# Timeslip

Birth Name: Angela Waters | Nature: Explorer | Sex: Female | Eruption: Starvation/OD, 5/25/08
Player: Jessica Orsini | Allegiance: Teragen | Ht/Wt/DOB: 5' 6", 110 lbs., 4/19/95
Series: N!Prime 2015 | Archtype: Portent (second stage) | Hair/Eyes: Black "Starscape" | XP: Total=905 Balance=13 (1/15/17)

| PHYSICAL | Standard | *Mega* |
|---|---|---|
| **STR** | ●●●○○ | |
| Brawl | ○○○○○ | |
| Might | ○○○○○ | |
| Throwing | ○○○○○ | |
| **DEX** *Fast* | ●●●●●●●●●● | |
| Archery | ○○○○○ | |
| Athletics | ●●●●○ | |
| Drive | ●○○○○ | |
| Firearms | ○○○○○ | |
| Gunnery | ○○○○○ | |
| Heavy Weapons | ○○○○○ | |
| Legerdemain | ●●●○○ | |
| Martial Arts | ●○○○○ | |
| Melee | ●○○○○ | |
| Pilot | ○○○○○ | |
| Ride | ○○○○○ | |
| Stealth | ●●●●○ | |
| *Enhanced Movement* | ○○○○○● | |
| **STA** | ●●●○○●● | |
| Endurance | ●●●○○ | |
| Resistance | ●●●○○ | |
| *Adaptability* | ○○○○○● | |
| *Health* | ○○○○○● | |
| *Resiliency* | ○○○○○● | |

| MENTAL | Standard | *Mega* |
|---|---|---|
| **PER** | ●●●○○●● | |
| Artillery | ○○○○○ | |
| Awareness | ●●●○○ | |
| Investigation | ●●○○○ | |
| Navigation | ●●○○○ | |
| *Quantum Attunement* | ○○○○○● | |
| **INT** *Imaginative* | ●●●●●●●●●● | |
| Academics | ●●○○○ | |
| Analysis | ○○○○○ | |
| Bureaucracy | ●○○○○ | |
| Computer | ●○○○○ | |
| Demolitions | ○○○○○ | |
| Engineering | ○○○○○ | |
| Gambling | ○○○○○ | |
| Intrusion | ●●○○○ | |
| Linguistics | ●●○○○ | |
| *English (n), Japanese, Quechua* | | |
| Medicine | ●○○○○ | |
| Science | ●●●○○ | |
| Survival | ●○○○○ | |
| Tradecraft | ○○○○○ | |
| *Eidetic Memory* | ○○○○○● | |
| *Fast Learner* | ○○○○○● | |
| **WIT** *Cunning* | ●●●●●●●●●● | |
| Arts | ●●○○○ | |
| Biz | ○○○○○ | |
| Meditation | ●●○○○ | |
| Rapport | ●●●○○ | |
| Shadowing | ○○○○○ | |
| Tactics | ●○○○○ | |
| Weave | ●●●○○ | |
| *Enhanced Initiative* | ○○○○○● | |
| *Hypercognition* | ○○○○○● | |

| SOCIAL | Standard | *Mega* |
|---|---|---|
| **APP** | ●●●○○●●● | |
| Disguise | ○○○○○ | |
| Intimidation | ●●●●● | |
| Style | ●●●○○ | |
| *Unattainable* | ○○○○○● | |
| **MAN** *Devious* | ●●●●○●●●● | |
| Diplomacy | ●●○○○ | |
| Hypnosis | ○○○○○ | |
| Interrogation | ●●○○○ | |
| Seduction | ●○○○○ | |
| Streetwise | ●●●○○ | |
| Subterfuge | ●●○○○ | |
| *Creeping Paranoia* | ○○○○○● | |
| **CHA** | ●●●○○ | |
| Animal Training | ○○○○○ | |
| Carousing | ●○○○○ | |
| Command | ●○○○○ | |
| Etiquette | ●●●○○ | |
| Instruction | ○○○○○ | |
| Perform | ●○○○○ | |

## MOVEMENT

| | |
|---|---|
| Walk | 7m |
| Run | DEX + 12m |
| Sprint | (DEX x 3) + 20m |
| Fly | (Flight x 4) + 40m; (6 + Flight)50kph |
| Enhanced Movement: | x6 to movement |
| Hypermovement: | +24 to multiplier; 2000kph |

**INITIATIVE: 20**

## QUANTUM POWERS

| *Type* | *Extras* | *Level* | *Points* |
|---|---|---|---|
| *Crosstime Deflect (Force Field)* | | *2* | ●●●● |
| *Crosstime Travel* | | *4* | ●●●● |
| *Crosstime Travel* | *Affect Others* | *4* | ●●●● |
| *• Weakness : Linked to Shroud – Simultaneous, No Dice Pool Penalties* | | | |
| *Flight* | | *2* | ●●● |
| *Hyper-Movement: Run, Fly* | | *3* | ●●●● |
| *Luck* | | *1* | ●●● |
| *Shroud* | *SDF,Semisolid,RQC* | *4* | ●● |
| *Temporal Manipulation* | *Sliding, Mastery* | *4* | ●●●●●● |
| *• Techniques: Accelerate Time, Age Alteration, Delayed Blow, Delayed Damage, Dilate Time, Extra-Temporal Travel, Internal Clock, Stop Time* | | | |
| *Temporal Vision (Pretercognition)* | | *3* | ●●● |
| *Time Blast (Q-bolt)* | *Aggravated, AP* | *3* | ●●●●●● |

**QUANTUM POOL:** *44* □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□

### Backgrounds

| | |
|---|---|
| Allies | ●●○○○ |
| Attunement | ●●●●● |
| Eufibre | ●●●○○ |
| Node | ●●○○○ |
| Resources | ●●●○○ |

### Aberrations

Black "Starscape" Body/Hair/Eyes
Anima Banner: Crosstime Travel
Anima Banner: Time Blast
Energy Emission: Chronotons
Disturbing Voice
Quantum Beacon

### Items

Stash of LSD □□□□□□□□□□

### Flaws

| | |
|---|---|
| Dependence: LSD | ⦿⦿⦿○○ |
| Flashbacks: Closet | ⦿⦿⦿○○ |

### Soak

| | B | L |
|---|---|---|
| Base: | 7 | 3 |
| Eufiber: | 3 | 3 |
| Armor: | | |
| Force Field: | 6+2(STA+Force Field) | |
| **Total:** | **10** | **6** |

### Willpower

●●●●● ●○○○○
□□□□□ □□□□□

### Taint

●●●●● ○○○○○
□□□□□ □□□□□

### Chrysalis (2nd stage)

●○○○○ ○○○○○
□□□□□ □□□□□

### Quantum

●●●●● ●○○○○

### Health

| B | L | Level | Mod |
|---|---|---|---|
| ❍ | ❒ | Bruised | -- |
| ❍ | ❒ | Bruised | -- |
| ❍ | ❒ | Hurt | -- |
| ❍ | ❒ | Injured | -- |
| ❍ | ❒ | Wounded | -- |
| ❍ | ❒ | Maimed | -1 |
| ❍ | ❒ | Crippled | -2 |
| ❍ | ❒ | Incapacitated | |
| ❍ | ❒ | Dead | |

| Attack | Difficulty | Accuracy | Damage | Special | |
|---|---|---|---|---|---|
| Clinch | normal | STR+Brawl -or- DEX+Martial Arts | | STR+2 Bashing | resisted Brawl or Martial Arts to escape |
| Disarm | +1 (+2 if unarmed) | DEX+Martial Arts -or- DEX+Melee | | STR Bashing | if ≤ opponent's STR; otherwise, disarm & 0 damage |
| Hold | normal | STR+Brawl -or- DEX+Martial Arts | | none | resisted Brawl or Martial Arts to escape |
| Kick | +1 | STR+Brawl -or- DEX+Martial Arts | | STR+3 Bashing | |
| Strike | normal | STR+Brawl -or- DEX+Martial Arts | | STR+2 Bashing | |
| Sweep | normal | DEX+Martial Arts -or- DEX+Melee | | STR+1 Bashing | Athletics at +3difficulty or knockdown |
| Tackle | +1 | STR+Brawl | | STR+3 Bashing | Athletics at +2difficulty or knockdown |
| Throw | +1 | STR+Brawl -or- DEX+Martial Arts | | STR+1 Bashing | auto-knockdown & 1d10 damage/meter thrown |
| *Time Blast* | normal | DEX+Time Blast | | 6 + successes Aggravated | Range 120 meters |