TIMEWATCH

CREDENTIALS

CHARACTER NAME	Uurrk
PLAYER NAME	
NATIONALITY	Neanderthal
ORIGIN TIME	33,000 BCE
FORMER PROFESSION	Hunter
AGE	19
DRIVE	Curiosity

EQUIPMENT

Autochron / club	-- 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	10
BURGLARY	
DISGUISE	8
MEDIC	
PREPAREDNESS	5
REALITY ANCHOR	4
SCUFFLING	10
SHOOTING	1
TINKERING	
UNOBTRUSIVENESS	3
VEHICLES	3

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

4

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

The mnemomatic TimeWatch learning transfers are still kicking in, so you currently have 5 extra investigative points that remain unspent. That gives you huge flexibility. At any time you decide your new neurological programming has unlocked, you may assign 1 or more points to any Investigative ability you choose. When you do, add one word to your vocabulary list and briefly (for a sentence or two) become exceptionally erudite.

Example: "Find big fire ouch!" (assigns a point into Science.) "I said, old boys, if we don't find that nuclear warhead quickly this entire peninsula is going to be destroyed!" (enjoy dumbfounded looks from other players)

(Note: You're an incredibly clever and gifted individual, canny and intuitive even if all the book learning memories haven't settled in yet, so the flexibility of assigning your points throughout play should help balance out the social stigma of being a caveman. This is supposed to be fun, but if it's a pain in the ass please feel free to minimize or ignore the speech restriction.)

(Other note: if you like the idea of playing a caveman with a (very) limited vocabulary, you should also check out Firefly Games' "Og!: Unearthed Edition, by Robin D. Laws. It's hilarious.)

BOOSTERS

CHARACTER HISTORY AND SECRETS

You join "TimeWatch" because you clever. You spend days on metal machines, they give you big smarts and new memories and big knowledge. You always understand other peoples' talk-talk, but only know twelve words yourself:

Fire. Meat. Zug-zug. Big. Tree. Water. Existentialism. Ouch. Sun. Look. Good. No.

(Or pick 12 words, one of which has to be exceptionally and unaccountably multi-syllabic. Use only these while speaking. Grunt a lot.)

TimeWatch give you new good tribe, has you find and stop bad people who dry up river of time. You like this job. This second mission; first mission involve thunder-lizards, big meteor, bird-flying in blackness. Fun.

The problem of being the only one of your kind is that you are incredibly lonely. You are prone to sudden friendships and excessive trust with people you've just met.

CHARACTER INTERACTIONS

Powerful. Blunt. Curious. Intimidating. Intelligent. Naive.

Vid: Her future India-man. Eyes empty like cave. Her always holding back. Make friends?

Mace Hunter: Big future hunter-man! You friend. Talk hunting, work good together.

Dr. Leah Breen: Mean future time-wizard woman. Makes things quick. You think she crazy like foamy bear.

Altani: Angry horse woman, dark steel eyes, iron and wood and hunting blood. You would hunt with her.

Skegg: Tiny clever thunder lizard! Her speak in head, scuttle through bush. She Uurrk lizard-pet, like scaly dog! You make presents, pat much, help make good happy-nest.

Kelfala: Him fly metal bird through sky of no-world. Him smart!

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.