

# TICKTOCKMAN

The Master Of Time  
"Repent, harlequins!"



Real Name Gerald Gearman  
Player NPC  
Origin Equipped  
Archetype Elemental

Team Affiliation Solo  
Base of Operations New Orleans, LA, USA  
Range of Operations National  
Nationality American

Hair Brown  
Eyes Brown  
Height 178 cm (5' 10")  
Weight 82 kg (180 lbs)

Gender Cis Male  
Sexuality Heterosexual

## ATTRIBUTES

<b>Agility</b>	<b>3</b>	
<b>Brawn</b>	<b>2</b>	
<b>Endurance</b>	<b>3</b>	
<b>Presence</b>	<b>3</b>	
<b>Reason</b>	<b>4</b>	
<b>Power Level</b>	<b>7</b>	

Normal Lift: 55 kg (pony keg of beer)  
Max Lift: 120 kg (heavy adult)  
Throws (25 kg): 2 m

Max Range: 1 km  
Max Area: 100 m radius

## MOTIVATIONS & COMPLICATIONS

Control: The character detests the chaos of human society, and seeks to impose order.  
Vengeance: The character seeks revenge for some past wrong done to them or their loved ones.

## POWERS

### Agility Drain

Standard action, Hand-to-hand, Alteration  
Time Dilation

### Agility Drain Ray

Standard action, Ranged, Alteration  
Time Dilation Ray

### Danger Sense

Free action, Self-only  
Probability prediction

### Duplication

Quick action, Self-only  
Temporal "glitch"; 125 duplicates

### Extra Actions

Quick action, Self-only

### Force Field

Quick action, Self-only

### Haste

Standard action, Self-only  
x1,250 multiplier

### Intangibility

Quick action, Self-only  
"Out of phase" with the timestream

### Regeneration

Standard action, Self-only

### Strike

Standard action, Hand-to-hand, Normal  
Compressed-time punch

### Super-running

Move action, Self-only

## EQUIPMENT

Cell Phone (PL 1)  
CommLink (PL 1)

## SKILLS

Computing  
Engineering (+)  
Finesse  
Hand-to-hand Combat  
Investigation  
Perception  
Ranged Combat  
Science

## GIFTS

Master Plan  
Minions

## MOVEMENT

	Base Move	Double Move	All-out Move
Run	13 km	26 km	78 km (47,000 km/h)
Swim	3 m	6 m	18 m (11 km/h)
Jump	1 m		

Base Character Points 50      Unspent Experience 0  
Total Experience Points 0      Spent Experience 0  
Character Points Spent 50      Total Character Points 50

Attributes 28 + Skills 9 + Gifts 2 + Powers 11 + Modifiers 0 = 50 / 50

## OPPOSED ROLLS

### Attacker (Action Total)

Dice	plus	Skill (Attribute)
1d6 Unskilled		Hand-to-hand Combat (Brawn)
2d6 Skilled		Ranged Combat (Agility)
2d6 Has Expertise (Re-roll 1s and 2s)		Mental Combat (Power Level) etc.

### Defender (Target Number)

Dice	plus	Skill (Attribute)
1d6 Unskilled		Hand-to-hand Combat (Brawn)
2d6 Skilled		Ranged Combat (Agility)
2d6 Has Expertise (Re-roll 1s and 2s)		Mental Combat (Presence) etc.

## UNOPPOSED ROLLS

### Action Total

Dice	plus	Skill (Attribute)
1d6 Unskilled		Culture (Reason)
2d6 Skilled		Finesse (Agility)
2d6 Has Expertise (Re-roll 1s and 2s)		Performance (Presence) etc.

### Target Number

Dice	plus	Difficulty Value (DV)
1d6 Unskilled	3	Moderately difficult
2d6 Skilled	6	Remarkably difficult
2d6 Has Expertise (Re-roll 1s and 2s)	9	Extremely difficult
	12	Inconceivable!

## ATTACK BONUSES AND PENALTIES

Circumstance	Modifier
Attacker is making an all-out move (sprinting)	Attack fails
Attacker can't perceive defender in ranged combat	Attack fails
Attacker can't perceive defender in hand-to-hand combat	Penalty die
Attacker is attempting to disarm the defender	Penalty die
Attacker is distracted	Penalty die
Attacker is restrained	Penalty die
Attacker is making a double move (running)	Penalty die
Attacker is surprised	Penalty die
Attacker is using a sweep attack	Penalty die
Attacker is using a two-handed weapon with one hand	Penalty die
Target is beyond effective range of the weapon	Penalty die
Attacker is charging the defender	Bonus die

## DEFENSE BONUSES AND PENALTIES

Circumstance	Modifier
Defender is distracted	Penalty die
Defender is prone in hand-to-hand combat	Penalty die
Defender is restrained	Penalty die
Defender is surprised	Penalty die
Defender can't perceive attacker	Penalty die
Defender has cover	Bonus die
Defender is prone in ranged combat	Bonus die
Defender is making a double move (running)	Bonus die
Defender is making an all-out move (sprinting)	Bonus die

## SPENDING A PLOT POINT

<b>Bonus Die</b>	Spending a plot point grants the character a bonus die on the current roll. The player may spend the plot point before or after the dice are rolled.
<b>Escape</b>	Spending a plot point allows the character to immediately break free of a grapple or a lasting power such as Dazzle, Mind Control, or Telekinesis.
<b>Inspiration</b>	Spending a plot point grants the character an intuitive leap: the player receives a hint from the GM on what to do next.
<b>Power Stunt</b>	Spending a plot point permits the character to use a power they do not have.
<b>Rally</b>	Spending a plot point allows a character to rally and immediately recover half of the Endurance they have lost.
<b>Retcon</b>	Spending a plot point allows the player to change the past in some way that supports the current needs of the plot.
<b>Surge</b>	Spending a plot point increases one of the character's attributes by one for one round.

## ACTIONS

<b>On Your Turn</b>	One <b>move action</b> One <b>standard action</b> As many <b>quick actions</b> as the GM deems reasonable
<b>Any Time</b>	As many <b>free actions</b> as the GM deems reasonable

## DIFFICULTY VALUE

— <b>Routine</b>	Perform a familiar task under ordinary conditions
<b>3 Moderately difficult</b>	Perform a familiar task under hostile conditions, or an unfamiliar task under ordinary conditions
<b>6 Remarkably difficult</b>	Perform an unfamiliar task under hostile conditions
<b>9 Extremely difficult</b>	Perform an esoteric task under ordinary conditions
<b>12 Inconceivable!</b>	Perform an esoteric task under hostile conditions