TIMEWATCH

CREDENTIALS

CHARACTER NAME	Mace Hunter
PLAYER NAME	
NATIONALITY	British
ORIGIN TIME	1843
FORMER PROFESSION	Big Game Hunter
AGE	42
DRIVE	Exploration

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
'Ol Bessie	-- elephant gun: loud, +2 dmg

GENERAL ABILITIES

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

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

CHARACTER HISTORY AND SECRETS

You're a man of passion and action, a risk-taker and a gambler. A failed army career (thanks to drunken carousing with your Captain's wife, especially after you won the resulting duel) drove you to a life of exile and exploration on the unexplored African continent. More interesting than your occasional bouts with inebriation were your treks up-river into the wild unknown. You survived disease, depredation, dehydration, starvation, native attack, wild animal attack, and near drowning... only to foolishly drink yourself unconscious near a man who hated you. When Cardoso quite literally stabbed you in the back and left you for dead (again, there was a girl involved), it was only the timely intervention of TimeWatch that saved you.

You've put your past behind you and are careening into the future. You're a good fit for TimeWatch. You're a stealthy hunter, knowledgeable and deadly. Your one main weakness is emotional. You tend to fall in love with smart competent women, but you aren't so good with commitment. Will you ever find the right one -- and will she be from a time period you can actually stay in?

Your other possible weakness -- Ha! More like a strength! -- is that you believe that anything worth doing is worth doing with style. You've been known to ignore simple plans in favor of more challenging, more flashy solutions.

You currently have an all-consuming crush on one of the members of your TimeWatch team (you choose), but you worry that revealing it explicitly would complicate the team's dynamics. How, and when, will you reveal the truth?

More importantly, you understand that sophosaurs are uneasy allies of TimeWatch, and that Skegg is a trusted member of your team. You can't help but want to hunt him, though. Who would win in the most dangerous game between man and dinosaur? If given this chance, would you take it?

CHARACTER INTERACTIONS

Bold. Risk-taker. Hunter. Brutally honest. Gambler. Hunter. Womanizer. Lovelorn.

Vid: an emotionless agent from mid-21st century India. You don't know why, but you fear him; he has the gaze of a killer, with not a spark of humanity inside. Good agent, though.

Uurrk: cave-man from pre-history, strong and ugly and surprisingly smart. He's not much of a talker, but the two of you love to discuss hunting. You've become friends.

Dr. Leah Breen: 23rd century (mad?) scientist who claims to have invented time travel. Morally challenged, gorgeous and probably insane. You don't know whether it's exciting or appalling that she seems to look at you like you're a piece of meat.

Altani: the daughter of Genghis Khan, and the fiercest warrior you've ever met. She is beautiful and a tactical geniusOf course, she hasn't necessarily adapted well to modern mores; you have trouble convincing her to take prisoners instead of leaving behind corpses.

Skegg: a psychic female velociraptor from an alternate timeline. Intelligent and friendly or not, a dinosaur is a beast, and beasts were put on Earth for man to hunt. Your friendship with Skegg is conflicted, to say the least.

Kelfala: He's a thinker, not a doer. Is everyone from the 24th century like that? How he managed as a starship pilot, you have no idea; you figure he spent more time planning his route than steering his ship. Show him the proper way to respond in a crisis.

BOOSTERS

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.