

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	
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	

### Gear

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### Stitches

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Extra Investigative Points?

Extra General Points?

### General Abilities

Athletics	
Burglary	
Chronal Stability**	
Disguise	
Health**	
Medic	
Preparedness	
Reality Anchor	
Scuffling	
Shooting	
Tinkering	
Unobtrusiveness	
Vehicles	

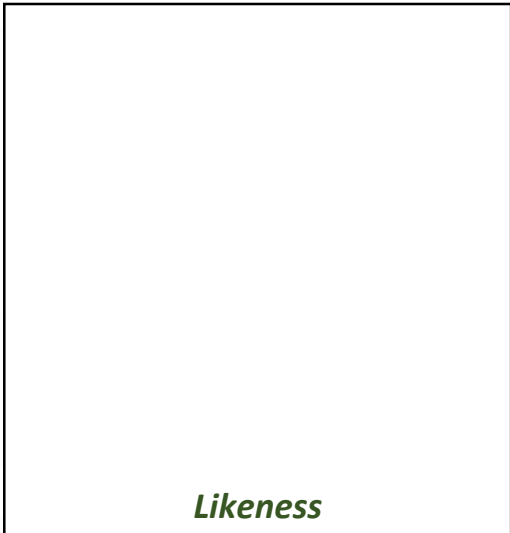
### Special Boosters:



**Name:**

**Species:**

**Personal History:**



**Character Interactions**

**Pool refreshes:** At any time spend 1 or more stitches to refresh 1 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 need to make 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 is inflicted on you.

**Attacks**

<b>Att.</b>	<b>Rng</b>	<b>Dam.</b>	<b>Notes</b>

**Notes**