

THE TIMEKEEPER

Strength 30 Dexterity 26 Constitution 20 Body 10 Intelligence 20 Ego 10 Presence 25 Comeliness 4
Physical Defense 10 Energy Defense 10 Speed 6 Recovery 10 Endurance 40 Stun 35

With powers factored in, his Defenses are each bumped to 40

Martial Arts

3 General Skill Levels

Danger Sense 11-

Ego Defense 5

Force Field +30/+30, only works if his General Levels are allocated to favor defense

Elemental Control: "You belong *here*" only usable vs. The Other Side

- Freeze-Frame (Entangle) 4d6
- Telekinesis (only on Entangled target) 40 Strength
- Teleport (usable on others, not usable on self, only on Entangled target) 20"

Disadvantages: Unusual Looks 14-, Loyal to His Side, Vain, Hunted by the Other Side, 2xStun from attacks by His Side, Sworn to the Time-Code, Unluck 3d6

MOTHER NECESSITY

Strength 30 Dexterity 20 Constitution 20 Body 10 Intelligence 10 Ego 20 Presence 25 Comeliness 16
Physical Defense 10 Energy Defense 10 Speed 4 Recovery 10 Endurance 40 Stun 35

Martial Arts

Reflection 26-

Defenses are +15/+15, activation 11-

Mind Control 6d6, affects Her Side Only, usable only just after an Unluck roll comes up blank

Multipower: Compel, lots of people must be around, activation 14-

- Energy Blast 10d6
- Power Drain: Strength 5d6
- Teleport 15" and +40 Endurance

Variable Power Pool 40; Control: no roll to shift powers in combat, defense actions only, usable only just after recovering from being stunned

Disadvantages: Unusual Looks 14-, Loyal to Her Side, Dismissive of the Time-Code, Hunted by The Other Side, 2xStun from attacks by Her Side, Unluck 3d6, Idealistic, Berserk when VPP is activated 14-