

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 5' 10"
Weight 180 lbs.

Gender Cis Male
Sexuality Heterosexual



ATTRIBUTES

Agility	3	
Brawn	2	
Endurance	3	
Presence	3	
Reason	4	
Power Level	7	
Plot Points	1	

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	Strike Standard Compressed-time punch
Duplication Quick Temporal "glitch"; 125 duplicates	Super-reason Constant
Extra Actions Quick	Super-running Move
Force Field Quick	
Haste Standard x125 multiplier	
Intangibility Quick "Out of phase" with the timestream	
Regeneration Standard	

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

EQUIPMENT

Cell Phone (PL 1)
Commlink (PL 1)

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 = 50 / 50

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

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.

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 As many reactions as the GM deems reasonable

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