

JULIE D'AUBIGNY (AKA LA MAUPIN)

French, 1707, age 33

Flamboyant, self-assured, scandalous, creative, adventurous, lusty, androgynous, swashbuckling, deadly, amused

TimeWatch is the latest in a long string of adventures. Remember that time you fled Paris with your lover after he killed a man in a duel? Remember that time you joined a convent, stole the body of a dead nun, placed it in the bed of your female lover, set the room on fire to cover your escape, and was condemned to death by fire? Or that time you stabbed a nobleman in a duel, became his lover, and then settled into lifelong friends? Or that time you were bored so you became a world-famous opera singer? Or the time you had to fight three duels against young noblemen (winning all three) because you kissed a girl at a society ball?

Ah, good times.

Make this time you have left just as good.

Ochoa: The Team Leader. She's calm and self-assured, but she's done things you can't even imagine; she's immortal and, as far as you can tell, will live forever. Good. She deserves to. The two of you have become close and trusted friends, and you know she has your back.

Quill: He is just adorable. Young, innocent, completely without vices, and terrified by any sort of affection. He's so much fun to play with.

Thomas Blood: A complete rogue and rascalion. He pants after you like an elderly dog, but more for form's sake than anything else. The two of you have a rough friendship and usually compete on who is going to get the girl. You always win. Always.

Rogo: Your partner in mayhem, you and Rogo are the muscle for the team. Rogo might be a lot less subtle than you are, but you can't argue with the results.

H.E.E.L.E.R.: Such a friend! It keeps you safe and healthy. Well, healthy.

Name: Julie d'Aubigny (La Maupin)
Nationality: French
Origin Time: 1707
Profession: Ne'er do well (& opera singer duelist)
Age: 33
Drive:
Hit Threshold: **Armor:**

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:			8

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	-- chromomorphic, armor 1
Translator	-- instant, 2-way, unnoticeable
Epee	-- Damage Modifier +1

General Abilities

Athletics	8
Burglary	2
Chronal Stability**	8
Disguise	3
Health**	8
Medic	1
Preparedness	8
Reality Anchor	8
Scuffling	10
Shooting	2
Tinkering	
Unobtrusiveness	4
Vehicles	

Special Boosters:

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

Flashback: (Preparedness, p 50) You can narrate a flashback where your group prepared a secret plan in the past, even if no one had been aware of it until now.

Grounded: (Reality Anchor, p 51) You automatically succeed at your first four standard Travel tests in any scene.

That's Gotta Hurt: (Scuffling, p 52) Your minimum scuffling damage (before any modifiers) is the number of Scuffling points you spend on the attack. This maxes out at 6 points of guaranteed damage. Any stitches spent to raise damage on an attack are considered a modifier, and so are added after determining minimum damage.

Stitches



Extra Investigative Points?

Extra General Points?

