| | 5 | SK FOI | VCE. I | NG | | |
|--|---|-------------------------|---------------------------------------|--|---|--|
| CHARACTERISTICS | | | | 5 | | CHARACTER IMAGE |
| Val | Char | Base | Cost | Roll | Summary _ | - Maria |
| 10 | STR | 10 | 0 | 11- | Lift: 100.0kg | and the second s |
| 20 | DEX | 10 | 20 | 13- | Initiative: 60 | 1000002 |
| 20 | CON | 10 | 10 | 13- | Stun Threshold: 20 | |
| 23 | INT | 10 | 13 | 14- | Perception Roll: 14- | |
| 18 | EGO | 10 | 8 | 13- | | A CAN |
| 25 | PRE | 10 | 15 | 14- | PRE Attack: 5d6 | |
| 10 | OCV | 3 | 35 | | STR Dmg: 2d6 | |
| 10 | DCV | 3 | 35 | | STR END: 1 | |
| 3 | OMCV | ′ 3 | 0 | | | |
| 7 | DMCV | ′ 3 | 12 | | | |
| 30/40 |) PD | 2 | 4 | | 30/40 PD • 24/34 Res. PD | |
| 30/40 |) ED | 2 | 4 | | 30/40 ED • 24/34 Res. ED | |
| 8 | SPD | 2.0 | 60 | | Phases: 2, 3, 5, 6, 8, 9, 11, 12 | |
| 10 | REC | 4 | 6 | | | |
| 90 | END | 20 | 14 | | | |
| 10 | BODY | 10 | 0 | | | |
| 50 | STUN | 20 | 15 | | | - Aling |
| 12m | Run | 12 | 0 | | | A CONTRACTOR |
| 4m | Swim | 4 | 0 | | | CASE SE |
| 4m | Leap | 4 | 0 | | | |
| | | Total | 251 | | | |
| EY | PERII | | | NTS | | RMATION |
| Total e | | | FUI | 333 | | Height: 1.90 m |
| | | | | 333 | - | Weight: 70.00 kg |
| Spent: | - L . | | | C | | earance |
| Unsper | | Base Points: 650 | | | Captain Chronos wears a silver lame b | odysuit sort of thing, seemingly patterned |
| Unsper Base P | oints: | nation - | Complication Points: 100 | | after the aviator outfits worn by some | Pulp-era heroes. The right glove and both |
| Unsper Base P | oints: | Points: | | | | |
| Unsper Base P Compli | oints: | | | 251 | boots are flared; the left glove is not fl | |
| Unsper Base P Compli Charac | oints: ication I | | | | boots are flared; the left glove is not fl encased in what looks like a mini-com | puter (it's actually the most advanced |
| Unsper Base P Compli Charac Power Talent | oints: ication I cteristic Points: Points: | Points: | | 251 462 144 | boots are flared; the left glove is not fl encased in what looks like a mini-comp chronometer in existence for the next head, but leaves the face open, and th | puter (it's actually the most advanced forty centuries). The costume covers his |
| Unsper Base P Compli Charac Power Talent Martial | oints: ication I cteristic Points: Points: I Art Poi | Points: | | 251 462 144 0 | boots are flared; the left glove is not fl encased in what looks like a mini-comp chronometer in existence for the next head, but leaves the face open, and the his head. Across his eves he wears his | puter (it's actually the most advanced forty centuries). The costume covers his nere's a little silver wing on either side of |
| Unsper Base P Compli Charac Power Talent Martial Skill Po | oints: ication I cteristic Points: Points: I Art Poi pints: | Points: | | 251 462 144 0 111 | boots are flared; the left glove is not fl encased in what looks like a mini-comp chronometer in existence for the next head, but leaves the face open, and th his head. Across his eyes he wears his lenses that have a vertical arc of elect | puter (it's actually the most advanced forty centuries). The costume covers his here's a little silver wing on either side of Chronogoggles, big goggles with dark blu ricity slowly zapping back and forth across |
| Unsper Base P Compli Charac Power Talent Martial Skill Po | oints: ication I cteristic Points: Points: I Art Poi pints: | Points: | | 251 462 144 0 | boots are flared; the left glove is not fl encased in what looks like a mini-comp chronometer in existence for the next head, but leaves the face open, and th his head. Across his eyes he wears his lenses that have a vertical arc of elect them. On his back he wears a slim pac | puter (it's actually the most advanced forty centuries). The costume covers his here's a little silver wing on either side of Chronogoggles, big goggles with dark blu ricity slowly zapping back and forth across |
| Unsper Base P Compli Charac Power Talent Martial Skill Po Perk Po | oints: ication I cteristic Points: Points: I Art Poi pints: | Points: nts: | | 251 462 144 0 111 | boots are flared; the left glove is not fl encased in what looks like a mini-comp chronometer in existence for the next head, but leaves the face open, and th his head. Across his eyes he wears his lenses that have a vertical arc of elect them. On his back he wears a slim pac shoulders and waist. | puter (it's actually the most advanced forty centuries). The costume covers his here's a little silver wing on either side of Chronogoggles, big goggles with dark blu ricity slowly zapping back and forth across ck of some kind that attaches at the |
| Unsper Base P Compli Charac Power Talent Martial Skill Po Perk Po | oints: ication I cteristic Points: Points: I Art Poi pints: Dints: Points: | Points: nts: | ENT | 251 462 144 0 111 15 | boots are flared; the left glove is not fl encased in what looks like a mini-comp chronometer in existence for the next head, but leaves the face open, and th his head. Across his eyes he wears his lenses that have a vertical arc of elect them. On his back he wears a slim pac shoulders and waist. Bac | puter (it's actually the most advanced forty centuries). The costume covers his here's a little silver wing on either side of Chronogoggles, big goggles with dark blu ricity slowly zapping back and forth across ck of some kind that attaches at the kground |
| Compli Compli Charac Power Talent Martial Skill Po Perk Po Total I | oints: ication I cteristic Points: Points: I Art Poi pints: Dints: Points: | Points: nts: VEMI | Тор | 251 462 144 0 111 15 983 Speed | boots are flared; the left glove is not fl encased in what looks like a mini-comp chronometer in existence for the next head, but leaves the face open, and th his head. Across his eyes he wears his lenses that have a vertical arc of elect them. On his back he wears a slim pac shoulders and waist. Bac Suddenly, there was a blinding flash! - lamé jumpsuit was standing in the min | puter (it's actually the most advanced forty centuries). The costume covers his here's a little silver wing on either side of Chronogoggles, big goggles with dark blu ricity slowly zapping back and forth across ck of some kind that attaches at the kground – and then a funny-looking man in a silver |
| Unsper Base P Compli Charac Power Talent Martial Skill Po Perk Po Total I Type Run | oints: ication I cteristic Points: Points: I Art Poi pints: Dints: Points: | Points: nts: VEMI | Top 12m [| 251 462 144 0 111 15 983 Speed 24m NC] | boots are flared; the left glove is not fl encased in what looks like a mini-comp chronometer in existence for the next head, but leaves the face open, and th his head. Across his eyes he wears his lenses that have a vertical arc of elect them. On his back he wears a slim pac shoulders and waist. Bac Suddenly, there was a blinding flash! - lamé jumpsuit was standing in the mic before. He stood there for a few secon | puter (it's actually the most advanced forty centuries). The costume covers his here's a little silver wing on either side of Chronogoggles, big goggles with dark blu ricity slowly zapping back and forth across ck of some kind that attaches at the kground – and then a funny-looking man in a silver ddle of the street, where no one had been |
| Compli Charac Power Talent Martial Skill Po Perk Po Total I Type Run Swim | oints: ication I cteristic Points: Points: Dints: Dints: Points: MO | Points: nts: VEMI | Top 12m [4m | 251 462 144 0 111 15 983 Speed 24m NC] [8m NC] | boots are flared; the left glove is not fl encased in what looks like a mini-comp chronometer in existence for the next head, but leaves the face open, and th his head. Across his eyes he wears his lenses that have a vertical arc of elect them. On his back he wears a slim pac shoulders and waist. Bac Suddenly, there was a blinding flash! - lamé jumpsuit was standing in the mic before. He stood there for a few secon gawked. Some laughed, but he didn't u | puter (it's actually the most advanced forty centuries). The costume covers his here's a little silver wing on either side of Chronogoggles, big goggles with dark blu ricity slowly zapping back and forth across ck of some kind that attaches at the kground – and then a funny-looking man in a silver ddle of the street, where no one had been |
| Unsper Base P Compli Charac Power Talent Martial Skill Po Perk Po Total I Type Run Swim H. Leaj | oints: ication I cteristic Points: Points: Dints: Dints: Points: MO | Points: nts: VEMI | Top 12m [4m 4m | 251 462 144 0 111 15 983 Speed 24m NC] [8m NC] [8m NC] | boots are flared; the left glove is not fl encased in what looks like a mini-comp chronometer in existence for the next head, but leaves the face open, and th his head. Across his eyes he wears his lenses that have a vertical arc of elect them. On his back he wears a slim pac shoulders and waist. Bac Suddenly, there was a blinding flash! - lamé jumpsuit was standing in the mic before. He stood there for a few secon gawked. Some laughed, but he didn't look at some gizmo he had on his left a | puter (it's actually the most advanced forty centuries). The costume covers his here's a little silver wing on either side of Chronogoggles, big goggles with dark blu ricity slowly zapping back and forth across ck of some kind that attaches at the kground — and then a funny-looking man in a silver ddle of the street, where no one had been ds, looking all around him while passersby pay any attention. Then he took a careful arm. "Perfect!" he exclaimed. "2002, just |
| Unsper Base P Compli Charac Power Talent Martial Skill Po Perk Po Total I Type Run Swim | oints: ication I Points: Points: I Art Poi pints: Dints: Points: MO | Points: nts: | Top 12m [4m 4m 2m | 251 462 144 0 111 15 983 Speed 24m NC] [8m NC] | boots are flared; the left glove is not fl encased in what looks like a mini-comp chronometer in existence for the next head, but leaves the face open, and th his head. Across his eyes he wears his lenses that have a vertical arc of elect them. On his back he wears a slim pac shoulders and waist. Bac Suddenly, there was a blinding flash! - lamé jumpsuit was standing in the mic before. He stood there for a few secon gawked. Some laughed, but he didn't p look at some gizmo he had on his left as planned. I only hope I'm not too late | puter (it's actually the most advanced forty centuries). The costume covers his here's a little silver wing on either side of Chronogoggles, big goggles with dark blu ricity slowly zapping back and forth across ck of some kind that attaches at the kground — and then a funny-looking man in a silver ddle of the street, where no one had been ds, looking all around him while passersby pay any attention. Then he took a careful arm. "Perfect!" he exclaimed. "2002, just |

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."

| Block ¹ / ₂ +0 Brace 0 +2 Disarm ¹ / ₂ -2 Dodge ¹ / ₂ Grab ¹ / ₂ -1 Grab By ¹ / ₂ -3 Haymaker ¹ / ₂ * +0 Move By ¹ / ₂ -2 Move Through ¹ / ₂ -v/10 Multiple Attack 1 var Set 1 +1 Shove ¹ / ₂ -1 Strike ¹ / ₂ +0 Throw ¹ / ₂ 40 Temporal Acceleration 2d Temporal Acceleration 2d Temporal Disharmony 8d Temporal Shunt ^C DEFENS Name Effe Dam Dam Temporal Shunt Com | DCVEffect+0Block, abor½+2 vs. Ran+0Can disarm+3Abort, vs. a-2Grab two li-4Move and C-5+4 DC atta-2STR/2 + v/2-3STR + v/6½Attack mult+0Ranged Att-1Push 1m pe+0STR or wea+0Throw w/ S-2Knock target | ge Mod. all attacks mbs Grab ck damage 10, you take tiple times racks only er 5 STR pon | 1/3 | Type Stunned TI Melee Dan Physical De Res. Phys. I Energy Def Res. Energy Defense Mental Defe | hreshold nage efense D <i>efense</i> ense | Base/Tota 20 2d6 30/40 24/34 30/40 | I Cu STUN END: | | itals /50 |
|--|--|--|-----|---|---|---|-------------------------------|------------------------------------|---------------------|
| Brace 0 +2 Disarm ½ -2 Dodge ½ Grab ½ -1 Grab By ½ -3 Haymaker ½ -2 Move By ½ -3 Haymaker ½ -2 Move By ½ -2 Move Through ½ -V/10 Multiple Attack 1 var Set 1 +1 Shove ½ -1 Strike ½ +0 Throw ½ +0 Throw ½ +1 Shove ½ -1 ATTACC Name Bad Stop Time Bubble 8d Stop Time Bubble 6d Temporal Acceleration 2d Temporal Shunt Com Dam Dam Dam Dam Dam Dam Dam Dam Name Effe Name Effe Na | 1/2+2 vs. Ran+0Can disarm+3Abort, vs. a-2Grab two li-4Move and Q-5+4 DC atta-2STR/2 + v/2-3STR + v/61/2Attack mult+0Ranged Att-1Push 1m pe+0STR or wea+0Throw w/ S-2Knock target | ge Mod. all attacks mbs Grab ck damage 10, you take tiple times racks only er 5 STR pon | 1/3 | Melee Dan Physical De Res. Phys. I Energy Def Res. Energy Defense | nage efense D <i>efense</i> ense | 2d6 30/40 24/34 | | | /50 |
| Disarm ½ -2 Dodge ½ Grab ½ -1 Grab By ½ -3 Haymaker ½ +0 Move By ½ -2 Move Through ½ -v/10 Multiple Attack 1 var Set 1 +1 Shove ½ -1 Strike ½ +0 Throw ½ +0 Trip ½ -1 ATTAC Name E Slow Time Bubble 8d Stop Time Bubble 8d Temporal Acceleration 2d Temporal Shunt C DEFENS Name Effe Dam Dam Dam Dam Dam Dam Dam Dam | +0 Can disarm +3 Abort, vs. a -2 Grab two li -4 Move and Q -5 +4 DC atta -2 STR/2 + v/3 -3 STR + v/6 -3 STR + v/6 -4 Attack multion +0 Ranged Atta -1 Push 1m period +0 STR or weat +0 Throw w/ S -2 Knock target | ill attacks mbs Grab ck damage 10, you take tiple times acks only er 5 STR ipon | 1/3 | Physical De Res. Phys. I Energy Def Res. Energy Defense | efense D <i>efense</i> ense | 30/40 24/34 | END: | | /5(|
| Dodge ½ Grab ½ -1 Grab By ½ -3 Haymaker ½* +0 Move By ½ -2 Move Through ½ -v/10 Multiple Attack 1 var Set 1 +1 Shove ½ -1 Strike ½ +0 Throw ½ +0 Trip ½ -1 ATTAC Name E Slow Time Bubble 8d Stop Time Bubble 6d Gremporal Acceleration 2d Temporal Shunt C Dam Dam Dam Dam Dam Dam Dam Dam Name Effe Name Effe Name Effe Dam Dam Dam Dam Item Stats | +3 Abort, vs. a 2 Grab two li -2 Grab two li -4 Move and C -5 +4 DC atta -2 STR/2 + v/3 -3 STR + v/6 -3 STR + v/6 -4 Attack multi +0 Ranged Atta -1 Push 1m period +0 STR or weat +0 Throw w/ S -2 Knock target | III attacks mbs Grab ck damage 10, you take tiple times acks only er 5 STR ipon | 1/3 | Physical De Res. Phys. I Energy Def Res. Energy Defense | efense D <i>efense</i> ense | 30/40 24/34 | END: | | /5 |
| Grab ½ -1 Grab By ½ -3 Haymaker ½ +0 Move By ½ -2 Move Through ½ -v/10 Multiple Attack 1 var Set 1 +1 Shove ½ -1 Strike ½ +0 Throw ½ +0 Trip ½ -1 ATTAC Name E Slow Time Bubble 8d Stop Time Bubble 6d Temporal Acceleration 2d Temporal Disharmony 8d Temporal Shunt C DEFENS Name Effe Dam Dam Dam Temporal Shunt Com | -2 Grab two li -4 Move and 0 -5 +4 DC atta -2 STR/2 + v/2 -3 STR + v/6 +2 Attack multi +0 Ranged Attion +1 Push 1m per +0 STR or weat +0 Throw w/S -2 Knock target | mbs Grab ck damage 10, you take tiple times acks only er 5 STR ipon | 1/3 | Res. Phys. I Energy Def Res. Energy Defense | Defense ense | 24/34 | END: | | 15 |
| Grab By 1/2 -3 Haymaker 1/2* +0 Move By 1/2 -2 Move Through 1/2 -1 Multiple Attack 1 var Set 1 +1 Shove 1/2 -1 Strike 1/2 +0 Throw 1/2 +0 Throw 1/2 +0 Trip 1/2 -1 ATTAC Name E Slow Time Bubble 8d Stop Time Bubble 8d Stop Time Bubble 6d Temporal Acceleration 2d Temporal Disharmony 8d Temporal Shunt C DEFENS Name Effe Dam Dam Temporal Shunt Com | -4 Move and 0 -5 +4 DC atta -2 STR/2 + v/2 -3 STR + v/6 ¹/₂ Attack multi +0 Ranged Attion +0 STR or weate +0 Throw w/ S -2 Knock target | Grab ck damage 10, you take tiple times acks only er 5 STR ipon | 1/3 | Energy Def Res. Energy Defense | ense | | END: | | |
| Haymaker ¹ /2* +0 Move By ¹ /2 -2 Move Through ¹ /2 -v/10 Multiple Attack 1 var Set 1 +1 Shove ¹ /2 -1 Strike ¹ /2 +0 Throw ¹ /2 +0 Trip ¹ /2 -1 ATTAC Name E Slow Time Bubble 8d Stop Time Bubble 6d Temporal Acceleration 2d Temporal Shunt C DEFENS Name Effe Dam Dam Dam Temporal Shunt Com SENSO | -5 +4 DC atta -2 STR/2 + v/2 -3 STR + v/6 ¹/₂ Attack mult +0 Ranged Att +1 Push 1m pe +0 STR or weat +0 Throw w/ S -2 Knock target | ck damage 10, you take tiple times acks only er 5 STR ipon | 1/3 | Res. Energy Defense | | 30/40 | | | |
| Move By $\frac{1}{2}$ -2 Move Through $\frac{1}{2}$ -v/10 Multiple Attack 1 var Set 1 +1 Shove $\frac{1}{2}$ -1 Strike $\frac{1}{2}$ +0 Throw $\frac{1}{2}$ +0 Trip $\frac{1}{2}$ -1 ATTAC Name E Slow Time Bubble 8d Stop Time Bubble 6d Temporal Acceleration 2d Temporal Shunt C DEFENS Name Effe Dam Dam Dam Temporal Shunt Com SENSO | -2 STR/2 + v/2 -3 STR + v/6 1/2 Attack multi +0 Ranged Att +1 Push 1m peter +0 STR or weat +0 Throw w/ S -2 Knock target | 10, you take tiple times acks only er 5 STR ipon | 1/3 | Defense | Y | | | | |
| Move Through ½ -v/10 Multiple Attack 1 var Set 1 +1 Shove ½ -1 Strike ½ +0 Throw ½ +0 Trip ½ -1 ATTAC Name E Slow Time Bubble 8d Stop Time Bubble 6d Temporal Acceleration 2d Temporal Disharmony 8d Temporal Shunt C DEFENS Name Effe Dam Dam Temporal Shunt Com SENSO Name Effe EQU Item Stats | -3 STR + v/6 ½ Attack multi +0 Ranged Atti -1 Push 1m period +0 STR or weat +0 Throw w/ S -2 Knock target | tiple times acks only er 5 STR ipon | 1/5 | | | 24/34 | | | /9 |
| Multiple Attack 1 var Set 1 +1 Shove ½ -1 Strike ½ +0 Throw ½ +0 Trip ½ -1 ATTAC Name E Slow Time Bubble 8d Stop Time Bubble 6d Temporal Acceleration 2d Temporal Disharmony 8d Temporal Shunt C DEFFENS Name Effe Dam Dam Temporal Shunt Com SENSO Name Effe EQU Item Stats | ½Attack multiple+0Ranged Att-1Push 1m pe+0STR or weat+0Throw w/ S-2Knock target | acks only er 5 STR pon | | Mental Defe | | 21,31 | | | 15 |
| Set 1 +1 Shove ½ -1 Strike ½ +0 Throw ½ +0 Trip ½ -1 ATTAC Name E Slow Time Bubble 6d Stop Time Bubble 6d Temporal Acceleration 2d Temporal Shunt C DEFENS Name Effe Dam Dam Temporal Shunt Com SENSO Name Effe EQU Item Stats | +0 Ranged Att -1 Push 1m pe +0 STR or wea +0 Throw w/ S -2 Knock targe | acks only er 5 STR pon | | | ense | 0 | BOD | / : | |
| Shove ½ -1 Strike ½ +0 Throw ½ +0 Trip ½ -1 ATTAC Name E Slow Time Bubble 8d Stop Time Bubble 6d Temporal Acceleration 2d Temporal Disharmony 8d Temporal Shunt C DEFENS Name Effe Dam Dam Temporal Shunt Com SENSO Name Effe EQU Item Stats | -1 Push 1m pe +0 STR or wea +0 Throw w/ S -2 Knock targe | er 5 STR Ipon | | Power Defe | nse | 10 | | | /1 |
| Strike ½ +0 Throw ½ +0 Trip ½ -1 ATTAC Name E Slow Time Bubble 8d Stop Time Bubble 6d Temporal Acceleration 2d Temporal Disharmony 8d Temporal Shunt C DEFENS Name Effe Dam Dam Temporal Shunt Com SENSO Name Effe EQU Item Stats | +0 STR or wea +0 Throw w/ S -2 Knock targe | ipon | | | CON | 1BAT VA | IIIES | | |
| Throw $\frac{1}{2}$ +0 Trip $\frac{1}{2}$ -1 ATTAC Name E Slow Time Bubble 8d Stop Time Bubble 6d Temporal Acceleration 2d Temporal Disharmony 8d Temporal Shunt C DEFENS Name Effe Dam Dam Temporal Shunt Com SENSO Name Effe EQU Item Stats | +0 Throw w/ S -2 Knock targe | | | | | | LULJ | 201 | |
| ATTAC Name E Slow Time Bubble 8d Stop Time Bubble 6d Temporal Acceleration 2d Temporal Disharmony 8d Temporal Shunt C DEFENS Name Effe Dam Dam Temporal Shunt Com SENSO Name Effe EQU | -2 Knock targe | TR dma | | OCV | | | | DCV: | |
| Name E Slow Time Bubble 8d Stop Time Bubble 6d Temporal Acceleration 2d Temporal Disharmony 8d Temporal Shunt C DEFENS Name Effe Dam Dam Temporal Shunt Com SENSO Name Effe EQU Item Stats | | | | OMCV | : 3 | | | DMCV: | 7 |
| Name E Slow Time Bubble 8d Stop Time Bubble 6d Temporal Acceleration 2d Temporal Disharmony 8d Temporal Shunt C DEFENS Name Effe Temporal Shunt Com Dam Dam Dam Dam Dam Dam Dam Dam Dam Da | | | | | Com | bat Skill | Levels | | |
| Slow Time Bubble 8d Stop Time Bubble 6d Temporal Acceleration 2d Temporal Disharmony 8d Temporal Shunt C DEFENS Name Effe Dam Dam Temporal Shunt Com SENSO Name Effe Lagu | | | END | | +5 with | Temporal M | anipulatio | n | |
| Stop Time Bubble 6d Temporal Acceleration 2d 2d Temporal Disharmony 8d Temporal Shunt 2d DEFENS 2d Name Effe Dam Dam Temporal Shunt Com SENSO Senso Name Effe Ltem Stats | Effect | | | | Initiative | and Act | ion Phas | es | |
| Temporal Acceleration 2d Temporal Disharmony 8d Temporal Shunt C DEFENS Name Effe Dam Dam Temporal Shunt Com SENSO Name Effe Lage Lage Lage SENSO Name Effe EQU | 16 Drain | | 4 | DEX: 60 | Act | ion Phase | es: 2, 3, 5, | , 6, 8, 9 | , 11, |
| Temporal Disharmony 8d Temporal Shunt C DEFENS Name Effe Dam Dam Temporal Shunt Com SENSO Name Effe Lagu Name Effe | 16 Transform | | 9 | | | | | | |
| Temporal Shunt C DEFENS Name Effe Dam Dam Temporal Shunt Com SENSO Name Effe EQU Item Stats | | Ranged | 10 | Damas 0.0 | | | | | 0.250 |
| Temporal Shunt DEFENS Name Effe Dam Dam Temporal Shunt SENSO Name EQU Item Stats | l6 Blast | | 10 | - | 3m 9-16m 1) -2 | | 64m 65-1 | | |
| DEFENS Name Effe Dam Dam Temporal Shunt Com SENSO Name Effe EQU Item Stats | Deflection | | 0 | | | -4 - | | | -10 |
| Name Effe Dam Dam Temporal Shunt Com SENSO Name Effe EQU Item Stats | Combat Skill Leve | - | | Targeting | | | οςν | Hit Lo | |
| Dam Dam Temporal Shunt Com SENSO Name Eff EQU Item Stats | SE POWERS | |) | | (Head to Sho | | -4 | 1D6 | |
| Dam Temporal Shunt Com SENSO Name Eff EQU Item Stats | ect | Defense | END | | Head to Vital | | -2 -1 | 2D6 2D6 | |
| Dam Temporal Shunt Com SENSO Name Eff EQU Item Stats | age Negation | 0 | 0 | | Hands to Leg houlders to | | -1 -2 | |)+4 +7* |
| Temporal Shunt Com SENSO Name Eff EQU Item Stats | age Negation | 0 | 0 | | itals to Feet) | reel) | -2 -4 | | +12 |
| Temporal Shunt Com SENSO Name Eff EQU Item Stats | age Negation | 0 | 0 | Leg Shot (v | | 19 as the Fe | | | +12 |
| SENSO Name Eff EQU Item Stats | pound Power | 0 | 0 | | | | | 11 | |
| Name Eff EQU Item Stats | | - | | | | STUN X | | BODY | To U |
| EQU Item Stats | |) | END | 3D6 Roll 3-5 | Location Head | x5 | x2 | x2 | -8 |
| Item Stats | | | END | 6 | Hands | x1 | x ¹ / ₂ | x ¹ /2 | -6 |
| | JIPMENT | | | 7-8 | Arms | x2 | X ¹ /2 | X ¹ /2 | -5 |
| Armor Comp | 5 | Range | END | 9 | Shoulders | x3 | x1 | x1 | -5 |
| comp | ound Power | | 0 | 10-11 | Chest | x3 | x1 | x1 | -3 |
| | | | | 12 | Stomach | x4 | x1½ | x1 | -7 |
| | | | | 13 | Vitals | x4 | x1½ | x2 | -8 |
| Clairse | | 400m | 0 | 14 | Thighs | x2 | x1 | x1 | -4 |
| 9- Dete | entience | | 0 | 15-16 | Legs | x2 | X ¹ /2 | X¹/ ₂ | -6 |
| 17- De | | | 0 | 17-18 | Feet | x1 | X ¹ /2 | X1⁄2 | -8 |

| ΡΟ | VERS | |
|----|---|-----|
| ND | Description | Cos |
| | Time Shift: Multipower, 120-point reserve | 12 |
| | 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 $(1/2 \text{ END}; +1/4)$ (60 Active Points) (Real Cost: 60) | 12 |
| 0 | 2) Damage Negation (-12 DCs Physical) (60 Active Points); Nonpersistent (-1/4) | 10 |
| 0 | 3) Damage Negation (-12 DCs Energy) (60 Active Points); Nonpersistent (-1/4) | 10 |
| 0 | 4) Damage Negation (-12 DCs Mental) (60 Active Points); Nonpersistent (-1/4) | 10 |
| | | |
| | 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) | 10 |
| 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) 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. | 4f |
| 0 | 5) Rapid Healing: Healing Simplified 7d6, Reduced Endurance (0 END; +1/2) (105 Active Points) | 10 |
| LO | 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) | 10 |
| 10 | 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) | 10 |
| 0 | 8) Temporal Shunt: (Total: 50 Active Cost, 50 Real Cost) Deflection, Reduced Endurance (0 END; +1/2) (30 Active Points) (Real Cost: 30) PLUS +10 with Deflection (Real Cost: 20) | 5f |
| | Space-time Travelling: Multipower, 105-point reserve | 10! |
| 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) | 10 |
| | 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 | |
| 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) | 10 |
| 5 | 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 |

| 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 | | | |
| | Chronogoggles, all slots OIF (-1/2), Unified Power (-1/4) | \$64 | | | |
| 0 | 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) | | | | |
| TAL | ENTS | | | | |
| Desc | ription | Cost | | | |
| Abs | Absolute Time Sense | | | | |
| Ligh | Lightning Calculator | | | | |
| Spe | Speed Reading (x1,000) | | | | |
| Ling | uistic Training: Universal Translator 14- (20 Active Points); Earth Languages Only (-1/2) | 13 | | | |
| Fou | r-Dimensional, 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) Point | Danger Sense (immediate vicinity, out of combat, Analyze, Discriminatory, Function as a Sense) (40 Active s); 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 | | | |

Total Parks Cost

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 1) KS: Chronal Nodes of the TASK FORCE timeline (9 Active Points) 20-8 2) KS: Earth Culture 1970-2020 (14 Active Points) 25-13 3) KS: History (9 Active Points) 20-8 4) KS: The Superhuman World (3 Active Points) 14-2 Scientist 3 1) Science Skill: Astronomy (3 Active Points) 2 14-2) Science Skill: Dimensional Engineering (3 Active Points) 2 14-14-3) Science Skill: Mathematics (3 Active Points) 2 14-4) Science Skill: Physics (3 Active Points) 2 5) Science Skill: Temporal Physics (3 Active Points) 14-2 **Total Skills Cost** 111 PERKS Description Cost Equipment Points: 125 15

| | Points |
|------------------|--------|
| le By | 15 |
| | 20 |
| | 20 |
| | 20 |
| | 10 |
| | 15 |
| lications Points | 100 |
| | |

15

| Captain Chronos |
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| 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. |
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