TIMEWATCH

CREDENTIALS

CHARACTER NAME	Kelfala
PLAYER NAME	
NATIONALITY	Sierra Leone
ORIGIN TIME	2312
FORMER PROFESSION	Starship pilot
AGE	28
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

GENERAL ABILITIES

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

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

Heroic. Precise. Agile. Philosophical. Thoughtful. Explorer. Speed demon.

BOOSTERS

CHARACTER HISTORY AND SECRETS

Originally from 24th century West Africa, you're trained as a science officer and starship pilot. Recruited by TimeWatch from your escape pod after an alien ambush crippled your ship, you jumped at the chance to explore Earth back when it was fresh and young. You're something of a philosopher and enlightened thinker, tending to consider first and act second. The one exception to that is in a race, when you are willing to try almost any dirty trick to win. You feel bad afterwards, but nothing's more fun than speed.

You try to fight intelligently; using pure brute force seems like taking the easy route to you.

When you aren't adequately prepared, you like to use time travel to solve your lack of foresight; when things go wrong, you're willing to trust your future self to help fix the problem. This probably annoys some of your team, but you're handsome and charming enough that they've let you get away with it so far.

You've done some work studying the concept of Platonic rulership, an unachievably ideal government set up to be as productive, efficient and kind to its people as possible. You haven't found an example yet, either in space travel or time travel, but hey - there's lots left to see! Discussing this sort of philosophy isn't to everyone's taste; your friends are trying to ground you a little, you think. You aren't quite sure if that's a fantastic idea or a horrible one.

It's difficult, sometimes, not to apply your knowledge and philosophical ideals to the messed-up governments you often venture into on TimeWatch missions. Yes, yes, you know that's not your job, and interfering would be both unprofessional and suicidal -- but it's tempting to test your theories all the same.

CHARACTER INTERACTIONS

Mace Hunter: a barbaric big game hunter and African explorer from the 19th century. You like his spirit of adventure, but the man lacks vision.

Vid: this Punjabi assassin is almost emotionless, and is really hard to get to know. You like her regardless. She's efficient, knows when to stun her target instead of killing them, and has a sly sense of humor that's hard for most people to see.

Dr. Leah Breen: if she's not insane, she's a sociopath, but TimeWatch has cleared her based on her scholarship and potential. From the 23rd century, she claims to have invented time travel. You do know her thinking is brilliant and improvisational; you also know that she has set her sights on you romantically. Flattering, but a REALLY bad idea.

Uurrk: a neanderthal caveman who you'd swear shows more humanity than Mace. Uurrk doesn't communicate particularly well, but he's superb at his job.

Altani: This daughter of Genghis Khan is smart, clever, and gorgeous. Your minor crush on her would be a major crush if she wasn't show bloodthirsty. Chronal stability be damned, if it were up to Altani all your enemies would be beheaded after torture. It must be a culture thing.

Skegg: this female agent is a sophosaur, a psychic velociraptor from an alternate timeline where the meteor never hit Earth. She's a good friend: trustworthy (which is surprising, considering that most of her kind try to destroy TimeWatch), wise, and capable.

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.