# TIMEWATCH

## CREDENTIALS

| | |
|---|---|
| CHARACTER NAME | Altani |
| PLAYER NAME | |
| NATIONALITY | Mongolian |
| ORIGIN TIME | 13th century |
| FORMER PROFESSION | Mongol warrior/princess |
| AGE | 29 |
| DRIVE | Risk-taker |

## 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 | ○○○○○○○○○○○○○○○○○○○○ | 3 |
| PREPAREDNESS | ○○○○○○○○○○○○○○○○○○○○ | 4 |
| REALITY ANCHOR | ○○○○○○○○○○○○○○○○○○○○ | 3 |
| SCUFFLING | ○○○○○○○○○○○○○○○○○○○○ | 8 |
| SHOOTING | ○○○○○○○○○○○○○○○○○○○○ | 8 |
| TINKERING | ○○○○○○○○○○○○○○○○○○○○ | |
| UNOBTRUSIVENESS | ○○○○○○○○○○○○○○○○○○○○ | 3 |
| VEHICLES | ○○○○○○○○○○○○○○○○○○○○ | 5 |

## 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

## BOOSTERS

## CHARACTER HISTORY AND SECRETS

You are a daughter of Genghis Khan, celebrated for identifying and stopping an assassin while you were still a girl. You always knew that you were destined to be more than a herdsman's wife. Now you ride an autochron instead of a horse, and wield beam weapons instead of bows and arrows—but really, you love a good horseback archery contest now and then. No one else ever wins.

You grew up trained as a tactician and a warrior. Regardless, you can play the part of a lady when the occasion demands it. Your current life is so strange compared to the simplicity and harshness of the steppe. And seriously, why does no one else in TimeWatch understand that you kill your foes, not knock them out? A surviving foe returns to fight again. A beheaded foe, whose allies are crushed with overwhelming and unstoppable force, becomes a lesson to your enemies that you are not to be trifled with. TimeWatch agents could learn from this.

It is shameful, but sometimes? Sometimes you enjoy sybaritic comfort, warm baths and fluffy towels and a lack of hardship. You fear that admitting this weakness will make you look vulnerable to your foes and friends alike.

## CHARACTER INTERACTIONS

Leader. Independent. Competitive. Bloodthirsty. Creative. Monastic. Homesick.

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Mace Hunter: A warrior of a man, although he fights with firearms instead of with spears and swords. You sometimes wonder which of you would win in a fight. He is becoming old, but that means that he is a survivor.

Uurrk: a caveman from before time, hairy and slope-browed. He is kind to you, and an excellent hunter.

Vidhvansaka: She does not move like a normal human. You do not know what she is, but she is a deadly foe in combat.

Dr. Leah Breen: this woman is old, pale and weak. She reminds you of spoiled mare's milk. She believes herself to be a brilliant thinker, when all she really is is clever and cruel.

Skegg: this woman-sized lizard speaks directly into your brain with some sort of sorcery. She is like the Chinese dragons, but lacking fiery breath.  You quite like her, even if you do not understand her.

Kelfala: he could be such a warrior if he put his mind to it! The future has made him soft; he depends on thinking through problems instead of acting on them, or of shooting foes instead of gutting him. Perhaps you can teach him what it should mean to be a warrior instead of a scientist.

**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.