

*Disarming, blunt, direct, intimidating, sarcastic, impatient, brilliant, gullible*

You're an uplifted lowland gorilla, bio-engineered for combat but much cleverer than anyone had suspected. You were recruited by TimeWatch moments before the humans would have killed you. Humans aren't your species, but this job has given you ample opportunity to exercise both your killing instinct and your keen mind. It's up to you to show others that you're more than just a rage-filled engine of destruction, and that you aren't as gullible as people think.

You have no patience with people who refer to you as a monkey. Monkeys have tails. Do you have a tail, you ask them while shaking them upside by one foot. Do you? Well? They usually answer no, while crying.

Recently you've been taking an interest in the theory behind time travel. It's fun to listen to so-called experts mouthing off, to correct their stupidity, and then to add "...but of course I'm just a simple gorilla." Gets them every time.

**Ochoa:** Team leader. Good woman. Thinks too much, though.

**Quill:** Never going to be anything even close to an Alpha Male. Not worth worrying about unless you want to help train him.

**Thomas Blood:** Beta who thinks he's an Alpha. You can always growl him down if you need to. He likes to give you good ideas, at least.

**Julie d'Aubigny:** You wouldn't think a human woman who's so tiny could hurt people so much.

**H.E.E.L.E.R.:** Useful as a medic, and you can always use it as a weapon to pound a foe into paste if you need to. So, doubly useful.



**Name:** Rogo  
**Nationality:**  
**Origin Time:** 2213  
**Profession:** Uplifted gorilla  
**Age:** 6  
**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:			7

### 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:			14

## 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

## General Abilities

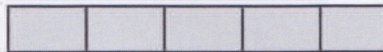
Athletics	10
Burglary	3
Chronal Stability**	7
Disguise	3
Health**	14
Medic	
Preparedness	4
Reality Anchor	4
Scuffling	12
Shooting	2
Tinkering	
Unobtrusiveness	3
Vehicles	

### Special Boosters:

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

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?

