

NAME LOOK

"If time is a river, the past is a mountain spring. It is fixed and can't be moved. But the future! The future is an infinite delta of possibilities. If you can see it you can bend its course to your fancy..." *Hieronymous, infamous timehacker.*

"Time wants to be free!" *Anonymous.*

ASSIGN THESE SCORES TO YOUR STATS: 16 (+2), 15 (+1), 13 (+1), 12 (+0), 9 (+0), 8 (-1)

Strength	Dexterity	Constitution	Intelligence	Wisdom	Charisma
☐ WEAK -1	☐ SHAKY -1	☐ SICK -1	☐ STUNNED -1	☐ CONFUSED -1	☐ SCARRED -1
STR	DEX	CON	INT	WIS	CHA



DAMAGE



ARMOR



HP

Current MAX
Your Max HP is 10+Constitution

ALIGNMENT

◇Lawful: Harness the laws of the cosmos for the good of society.

◇Neutral: Science? It there's money to be made, I'm in!

◇Chaotic: Unravel the secrets of the universe in order to Stick it to The Man. Time wants to be free!

BONDS

_____ Saved my life once.

_____ And I grew up together. We share a destiny.

_____ ? There's no cure for stupid!

_____ May actually understand science.

STARTING MOVES

WIND THE CLOCK

When you spend a few minutes to wind your timehacker, lose all your time and gain 3 time. Time flow energy is transmitted from the timehacker via metal conductors. To affect an object or creature, you have to briefly touch it with your copper glove or a conductor like a sword. On a successful Hack and Slash roll you may try to conduct time flow energy to your target. (If you have the moves!)

INVENTOR

When you level up and spend at least a week in your workshop, instead of taking an advanced move you may invent and build a new clockwork device. Describe the clockwork device and what it does to the GM. The GM will write a custom move for your device.

WHAT HAPPENED HERE?

When you discern realities the answer to your question "What happened here?" is very specific for the preceding few hours or so. You see what happened as if you were there.

FREEZE TIME (INT)

When you accelerate your passage through time to the point where the world around you seems to freeze, spend 2 time and roll+Int

On 10+ hold 3. On 7-9 hold 1.

Spend your hold to

- Deal damage to an opponent.
- Do something that would normally be impossible, like plucking an arrow or bullet from the air.
- Move from one point to another (reach or further) in what seems to be no time.

When your hold is spent, time resumes its normal flow.

SEE THE FUTURE

You can see a few moments of the future as a branching tree of possibilities.

- When you are in combat, you see a blow fall before it falls. Take +2 armor.
- When you Defend, treat 7-9 as 10+ (Take three instead of one)
- When you Defy Danger, you see the consequence of your action before it happens. You may re-roll a failed Defy Danger Roll once. You must use the second result.
- When you Parley, you see the effect of your words before you say it. You are allowed to re-roll a failed Parley roll once. You must use the second result.
- When you discern realities, the answer to your question "What is about to happen?" is very specific for the next few moments.



THE CLOCKPUNK

LEVEL
XP

GEAR

Your Load is 8+Str. You start with

- Rations (5 uses, 1 weight)
- Adventure gear (1 weight)
- Clock maker's instruments & parts (3 uses, 1 weight)
- Your timehacker (clockwork device)

- Flintlock pistol: Near. Loud. Pierce 1. Reload. 1 weight.
- Gunpowder and balls. (3 Ammo.)
- Rapier: Precise, Pierce 1, 1 weight.
- Dagger. Precise, 1 weight.

You do not wear armor.

ADVANCED MOVES

When you gain a level from 2-10, choose from these moves.

◇MECHANICAL GENIUS (INT)

When you tamper with any mechanical device roll+Int

On 10+ you succeed in what you intend to do with it.

On 7-9, your success is only partial. The device may not respond or work exactly as you thought it would. You break one clock maker's instrument (mark off 1 use).

◇JUMP FORWARD (INT)

When you jump forward in time, spend 1 time and roll+Int. You disappear and reappear in exactly the same spot a moment or so later. For you the jump is instantaneous.

On 10+: By jumping before and attack against you hits, you successfully evade that attack. You have the advantage of surprise when you reappear, take +1 and +1d6 damage forward.
On 7-9: You have the advantage of surprise when you reappear, take +1 and +1d4 damage forward.

◇JUMP BACK: (INT)

When you plan to jump back in time, spend 1 time and roll + Int. On a success, your future self appears next to your current self as if it were a clone.

On 10+ hold 3. On 7-9 hold 1

Spend your hold to

- Redirect an attack from another character to your future self.
- Halve an attack's effect or damage by interfering.
- Open up an attacker to your current self or an ally giving your current self or that ally +1 forward against the attacker
- Make an extra attack (Hack and Slash or Volley) against an enemy.

When your hold is spent, your current self disappears as you jump back in time, and your future self becomes your current self. Note that since the jump absolutely will happen when the roll is successful, your current self cannot die or otherwise be stopped from jumping until the jump happens. If you die, it is your future self.

◇SEND IT FORWARD (INT)

When you send an object forward in time, spend 1 time and roll+Int.

On 10+: The object disappears and reappears a few moments

later.

On 7-9: As above but it costs you one extra time. If you can't pay, treat the roll as 6-.

◇REVERT (INT)

When you reverse the effects of time on an object, spend 1 time and roll+Int

On 10+: The object returns to a state it was before, for instance if it is broken it returns to an unbroken state. A lock may be returned to an unlocked state.

On 7-9: As above but it costs you one extra time. If you can't pay, treat the roll as 6-.

◇DECAY (INT)

When you accelerate the effects of time on an object, spend 1 time and roll+Int

On 10+: The object immediately shows signs of decay and corrosion and breaks or stops functioning.

On 7-9: As above but it costs you one extra time. If you can't pay, treat the roll as 6-.

◇REJUVENATE (INT)

Requires Revert

When you reverse the effects of time on a living creature, spend 2 time and roll+Int

On 10+: The creature returns to a state it was before, for instance if it is wounded it returns to an unwounded state.

On 7-9: The creature returns to a previous state but there is a complication. The GM chooses one:

- It costs you 1 extra time. If you can't pay, treat the roll as 6-.
- The creature loses memories of the time span it was rejuvenated for.

◇AGE (INT)

Requires Decay. It does not affect undead or immortals.

When you accelerate the effects of time on a living creature, it show immediate signs of ageing. Spend 2 time and roll+Int.

On 10+, both apply.

- The target gets a 1d4 debility for damage done (roll 1d4 once and deduct the result ongoing)
- The target gets a 1d6 debility for constitution (-1d6 hit points).

On 7-9 choose 1 or both, but then it costs you one extra time. If you can't pay, you can't choose both.

ADVANCED MOVES (CONTINUED)

◇ SPRING UPGRADE

When you wind your timehacker, gain 2 extra time.

◇ AUTOMATON

You have created an independent clockwork agent, the size of a rat. Its artificial intelligence is based on clockwork mechanisms harnessing zero-point time flow energy. It is roughly as smart as a trained monkey or a stupid goblin. Choose its form: arachnoid, insectoid, reptiloid etc. It has a mechanical eye and can record everything it sees, to be read later by anybody with the technological know how.

Choose 2 upgrades

- It is stealthy.
- It can squeeze through very small openings.
- It can fly with mechanical propellers or wings.
- It is waterproof and can move under water with no problem.
- It has mechanical ears and can record sound also.
- It has a built-in flintlock pistol and can deliver one shot for 1d6 damage at close range to a predetermined target. (Gunpowder has to stay dry!)

When you have wound the automaton you may send it to scout, it will come back a bit later with information. It can retrieve small objects. It must be wound up for a few minutes before it can be used again.

◇ AUTOMATON UPGRADE: JUMP BACK

Spend 2 time to send the automaton up to a few months or even years back in time to scout for you and bring information back to the present. Remember that if your automaton changes history, you will know that before you send him back... (The past can't be changed.) Your automaton can't communicate any information to people in the past, as it will tear the fabric of reality and may cause the end of the known universe. Therefore the universe simply won't allow it.

◇ MECHANICAL EYE.

When you have lost an eye in battle (or otherwise), the next time you level up you may install (with the help of healing magic to splice gears to nerves) a mechanical eye in your eye socket. It is linked via a zero-point time-space rift to your automaton, so you see everything it sees in real time, even if it is in scouting the past. You must wind the spring in the removable part of your eye least twice a day.

◇ GRAB IT FROM THE PAST (INT)

Requires: Automaton upgrade: Jump Back and Mechanical Eye.

When your automaton grabs an object from the past and translates it to your current time, spend 1 time and roll+Int. On 10+: The object arrives in your current time in its original condition.

On 7-9: The object arrives but shows the ravages of time. It is somewhat decayed, corroded or even broken.

◇ MECHANICAL EYE UPGRADE

Your mechanical eye and your automaton can see in the infrared spectrum. You can see the heat signature of living creatures in total darkness.

◇ PROSTHETIC CLOCKWORK ARM

When you have lost an arm in battle or otherwise, next time when you level up you may graft a mechanical arm on the stump, using healing magic to splice minute gears to nerve endings. Your time hacking clockwork device is now built into your prosthesis. When you wind it, you gain 1 extra time. You have to wind your prosthesis at least twice a day.

Choose 2 upgrades

- Whirling blades (messy) or Spring Loaded (forceful): Add +1d4 to damage done with this arm.
- Shield: +1 armor
- Built in double mini-crossbow or built in double barreled flintlock pistol: Do two volley moves in the time of one. Reload. Pierce 1.
- Telescopic: Any melee weapon in this hand gains the "reach" tag.
- Clock maker's tools: You have a whole set of tools attached to your prosthesis. Always have what you need!
- Well oiled: It moves fast as lightning. You take +1 to Hack and Slash or Volley.

◇ MECHANICAL UPGRADE

Choose 2 more upgrades for your automaton or clockwork prosthesis.

◇ TIME FIELD

You have crafted an exploding bullet by infusing black powder with zero-point time flow energy. You shoot it from your pistol or musket that is wired to your timehacker. When it hits something it explodes, creating a momentary field with the "reach" range. Choose an effect you may normally cause on an object or creature. You may cause that effect on every object or creature in the blast range of the bullet. It costs 1 time more than usual. (3 Ammo)

◇ HACK GRAVITY (INT)

When you use your timehacker to change the gravity of an object or creature, spend time according to size: Tiny: 1. Small: 2. Human sized: 3. Large: 4. Huge: 5. Roll+Int.

On 12+ you change gravity for that object to the degree you planned to. You may make an object heavier, a bit lighter or even make it fall off the planet. The effect may last up to an hour.

On 7-11: The result is dangerously unpredictable.