



Character Name: **Captain Chronos**

AKA: Tempus Carlson, Hzl Mgn

Genre: Superheroic

Campaign: **TASK FORCE:TNG**

CHARACTERISTICS

Val	Char	Base	Cost	Roll
10	STR	10	0	11-
20	DEX	10	20	13-
20	CON	10	10	13-
23	INT	10	13	14-
18	EGO	10	8	13-
25	PRE	10	15	14-
10	OCV	3	35	
10	DCV	3	35	
3	OMCV	3	0	
7	DMCV	3	12	
30/40	PD	2	4	
30/40	ED	2	4	
8	SPD	2.0	60	
10	REC	4	6	
90	END	20	14	
10	BODY	10	0	
50	STUN	20	15	
12m	Run	12	0	
4m	Swim	4	0	
4m	Leap	4	0	
Total 251				

Summary
 Lift: 100.0kg
 Initiative: 60
 Stun Threshold: 20
 Perception Roll: 14-
 PRE Attack: 5d6
 STR Dmg: 2d6
 STR END: 1

30/40 PD • 24/34 Res. PD
 30/40 ED • 24/34 Res. ED
 Phases: 2, 3, 5, 6, 8, 9, 11, 12

CHARACTER IMAGE



EXPERIENCE POINTS

Total earned:	333
Spent:	333
Unspent:	0
Base Points:	650
Complication Points:	100
Characteristic Points:	251
Power Points:	462
Talent Points:	144
Martial Art Points:	0
Skill Points:	111
Perk Points:	15
Total Points:	983

MOVEMENT

Type	Top Speed
Run	12m [24m NC]
Swim	4m [8m NC]
H. Leap	4m [8m NC]
V. Leap	2m [4m NC]
Teleport	65m [130m NC]

INFORMATION

Eye Color: Brown
Hair Color: white

Height: 1.90 m
Weight: 70.00 kg

Appearance

Captain Chronos wears a silver lamé bodysuit sort of thing, seemingly patterned after the aviator outfits worn by some Pulp-era heroes. The right glove and both boots are flared; the left glove is not flared because most of his left forearm is encased in what looks like a mini-computer (it's actually the most advanced chronometer in existence for the next forty centuries). The costume covers his head, but leaves the face open, and there's a little silver wing on either side of his head. Across his eyes he wears his Chronogoggles, big goggles with dark blue lenses that have a vertical arc of electricity slowly zapping back and forth across them. On his back he wears a slim pack of some kind that attaches at the shoulders and waist.

Background

Suddenly, there was a blinding flash! — and then a funny-looking man in a silver lamé jumpsuit was standing in the middle of the street, where no one had been before. He stood there for a few seconds, looking all around him while passersby gawked. Some laughed, but he didn't pay any attention. Then he took a careful look at some gizmo he had on his left arm. "Perfect!" he exclaimed. "2002, just as planned. I only hope I'm not too late...." And then he vanished, as if he'd never been there.

Captain Chronos claims to be from the future — the very distant future, thousands of years from the present day. According to what he's told both

heroes and reporters, he's come back in time (or been sent back) "to prevent the collapse of the time-stream and save all reality." He refuses to say any more, claiming that if he gives people from this timeframe too much information, it could have "a negative effect on history. Though most people think he's simply a nut, he's not lying. He is from the future -- the 60th century, to be precise -- and he did come back to save reality.

Personality

As Captain Chronos, the young Dr. Mgn's goal is painfully aware of just how easy it is for him to do something in the past that would have unintended negative consequences in the future, so every step he takes is taken with extreme caution after extensive chrono-calculations to determine the impact of his actions. To make sure that things go the way he wants them to, he sometimes has to do things that seem incomprehensible, weird, mysterious, or even criminal or evil, but ultimately it's all in a very good cause. He can't tell anyone about his mission because giving people glimpses of their own future could change that future, and that could cause even more problems.

As a scientist/historian, Captain Chronos has a strong streak of scientific curiosity, and this sometimes sidetracks him in the middle of an adventure — he's fascinated by the things he sees and people he meets, and sometimes can't resist learning more: "Hey, you're Ironclad! Wow, it's great to meet you. I've read all about you in my history books!" He often starts to describe a famous event from another person's life, realizes that event hasn't happened yet, and stops halfway through a sentence. People who spend a lot of time around him may soon find this a little annoying.

Given the precision with which he times everything he does, Captain Chronos gets really annoyed with people who are habitually late or dawdle. He's got things to do, and doesn't want someone who doesn't understand what's at stake wasting his time. He often gives people like that advanced chronographs of his own making, programmed to beep them with reminders when he wants them to be somewhere or do something.

Quotes

(from "Leap Day") "If it isn't Dr. Robert Hawkins, the Son of Doctor Destroyer himself! I'm a big fan of what you did to terraform..." (beat, trailing off awkwardly) "Yes, well never mind."

Captain Chronos

POWERS

END	Description	Cost
	Time Shift: Multipower, 120-point reserve	120
	1) One Second Out of Sync: (Total: 120 Active Cost, 120 Real Cost) Desolidification (affected by Time), Usable By Other (+1/4), Grantor pays the END whenever the power is used, Grantor controls the power totally, Recipient must be within Limited Range of the Grantor for power to be granted, Recipient must remain close to Grantor, Reduced Endurance (1/2 END; +1/4) (60 Active Points) (Real Cost: 60)	
4	PLUS Invisibility to Sight, Radio and Hearing Groups , No Fringe, Usable By Other (+1/4), Grantor pays the END whenever the power is used, Grantor controls the power totally, Recipient must be within Limited Range of the Grantor for power to be granted, Recipient must remain close to Grantor, Reduced Endurance (1/2 END; +1/4) (60 Active Points) (Real Cost: 60)	12f
0	2) Damage Negation (-12 DCs Physical) (60 Active Points); Nonpersistent (-1/4)	10v
0	3) Damage Negation (-12 DCs Energy) (60 Active Points); Nonpersistent (-1/4)	10v
0	4) Damage Negation (-12 DCs Mental) (60 Active Points); Nonpersistent (-1/4)	10v
	Temporal Manipulation: Multipower, 105-point reserve	105
9	1) Stop Time: Extra-Dimensional Movement (Time Is Stopped For Everyone But The Character, Physical Location Same As Starting Location), Usable Nearby (+1 1/4), Grantor pays the END whenever the power is used, Grantor controls the power totally (90 Active Points)	9f
4	2) Fast Time Bubble: Aid SPD 10d6, Reduced Endurance (1/2 END; +1/4), Ranged (+1/2) (105 Active Points); Recipient Must Spend 2 END Per Point Of Extra SPD Gained Per Phase While Aid Remains In Effect (-1/2)	7f
4	3) Slow Time Bubble: Drain SPD 8d6, Reduced Endurance (1/2 END; +1/4) (100 Active Points)	10f
9	4) Stop Time Bubble: Major Transform 6d6 (Target into target frozen in a moment of time, NND Condition or Time Limit expires), Attack Versus Alternate Defense (Temporal Manipulation Powers; All Or Nothing; each 10 points of Power Defense lowers duration by 20 minutes; +1/2) (90 Active Points); Time Limit (1 hour; -3/4), No Range (-1/2) <i>Notes: Uses Absolute Effect Rule (6E1:133). On a successful attack roll, the target is "stuck" in a single moment of time for the duration of the power. As an instant power with a lingering effect that does not require END to maintain, "Time Limit" is a limitation as per 6E1:346.</i>	4f
0	5) Rapid Healing: Healing Simplified 7d6, Reduced Endurance (0 END; +1/2) (105 Active Points)	10f
10	6) Temporal Acceleration: Killing Attack - Ranged 2d6, Constant (+1/2), Attack Versus Alternate Defense (is temporal/dimensional manipulation powers or Life Support [Longevity]; All Or Nothing; +1), Does BODY (+1) (105 Active Points)	10f
10	7) Temporal Disharmony: Blast 8d6, Constant (+1/2), Attack Versus Alternate Defense (is temporal/dimensional manipulation powers or Life Support [Longevity]; All Or Nothing; +1) (100 Active Points)	10f
0	8) Temporal Shunt: (Total: 50 Active Cost, 50 Real Cost) Deflection, Reduced Endurance (0 END; +1/2) (30 Active Points) (Real Cost: 30)	5f
	PLUS +10 with Deflection (Real Cost: 20)	
	Space-time Travelling: Multipower, 105-point reserve	105
4	1) Time Travel: Extra-Dimensional Movement (Any Point in Time within 50 Billion Years, future or past, Limited Group Of Physical Locations (Earth)), x4 Increased Weight, Reduced Endurance (1/2 END; +1/4) (102 Active Points) <i>Notes: Speed of temporal movement is not instantaneous, but variable and depends as much as the temporal distance travelled as it does Cap's mood. By GM fiat, this is a special effect :P</i>	10f
4	2) Rapid Transit: Teleportation 50m, Reduced Endurance (1/2 END; +1/4), Safe Blind Teleport (+1/4), Armor Piercing (x2; +1/2) (100 Active Points)	10f
5	3) Teleportation 15m, Safe Blind Teleport (+1/4), Armor Piercing (x2; +1/2), MegaScale (1m = 1,000 km; +1 3/4) (52 Active Points)	5f
Total Powers Cost		462

EQUIPMENT

END	Item	Cost
0	Armor: (Total: 76 Active Cost, 51 Real Cost) Resistant Protection (10 PD/10 ED/10 Power Defense), Hardened (+1/4), Impenetrable (+1/4) (67 Active Points); OIF (-1/2) (Real Cost: 45) plus Life Support (Safe in High Pressure; Safe in High Radiation; Safe in Intense Cold; Safe in Intense Heat; Safe in Low Pressure/Vacuum) (9 Active Points); OIF (-1/2) (Real Cost: 6)	\$51
	<i>Chronogoggles</i> , all slots OIF (-1/2), Unified Power (-1/4)	\$64
0	1) Precognitive, Retrocognitive Clairsentience (Sight And Hearing Groups), Reduced Endurance (0 END; +1/2) (105 Active Points); Precognition/Retrocognition Only (-1), OIF (-1/2), Unified Power (-1/4)	
0	2) Detect Chronal Nodes 9- (no Sense Group), Discriminatory, Analyze, Range (20 Active Points); OIF (-1/2), Unified Power (-1/4)	
0	3) Detect Precise Position in Timeline 17- (no Sense Group), Discriminatory, Analyze, Range (26 Active Points); OIF (-1/2), Unified Power (-1/4)	
TALENTS		
	Description	Cost
	Absolute Time Sense	3
	Lightning Calculator	3
	Speed Reading (x1,000)	8
	Linguistic Training: Universal Translator 14- (20 Active Points); Earth Languages Only (-1/2)	13
	<i>Four-Dimensional</i> , all slots Unified Power (-1/4)	
1)	Combat Luck (24 PD/24 ED) (48 Active Points); Unified Power (-1/4)	38
2)	Combat Sense (Analyze, Discriminatory, Rapid (x1,000), Sense) (39 Active Points); Unified Power (-1/4) 17-	31
3)	Danger Sense (immediate vicinity, out of combat, Analyze, Discriminatory, Function as a Sense) (40 Active Points); Unified Power (-1/4) 17-	32
4)	Lightning Reflexes (+20 DEX to act first with All Actions) (20 Active Points); Unified Power (-1/4)	16
Total Talents Cost		144

Captain Chronos

SKILLS

Roll	Description	Cost
	+5 with Temporal Manipulation Gauntlets	25
	+3 with Chronogoggles	12
14-	Computer Programming	3
14-	Electronics	3
17-	Navigation (Temporal)	8
13-	Stealth	3
14-	Systems Operation	3
13-	Teamwork	3
11-	PS: College Professor	2
11-	PS: Watchmaker	2
	Scholar	3
20-	1) KS: Chronal Nodes of the TASK FORCE timeline (9 Active Points)	8
25-	2) KS: Earth Culture 1970-2020 (14 Active Points)	13
20-	3) KS: History (9 Active Points)	8
14-	4) KS: The Superhuman World (3 Active Points)	2
	Scientist	3
14-	1) Science Skill: Astronomy (3 Active Points)	2
14-	2) Science Skill: Dimensional Engineering (3 Active Points)	2
14-	3) Science Skill: Mathematics (3 Active Points)	2
14-	4) Science Skill: Physics (3 Active Points)	2
14-	5) Science Skill: Temporal Physics (3 Active Points)	2
Total Skills Cost		111

PERKS

Description	Cost	
Equipment Points: 125	15	
Total Perks Cost		15

COMPLICATIONS

Description	Points	
Distinctive Features: Discomforting Aura (Not Concealable; Noticed and Recognizable; Detectable By Commonly-Used Senses)	15	
Hunted: Entropus (Time Elemental) Infrequently (Mo Pow; NCI; Harshly Punish)	20	
Psychological Complication: Must Save Reality (Common; Total)	20	
Psychological Complication: Code vs. Killing (Common; Total)	20	
Psychological Complication: Scientific Curiosity (Common; Moderate)	10	
Social Complication: Secret Identity Frequently, Major	15	
Total Complications Points		100

Captain Chronos**INFORMATION****Powers/Tactics****Campaign Use**

Captain Chronos is a walking plot device. He can show up anywhere and do just about anything. Since he has to keep his motives mysterious, he's likely to clash with the heroes as much as help them — "Hey, why's Chronos all of a sudden trying to kidnap the Senator?" Since he can't explain why it's crucial to reality that the Senator be elsewhere in 3.729571846 hours, he ends up looking like a villain.