TIMEWATCH

CREDENTIALS

CHARACTER NAME	Vidvhansaka-5
PLAYER NAME	
NATIONALITY	Punjabi
ORIGIN TIME	2047
FORMER PROFESSION	T-1000
AGE	4 (physical age 27)
DRIVE	Duty

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	3
DISGUISE	3
MEDIC	4
PREPAREDNESS	5
REALITY ANCHOR	
SCUFFLING	8
SHOOTING	4
TINKERING	3
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

Special rule: unlike other characters, you may not use your Medic skill to help others. Each point of Medic spent on yourself restores 2 Health points.

BOOSTERS

CHARACTER HISTORY AND SECRETS

Your name is Hindi for "Destroyer." You are a shape-shifting assassination cyborg created by India for use in the Pakistan Nuclear Dead Zone of 2043. The first of your kind to achieve sentience and question your programming, you were recruited by TimeWatch and reprogrammed with greater free will. You have few memories of that time. You now serve to maintain the time stream against all who would destroy or damage it, and you revel in the sentience that allows you to accomplish this. You no longer feel allegiance or loyalty to the military consortium that created you, and your skill in assassination is no longer as useful; killing people in the past or future runs contrary to your new programming.

You are constructed from intelligent liquid metal that allows you impersonate others (Disguise), bypass barriers (Burglary), Hide by flattening yourself out (Unobtrusiveness), run quickly (Vehicles - your legs count as a vehicle), and heal yourself (Medic.) You can shapeshift your limbs into useful tools and simple weapons like swords (Preparedness.)

You have kept your mechanical nature secret from the rest of your team, under the reasonable assumption that they will no longer trust you. This is bound to come out at some point.

CHARACTER INTERACTIONS

Focused. Precise. Literal. Effective. Naive. Secretive. Curious.

Uurrk: a neanderthal from approximately 33,000BCE. He is strong, ugly and smarter than people expect. You treat him with respect.

Mace Hunter: 19th century African explorer and big game hunter. He cares more for his emotions than he does for the quality of his kills.

Dr. Leah Breen: 23rd century scientist who incorrectly claims to have invented time travel. She is unpredictable and morally challenged. Paying her respect is the most efficient means to manipulate her, whether or not she is worthy of it.

Altani: She is perfection in battle. Bold, clever and decisive. She lacks the patience to make an acceptable assassin, however; her vindictiveness and impatience ruin strategy.

Skegg: This creature can not logically exist. She is a member of your TimeWatch team despite this fact, however, which implies that logic and time travel are not necessarily comprehensible. You treat her with confusion, kindness and care.

Kelfala: 24th century starship pilot. He is a thinker, a planner, and a leader. If you need a superior to guide you, you prefer to take orders from him. It is possible that this could be considered "friendship."

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.