
TimeWatch Uniform	-- chronomorphic, armor 1
Translator	-- instant, 2-way, unnoticeable

GENERAL ABILITIES

ATHLETICS	3
BURGLARY	3
DISGUISE	3
MEDIC	6
PREPAREDNESS	1
REALITY ANCHOR	6
SCUFFLING	2
SHOOTING	5
TINKERING	8
UNOBTRUSIVENESS	4
VEHICLES	5

ACADEMIC ABILITIES

ANTHROPOLOGY
ARCHITECTURE
HISTORY (ANCIENT)
HISTORY (CONTEMPORARY)
HISTORY (FUTURE)
MILITARY TACTICS
RESEARCH
TIMECRAFT
TRIVIA

INTERPERSONAL ABILITIES

AUTHORITY
BUREAUCRACY
CHARM
FALSEHOOD DETECTION
HIGH SOCIETY
INTIMIDATION
REASSURANCE
STREETWISE
TAUNT

TECHNICAL ABILITIES

FORGERY
HACKING
MEDICAL EXPERTISE
NOTICE
OUTDOOR SURVIVAL
PARADOX PREVENTION
SCIENCE!
SPYING

CHARACTERS BEGIN WITH 1 POINT IN TIMECRAFT, AND 6 POINTS IN CHRONAL STABILITY AND HEALTH.

STITCHES

HIT THRESHOLD

EXPOSED: -1

FULL COVER: +1

3

ARMOR 1

DAMAGE TRACKS

CHRONAL STABILITY	-12	-11	-10	-9	-8	-7	-6	-5	-4	-3	-2	-1	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14
HEALTH	-12	-11	-10	-9	-8	-7	-6	-5	-4	-3	-2	-1	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14

NOTES

Self-involved. Brilliant. Amoral. Creative. Lonely. Vindictive.

Remember that as a free action, you can tinker (Difficulty 4) with your weapon each round to increase damage or the Stun rating by +1.

You can also spend points of Science! to immediately produce high-tech inventions that you actually assembled earlier. Tinkering can create these as well, given some time.

BOOSTERS

CHARACTER HISTORY AND SECRETS

Some ignorant cretins used to call you mad. You, mad? Ha ha ha ha ha! Hardly. They just said that because you don't often brush your hair or pay attention to ethics or talk in terms that the uneducated can understand. Or perhaps it's that you're a great inventor who happens to produce extraordinary inventions on a whim. Mad? Hardly. You are not mad. You are a genius, and you're helping save the world.

There's a very good chance you invented time travel. You were one of the inventors, at least, and you were in the process of sabotaging other peoples' experiments to make sure you were the only inventor when you were stopped by TimeWatch.

Since there was clearly a great deal you didn't know, you jumped at the opportunity to become a TimeWatch agent and fix tears in the continuity of the space-time continuum. It's been tremendously satisfying. You love your job as a time agent, and the experiences you gather help satisfy your boundless curiosity. You like to interview other agents from varying times, finding out how they're fitting in and offering to experiment on them. History fascinates you, and you miss the days when you could change it on a whim to see what happened.

It's a lonely life, though. Some day you hope to settle down. You'll have to find the right person first. Someone who can stand up to you. Someone bright, and strong of will.

Back when you were busy sabotaging other inventors' time machines, you may have slightly flung a few scientists randomly through the time stream. You worry a bit that this might have made things more difficult for TimeWatch, and always wonder if that's going to come back to bite you.

CHARACTER INTERACTIONS

Your fellow agents:

Vid: an emotionless agent from mid-21st century India. So hard to get a rise out of! But she is competence personified and fairly obedient, and you like both of these things.

Kelfala: 24th century starship pilot. He is handsome, a thinker, and a man of technology. What could be better? He doesn't care for you, but that's certainly because he hasn't yet had the opportunity to truly appreciate your brilliance. There will be time.

Skegg: A psychic velociraptor? Fascinating! You can't wait for the opportunity to experiment, cybernetically improve, or -- if worse comes to worse -- dissect her.

Mace Hunter: a passionate 19th century African explorer and big game hunter. He's masculinity personified except when he's sobbing into his whiskey, and a good man to have at your back. You have no use for his mind, but that's not what you'd be interested in anyways.

Uurrk: a cave-man from pre-history, strong and ugly and surprisingly smart. You have no use for him and make no secret of the fact. He is the opposite of the modern man, and should have been left back in time with the other fossils.

Altani: She is younger and a better warrior than you. Regardless, her approach to logic and education is childish. You scorn her, and her dislike of you nominates her as "first to accidentally get shot in the back" in the little-known Breen Awards..

TRAVEL TEST: WHEN YOU TIME TRAVEL, ROLL A D6; ON A 1-3, LOSE 2 POINTS OF CHRONAL STABILITY. SPEND A STITCH BEFORE ROLLING TO AVOID THE CHECK COMPLETELY.

POOL REFRESHES: AT ANY TIME, SPEND ONE OR MORE STITCHES TO REFRESH ONE OR MORE GENERAL ABILITY POOLS BY 2 POINTS PER STITCH.

TEAMWORK: SPEND 2 STITCHES TO GRANT ANOTHER PLAYER +1 IN A GENERAL ABILITY TEST.

SIMPLIFY TIME TRAVEL: SPEND A STITCH WHEN TIME TRAVELING TO NEGATE THE NEED TO MAKE A TRAVEL TEST.

BOOST COMBAT DAMAGE: SPEND STITCHES AFTER ROLLING THE DAMAGE DIE TO INCREASE DAMAGE INFLICTED ON A 1 FOR 1 BASIS.

REDUCE COMBAT DAMAGE: SPEND STITCHES ON A 1 FOR 1 BASIS TO REDUCE DAMAGE THAT'S INFLICTED ON YOU.