The Font of Knowledge Print Book Errata - 17 June 2017

BREEN-swapped paragraph

The first paragraph of The Font of Knowledge was stolen, and replaced with the introduction from *The Valkyrie Gambit.* This is what the introduction should have said:

"*Font of Knowledge* is a 4-hour one-shot mission for *TimeWatch*, the GUMSHOE investigative time travel RPG from Pelgrane Press. GUMSHOE is predicated on the idea that it's more fun to figure out how clues fit together than it is to roll (and sometimes fail) to discover them. In *TimeWatch*, you assume the role of exceptionally competent time agents from across history, time traveling up and down the time stream to fix historical sabotage. On this mission, Agents learn that something as simple as changing a writing font can lead to unheralded scientific advancements centuries early… and from there, to the eradication of humanity.

You'll need a copy of *TimeWatch* to play this mission. You'll also need a pencil and a d6 for each player, and some poker chips (or coins, or glass beads) for use as action points.

Six fast-start TimeWatch Agents customized to the mission are included, or you can easily use Agents that your players create themselves."

Unnecessary bonus paragraph

Someone also snuck in the following paragraph from *The Valkyrie Gambit.*

"Wrapping Up

No gearing up is needed when leaving the Citadel, as such activities are covered by Preparedness and Disguise abilities, but feel free to ask players if they have any special needs before leaving. When ready, have them make a Travel Test and they're off to Scene 3."

You can safely ignore this paragraph.

Competent Characters

TimeWatch Agents are highly trained individuals. Here's how their character sheets should have looked:

Name: Ochoa

Nationality: Central African

Origin Time: Mid-9th century

Profession: Team Leader

Age: about 1,072 years old

Drive:

Hit Threshold: 3   **Armor:** 1

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:			8

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:			8

Investigative Abilities

Academic Abilities

Anthropology	1
Architecture	1
History (Ancient)	1
History (Contemporary)	1
History (Future)	
Military Tactics	1
Research	1
Timecraft*	1
Trivia	1

Interpersonal Abilities

Authority	1
Bureaucracy	1
Charm	1
Falsehood Detection	1
High Society	1
Intimidation	
Reassurance	1
Streetwise	1
Taunt	

Technical Abilities

Forgery	
Hacking	
Medical Expertise	1
Notice	1
Outdoor Survival	1
Paradox Prevention	1
Science!	
Spying	

Gear

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

Stitches

Extra Investigative Points?

Extra General Points?

General Abilities

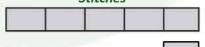|	
Athletics	5
Burglary	3
Chronal Stability**	8
Disguise	5
Health**	8
Medic	2
Preparedness	8
Reality Anchor	6
Scuffling	
Shooting	4
Tinkering	3
Unobtrusiveness	5
Vehicles	5

Special Boosters:

Flashback: (Preparedness, p 50) You can narrate a flashback where your group prepared a secret plan in the past, even if no one had been aware of it until now.

TIMEWATCH

Name: Quillicus Tsieh (Quill)

Nationality: Asian-American

Origin Time: 2169

Profession: Scientist

Age: 17

Drive:

Hit Threshold: 3   **Armor:** 1

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:			8

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:			8

Investigative Abilities

Academic Abilities

Anthropology	
Architecture	
History (Ancient)	
History (Contemporary)	1
History (Future)	
Military Tactics	
Research	2
Timecraft*	1
Trivia	

Interpersonal Abilities

Authority	
Bureaucracy	1
Charm	
Falsehood Detection	1
High Society	
Intimidation	
Reassurance	1
Streetwise	
Taunt	

Technical Abilities

Forgery	
Hacking	2
Medical Expertise	
Notice	2
Outdoor Survival	
Paradox Prevention	1
Science!	3
Spying	

Gear

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
2 free Investigative pts	-- assign when desired

Stitches

Extra Investigative Points? ☐

Extra General Points? ☐

General Abilities

Athletics	4
Burglary	0
Chronal Stability**	8
Disguise	3
Health**	8
Medic	3
Preparedness	6
Reality Anchor	3
Scuffling	0
Shooting	6
Tinkering	10
Unobtrusiveness	8
Vehicles	3

Special Boosters:

Rapid Deployment: (Tinkering, p 52) You can complete a Tinkering task in half the time it would take someone without this booster. For Tinkering tasks that normally take one round, you can perform the Tinkering action in the same round as you fire the weapon.

Nothing To See Here: (Unobtrusiveness, p 53) When you take the lead on piggybacking an Unobtrusiveness test, characters who are unable to pay the 1 point cost from their Unobtrusiveness pool only raise the Difficulty of the attempt by 1 instead of 2.

TIMEWATCH

Name: Co. Thomas Blood

Nationality: Irish

Origin Time: 1680

Profession: Thief

Age: 60

Drive:

Hit Threshold: 4   **Armor:** 1

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:			7

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:			8

Investigative Abilities

Academic Abilities

Ability	
Anthropology	
Architecture	1
History (Ancient)	
History (Contemporary)	1
History (Future)	
Military Tactics	1
Research	1
Timecraft*	1
Trivia	

Interpersonal Abilities

Ability	
Authority	
Bureaucracy	
Charm	2
Falsehood Detection	1
High Society	1
Intimidation	
Reassurance	1
Streetwise	2
Taunt	1

Technical Abilities

Ability	
Forgery	1
Hacking	
Medical Expertise	
Notice	1
Outdoor Survival	
Paradox Prevention	1
Science!	
Spying	1

Gear

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

Stitches

Extra Investigative Points? [ ]

Extra General Points? [ ]

TIMEWATCH

General Abilities

Ability	
Athletics	8
Burglary	8
Chronal Stability**	7
Disguise	4
Health**	8
Medic	
Preparedness	4
Reality Anchor	
Scuffling	3
Shooting	6
Tinkering	2
Unobtrusiveness	8
Vehicles	4

Special Boosters:

Hard to Hit: (Athletics, p 48) Your Hit Threshold is 4.

Fast Hands: (Burglary, p 48) Once per round when in a close-quarters fight, you can pick one antagonist's pocket without taking an action to do so. This test is usually D4; if you don't mind them noticing, it's one point lower.

Nothing To See Here: (Unobtrusiveness, p 53) When you take the lead on piggybacking an Unobtrusiveness test, characters who are unable to pay the 1 point cost from their Unobtrusiveness pool only raise the Difficulty of the attempt by 1 instead of 2.

Name: Julie d'Aubigny (La Maupin)

Nationality: French

Origin Time: 1707

Profession: Ne'er do well (& opera singer duelist)

Age: 33

Drive:

Hit Threshold: 4 **Armor:** 1

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:			8

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:			8

Investigative Abilities

Academic Abilities

Anthropology	
Architecture	1
History (Ancient)	
History (Contemporary)	1
History (Future)	
Military Tactics	2
Research	
Timecraft*	1
Trivia	1

Interpersonal Abilities

Authority	
Bureaucracy	
Charm	3
Falsehood Detection	1
High Society	2
Intimidation	
Reassurance	
Streetwise	1
Taunt	1

Technical Abilities

Forgery	
Hacking	
Medical Expertise	
Notice	1
Outdoor Survival	
Paradox Prevention	1
Science!	
Spying	1

Gear

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
Epee	-- Damage Modifier +1

Stitches

Extra Investigative Points? [ ]

Extra General Points? [ ]

TIMEWATCH

General Abilities

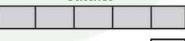|	
Athletics	8
Burglary	2
Chronal Stability**	8
Disguise	3
Health**	8
Medic	1
Preparedness	8
Reality Anchor	8
Scuffling	10
Shooting	2
Tinkering	
Unobtrusiveness	4
Vehicles	

Special Boosters:

Hard to Hit: (Athletics, p 48) Your Hit Threshold is 4.

Flashback: (Preparedness, p 50) You can narrate a flashback where your group prepared a secret plan in the past, even if no one had been aware of it until now.

Grounded: (Reality Anchor, p 51) You automatically succeed at your first four standard Travel tests in any scene.

That's Gotta Hurt: (Scuffling, p 52) Your minimum scuffling damage (before any modifiers) is the number of Scuffling points you spend on the attack. This maxes out at 6 points of guaranteed damage. Any stitches spent to raise damage on an attack are considered a modifier, and so are added after determining minimum damage.

Name: Rogo

Nationality:

Origin Time: 2213

Profession: Uplifted gorilla

Age: 6

Drive:

Hit Threshold: 4   **Armor:** 1

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:			7

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:			14

Investigative Abilities

Academic Abilities

Anthropology	1
Architecture	
History (Ancient)	
History (Contemporary)	
History (Future)	1
Military Tactics	2
Research	
Timecraft*	2
Trivia	

Interpersonal Abilities

Authority	1
Bureaucracy	
Charm	1
Falsehood Detection	
High Society	
Intimidation	3
Reassurance	1
Streetwise	
Taunt	2

Technical Abilities

Forgery	
Hacking	
Medical Expertise	
Notice	1
Outdoor Survival	1
Paradox Prevention	1
Science!	
Spying	

Gear

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

Stitches

Extra Investigative Points? [ ]

Extra General Points? [ ]

General Abilities

Athletics	10
Burglary	3
Chronal Stability**	7
Disguise	3
Health**	14
Medic	
Preparedness	4
Reality Anchor	4
Scuffling	12
Shooting	2
Tinkering	
Unobtrusiveness	3
Vehicles	

Special Boosters:

Hard to Hit: (Athletics, p 48) Your Hit Threshold is 4.

That's Gotta Hurt: (Scuffling, p 52) Your minimum scuffling damage (before any modifiers) is the number of Scuffling points you spend on the attack. This maxes out at 6 points of guaranteed damage. Any stitches spent to raise damage on an attack are considered a modifier, and so are added after determining minimum damage.

Name: H.E.E.L.E.R.
Nationality: Robot
Origin Time: TimeWatch Citadel
Profession: Physician
Age:
Drive: Enthusiasm & Optimism

Hit Threshold: 4   **Armor:** 1

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:			6

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:			8

Investigative Abilities

Academic Abilities

Ability	
Anthropology	1
Architecture	
History (Ancient)	
History (Contemporary)	1
History (Future)	1
Military Tactics	
Research	1
Timecraft*	1
Trivia	1

Interpersonal Abilities

Ability	
Authority	
Bureaucracy	1
Charm	1
Falsehood Detection	1
High Society	
Intimidation	
Reassurance	1
Streetwise	
Taunt	

Technical Abilities

Ability	
Forgery	
Hacking	1
Medical Expertise	3
Notice	1
Outdoor Survival	
Paradox Prevention	1
Science!	1
Spying	

Gear

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
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TimeWatch Uniform	-- chronomorphic, armor 1
Translator	-- instant, 2-way, unnoticeable

Stitches

☐ ☐ ☐ ☐ ☐

Extra Investigative Points? ☐

Extra General Points? ☐

General Abilities

Ability	
Athletics	8
Burglary	1
Chronal Stability**	6
Disguise	3
Health**	8
Medic	9
Preparedness	6
Reality Anchor	6
Scuffling	3
Shooting	3
Tinkering	3
Unobtrusiveness	3
Vehicles	3

Special Boosters:
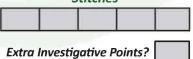
Hard to Hit: (Athletics, p 48) Your Hit Threshold is 4.

Heal Thyself: (Medic, p 50) You can heal yourself as efficiently as you can heal others, gaining 2 points of Health back for every point of Medic you spend.

TIMEWATCH