50 50 Reset Abilities 16 16

Load Character Save Character

Name:

Nationality:

Origin Time:

Profession:

Age:

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:			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:			6

Investigative Abilities

Academic Abilities

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

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

Athletics	
Burglary	
Chronal Stability*	6
Disguise	
Health*	6
Medic	
Preparedness	
Reality Anchor	
Scuffling	
Shooting	
Tinkering	
Unobtrusiveness	
Vehicles	

Special Boosters:

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