

# 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>	<div><div></div><div></div><div></div></div>
<b>Brawn</b>	<b>2</b>	<div><div></div><div></div></div>
<b>Endurance</b>	<b>3</b>	<div><div></div><div></div><div></div></div>
<b>Presence</b>	<b>3</b>	<div><div></div><div></div><div></div></div>
<b>Reason</b>	<b>4</b>	<div><div></div><div></div><div></div><div></div></div>
<b>Power Level</b>	<b>7</b>	<div><div></div><div></div><div></div><div></div><div></div><div></div><div></div></div>
<b>Plot Points</b>	<b>1</b>	

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

## POWERS

### 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**

### Strike

**Standard** Compressed-time punch

### Super-reason

**Constant**

### Super-running

**Move**

## 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.

## SKILLS

Close Combat  
Computing  
Engineering (+)  
Finesse  
Investigation  
Ranged Combat  
Science (+)

## GIFTS

Master Plan  
Minions  
Pro From Dover: Methods engineering

## NOTES

## MOVEMENT

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

## EQUIPMENT

Cell Phone (PL 1)  
CommLink (PL 1)

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

### Attacker (Action Total)

Dice
1d6 Unskilled
2d6 Skilled
2d6 Has Expertise (Re-roll 1s and 2s)

plus

Skill (Attribute)
Close Combat (Brawn)
Ranged Combat (Agility)
Mental Combat (Power Level)
etc.

vs

### Defender (Target Number)

Dice
1d6 Unskilled
2d6 Skilled
2d6 Has Expertise (Re-roll 1s and 2s)

plus

Skill (Attribute)
Close Combat (Brawn)
Ranged Combat (Agility)
Mental Combat (Presence)
etc.

## UNOPPOSED ROLLS

### Action Total

Dice
1d6 Unskilled
2d6 Skilled
2d6 Has Expertise (Re-roll 1s and 2s)

plus

Skill (Attribute)
Culture (Reason)
Finesse (Agility)
Performance (Presence)
etc.

vs

### Target Number

Dice
1d6 Unskilled
2d6 Skilled
2d6 Has Expertise (Re-roll 1s and 2s)

plus

Difficulty Value (DV)
3 Moderately difficult
6 Remarkably difficult
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 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

## DEFENSE BONUSES AND PENALTIES

Circumstance	Modifier
Defender is distracted	Penalty die
Defender is prone in close 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

## 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 As many <b>reactions</b> as the GM deems reasonable

## 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.

## 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