

QUILL

(QUILLICUS ARCHIMEDES ARISTOTLE TSIEH, WHICH IS QUITE A NAME)

Awkward, nervous, overwhelmed (many social situations), confident and competent (science, tech and time-related tasks), lonely, optimistic.

You're 17 years old. You were riding the SoCal Hyperloop when it started to vibrate and time suddenly slower down. Four strangers in blue uniforms told you that you were about to die and that if you'd rather live, you could help save all of time and history from ripping itself apart. Well, when you put it like that, it was hardly a choice. And it feels like bragging to say, but you've never met anyone better at math, science, engineering or theoretical physics. Mind you, you haven't met all that many people.

The rest of the team has just finished dealing with a futuristic rogue AI, but this is about to be your first mission, and you feel woefully unprepared. What if you screw up and ruin history? What if you fall in love with someone on the team or, worse, someone in history? What if you're tempted to go back and make junior high school miserable for your former bullies? You're just going to have to do your best, and pray that's good enough.

Ochoa: The boss. She's originally African, looks young, but no one could have done all the things she claims. For instance, ask her about the jobs she's had.

Thomas Blood: He's Irish, old, and thinks he's charming, but as far as you can tell he's mostly a drunken lech. Why is he even on the team?

Julie d'Aubigny: She's gorgeous, and French, and has a sword, and when you look at her your heart does funny things and it gets hard to talk.

Rogo: A talking gorilla. Like, seriously, a talking gorilla! Don't make Rogo angry. Ever.

H.E.E.L.E.R.: A real sentient robot! Well, you think it's sentient. You could hack it into a hundred different interesting configurations, if it lets you.

Name: Quillicus Tsieh (Quill)

Nationality: Asian-American

Origin Time: 2169

Profession: Scientist

Age: 17

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
2 free Investigative pts -- assign when desired	

General Abilities

Athletics	4
Burglary	0
Chronal Stability**	8
Disguise	3
Health**	8
Medic	3
Preparedness	6
Reality Anchor	3
Scuffling	0
Shooting	6
Tinkering	10
Unobtrusiveness	8
Vehicles	3

Special Boosters:

Rapid Deployment: (Tinkering, p 52) You can complete a Tinkering task in half the time it would take someone without this booster. For Tinkering tasks that normally take one round, you can perform the Tinkering action in the same round as you fire the weapon.

Nothing To See Here: (Unobtrusiveness, p 53) When you take the lead on piggybacking an Unobtrusiveness test, characters who are unable to pay the 1 point cost from their Unobtrusiveness pool only raise the Difficulty of the attempt by 1 instead of 2.

Stitches



Extra Investigative Points?

Extra General Points?

