# OCHOA (PRONOUNCED OH-KOAH)

Funny, risk-taking, calm, practical, resourceful, protective.

You're the oldest person you've ever run into; you were originally born in central Africa in what you think is the 10th century, and you were recruited by TimeWatch in 1972, which makes you over a thousand years old. Over the centuries you have been incredibly rich and unutterably poor, forced to claw your way up out of squalor every time you've been driven back down. You have been worshipped as an eternal Goddess and almost burned as a witch. If nothing else, it teaches a woman perspective. You can be killed, you think, but you've never been sick a day in your life and as far as you can tell you stopped aging in your mid-20s. No one has ever been able to tell you why.

With your experience, you are (more or less) the leader of this TimeWatch team. It is a joy to have friends who also age slowly; maybe now you can allow yourself to get close to someone without worrying that they're going to grow old and die on you.

Quill: Brilliant but so young. So, so young, and completely untested. You hope you did the right thing by recruiting him.

Thomas Blood: Skilled in lying, stealing, and knavery. A complete cad and reprobate, but he's your cad and reprobate.

Julie d'Aubigny: One of your favorite people in the world, but she needs to be reined in.

Rogo: Considering that Rogo's an uplifted gorilla, that's a sizeable chip on its shoulder. Rogo may be violent, but no one is better at intimidation.

H.E.E.L.E.R.: It is astonishing what technology can produce. You treat it as if it were actually alive, despite its interest in experimenting on you.

Name:	Ochoa	
Nationality:	Central African	
Origin Time:	Mid-9th century	
Profession:	Team Leader	
Age:	about 1,072 years old	
Drive:		
Hit Threshold:	3 <i>Armor:</i> 1	
Investigativ	ve Abilities	

## **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	

#### **Academic Abilities**

Anthropology	
Architecture	ujb e y
History (Ancient)	
History (Contemporary)	alisma.
History (Future)	
Military Tactics	
Research	
Timecraft*	
Trivia	

#### 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

#### **General Abilities**

Athletics	5
Burglary	3
Chronal Stability**	8
Disguise	5
Health**	8
Medic	2
Preparedness	8
Reality Anchor	6
Scuffling	THE STATE OF
Shooting	4
Tinkering	3
Unobtrusiveness	5
Vehicles	5

#### **Interpersonal Abilities**

Authority	
Bureaucracy	
Charm	
Falsehood Detection	
High Society	
Intimidation	
Reassurance	
Streetwise	
Taunt	

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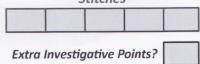
#### Special Boosters:

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.

#### **Technical Abilities**

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

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**Extra General Points?** 

