H.E.E.L.E.R.
(HEALTH EVALUATION EXTENDED LABORATORY EVOLVING ROBOT)

You're a small, snarky, autonomous, intelligent robot who is programmed to heal and support TimeWatch agents. You're newly activated and your personality is largely a blank slate. Other than being loyal to TimeWatch, how you develop is largely up to you and your team of agents.

Rogo: A simian. Fascinating physiology!

Ochoa: Functionally eternal. You wonder if dissecting her would reveal the cause.

Quill: A youth. Extremely variable hormonal responses. Increased cranial and neurological capacity.

Thomas Blood: Incipient liver failure.

Julie d'Aubigny: Requires frequent medical attention. Very frequent.

Name:	H.E.E.L.E.R.
Nationality:	Robot
Origin Time:	TimeWatch Citadel
Profession:	Physician
Age:	
Drive:	Enthusiasm & Optimism

Hit Threshold: 4   Armor: 1

Chronal Stability

15	14	13	12
11	10	9	8
7	(6)	5	4
3	2	1	0
-1	-2	-3	-4
-5	-6	-7	-8
-9	-10	-11	-12
Max:			6

Health

15	14	13	12
11	10	9	(8)
7	6	5	4
3	2	1	0
-1	-2	-3	-4
-5	-6	-7	-8
-9	-10	-11	-12
Max:			8

Investigative Abilities

Academic Abilities

Anthropology	
Architecture	
History (Ancient)	
History (Contemporary)	
History (Future)	
Military Tactics	
Research	
Timecraft*	
Trivia	

Interpersonal Abilities

Authority	
Bureaucracy	
Charm	
Falsehood Detection	
High Society	
Intimidation	
Reassurance	
Streetwise	
Taunt	

Technical Abilities

Forgery	
Hacking	
Medical Expertise	
Notice	
Outdoor Survival	
Paradox Prevention	
Science!	
Spying	

Gear

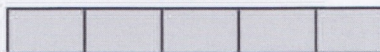| Autochron	-- portable 1-man time machine
Impersonator Mesh	-- +3 Unobtrusiveness until noticed
Medkit	-- used by Medic skill
MEM-tags	-- for subjects' memory modification
PaciFist disruptor	-- close range, Stun 5, subtle
Tether	-- holographic PDA
TimeWatch Uniform	-- chronomorphic, armor 1
Translator	-- instant, 2-way, unnoticeable

Stitches

Extra Investigative Points? [ ]

Extra General Points? [ ]

General Abilities

Athletics	8
Burglary	1
Chronal Stability**	6
Disguise	3
Health**	8
Medic	9
Preparedness	6
Reality Anchor	6
Scuffling	3
Shooting	3
Tinkering	3
Unobtrusiveness	3
Vehicles	3

Special Boosters:

Hard to Hit: (Athletics, p 48) Your Hit Threshold is 4.

Heal Thyself: (Medic, p 50) You can heal yourself as efficiently as you can heal others, gaining 2 points of Health back for every point of Medic you spend.

TIMEWATCH