

Name: _____

Nationality: _____

Origin Time: _____

Profession: _____

Age: _____

Drive: _____

Hit Threshold: Armor:

Chronal Stability

| | | | |
|------------|-----|-----|-----|
| 15 | 14 | 13 | 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 |
| Max: _____ | | | |

Health

| | | | |
|------------|-----|-----|-----|
| 15 | 14 | 13 | 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 |
| Max: _____ | | | |

Investigative Abilities

Academic Abilities

| | |
|------------------------|----------------------|
| Anthropology | <input type="text"/> |
| Architecture | <input type="text"/> |
| History (Ancient) | <input type="text"/> |
| History (Contemporary) | <input type="text"/> |
| History (Future) | <input type="text"/> |
| Military Tactics | <input type="text"/> |
| Research | <input type="text"/> |
| Timecraft* | <input type="text"/> |
| Trivia | <input type="text"/> |

Interpersonal Abilities

| | |
|---------------------|----------------------|
| Authority | <input type="text"/> |
| Bureaucracy | <input type="text"/> |
| Charm | <input type="text"/> |
| Falsehood Detection | <input type="text"/> |
| High Society | <input type="text"/> |
| Intimidation | <input type="text"/> |
| Reassurance | <input type="text"/> |
| Streetwise | <input type="text"/> |
| Taunt | <input type="text"/> |

Technical Abilities

| | |
|--------------------|----------------------|
| Forgery | <input type="text"/> |
| Hacking | <input type="text"/> |
| Medical Expertise | <input type="text"/> |
| Notice | <input type="text"/> |
| Outdoor Survival | <input type="text"/> |
| Paradox Prevention | <input type="text"/> |
| Science! | <input type="text"/> |
| Spying | <input type="text"/> |

Gear

General Abilities

| | |
|---------------------|----------------------|
| Athletics | <input type="text"/> |
| Burglary | <input type="text"/> |
| Chronal Stability** | <input type="text"/> |
| Disguise | <input type="text"/> |
| Health** | <input type="text"/> |
| Medic | <input type="text"/> |
| Preparedness | <input type="text"/> |
| Reality Anchor | <input type="text"/> |
| Scuffling | <input type="text"/> |
| Shooting | <input type="text"/> |
| Tinkering | <input type="text"/> |
| Unobtrusiveness | <input type="text"/> |
| Vehicles | <input type="text"/> |

Special Boosters:

Stitches

| | | | | |
|----------------------|----------------------|----------------------|----------------------|----------------------|
| <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> |
|----------------------|----------------------|----------------------|----------------------|----------------------|

Extra Investigative Points?

Extra General Points?

