TIMEWATCH

CREDENTIALS

CHARACTER NAME	Skegg
PLAYER NAME	
NATIONALITY	Sophosaur
ORIGIN TIME	
FORMER PROFESSION	Psychic velociraptor
AGE	5
DRIVE	Former Enemy

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

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	○○○

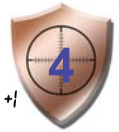
CHARACTERS BEGIN WITH 1 POINT IN TIMECRAFT, AND 6 POINTS IN CHRONAL STABILITY AND HEALTH.

STITCHES

HIT THRESHOLD

EXPOSED: -1

FULL COVER: +1



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

You don't need your PaciFist to stun people; you can gain the same effect using psychic attacks with your mind. This is treated identically to the weapon, including using the Shooting ability.

You tend to describe your Ability use as psychic powers, which has the same mechanical effect but which appears far different than how humans handle things. For instance, you may describe your Disguise as a psychic phantasm, and your Intimidation may work by psychically triggering the fear center in a foe's brain. Feel free to describe these however you like.

BOOSTERS

CHARACTER HISTORY AND SECRETS

You are what TimeWatch calls a sophosaur, a psychic dinosaur (like a large velociraptor) from an alternate reality where no meteor hit the Earth and your ancestors never perished. In this reality, your people evolved and learned, developing vast psychic powers in lieu of mechanical tinkering. They developed time travel before your universe was wiped out by TimeWatch, and many of your fellows have fled into time and have sworn to bring back the world that has been destroyed.

You, however, joined TimeWatch.

This has made your mate a mortal enemy of yours, as he informed you in a near-deadly attack before you parted, but you understand that your very existence is a fluke of some saboteur's action. You refuse to disappear into the void, and that means fighting to keep it safe. By your actions, perhaps your people will be judged more fairly.

It is tricky being a dinosaur in a world made for humans. You have had to rely on a holograph generator for your disguise, and you can not easily handle all human weapons. You are educated and spry, however, and you hope that you prove to be an asset to your fellow agents.

Mace Hunter (as do other TimeWatch hunters) fancies himself a big game hunter, a professional killer of deadly animals. You sometimes wonder how he would fare if the two of you faced off against one another. Dare you suggest it?

CHARACTER INTERACTIONS

Brilliant. Deadly. Receptive. Cautious. Regretful. Inquisitive. Funny.

Mace Hunter: A man of action, not of cautious thought. He is old compared to some, and is wily, a dominant male. He enjoys a challenge, and so you act more bestial than normal near him, just to give him pleasure in a possible future hunt.

Uurrk: This is a proto-human, early in their evolutionary development and not yet fully formed.

Vid: It is not human, and yet all other agents seem to believe that it is. Why does it not just tell them the truth? Is it not obvious to everyone?

Dr. Leah Breen: You do not like the way she examines you, like a specimen on a lab bench. He is intelligent, and inventive, but perhaps lacking in restraint.

Altani: she considers you akin to mythological constructs named "dragons" from a human place named China. You do not disabuse her of this notion, as it comforts her, and you are very fond of her indeed.

Kelfala: he comes from a time where humans have conquered the sky in huge metal ships, sailing between the voids. He is a thinker and philosopher, and you take pleasure in his company.

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.