# Ticktockman

The Master Of Time

"Repent, harlequins!" 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)

POWERS

Strike

Constant

Move



Sexuality Heterosexual

Standard Compressed-time punch

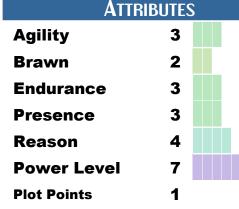
Super-reason

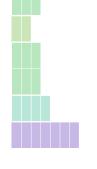
**Super-running** 

Origin Equipped Archetype Elemental

Real Name Gerald Gearman

Player NPC





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

**Danger Sense** Reaction Probability prediction

### **Duplication** Quick

Temporal "glitch"; 125 duplicates

**Extra Actions** Quick

**Force Field** Quick

Haste

Standard x125 multiplier

## Intangibility

Quick "Out of phase" with the timestream

## Regeneration

	Standard	
Motivations & Complications	Skills	GIFTS
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.	Close Combat Computing Engineering (+) Finesse Investigation Ranged Combat Science (+)	Master Plan Minions Pro From Dover: Methods engineering

NOTES

EQUIPMENT

Cell Phone (PL 1) Commlink (PL 1)

### MOVEMENT

	Base Move	Double Move
Run	13 km	26 km
Swim	3 m	6 m
Jump	1 m	

All-out Move 78 km (47,000 km/h) 18 m (11 km/h)

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 3 + Powers 10 = 50 / 50

Bulletproof Blues Character Sheet Helper 3.13 (Character Last Updated: 2020-02-10)

# **OPPOSED ROLLS**

Attacl	ker (Ac	tion Total)		Defende	er (Targ	jet Number)
Dice	1	Skill (Attribute)	1	Dice		Skill (Attribute)
1d6 Unskilled		Close Combat (Brawn)		1d6 Unskilled		Close Combat (Brawn)
2d6 Skilled	plus	Ranged Combat (Agility)	vs	2d6 Skilled	plus	Ranged Combat (Agility)
2d6 Has Expertise		Mental Combat (Power Level)		2d6 Has Expertise	-	Mental Combat (Presence)
(Re-roll 1s and 2s)		etc.		(Re-roll 1s and 2s)		etc.
Unopposed Rolls						
1	Action	Total		Та	rget N	umber
Dice	1	Skill (Attribute)	1	Dice		Difficulty Value (DV)
1d6 Unskilled		Culture (Reason)		1d6 Unskilled		3 Moderately difficult
2d6 Skilled	plus	Finesse (Agility)	vs	2d6 Skilled	plus	6 Remarkably difficult
2d6 Has Expertise		Performance (Presence)		2d6 Has Expertise		9 Extremely difficult
(Re-roll 1s and 2s)	1	etc.		(Re-roll 1s and 2s)		12 Inconceivable!
			-			
ATTACK	Bonuse	s And Penalties		DEFENSE B	ONUSES	AND PENALTIES
Circ	umstanc	e Modif	ier	Circun	nstance	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 close 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

### Penalty die Defender is surprised 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

# ACTIONS

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

# Spending A Plot Point

Bonus Die	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.
Escape	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.
Inspiration	Spending a plot point grants the character an intuitive leap: the player receives a hint from the GM on what to do next.
Power Stunt	Spending a plot point permits the character to use a power they do not have.
Rally	Spending a plot point allows a character to rally and immediately recover half of the Endurance they have lost.
Retcon	Spending a plot point allows the player to change the past in some way that supports the current needs of the plot.
Surge	Spending a plot point increases one of the character's attributes by one for one round.

# **DIFFICULTY VALUE**

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

Penalty die

Penalty die

Penalty die

Defender is distracted

Defender is restrained

Defender is prone in close combat