

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

Agility	3	
Brawn	2	
Endurance	3	
Presence	3	
Reason	4	
Power Level	7	

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

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-reason

Constant, Self-only

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
Pro From Dover: Methods engineering

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 3 + Powers 10 + 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

ACTIONS

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