

## ACE HUNTER, TIME AGENT

Awareness: 4  
Coordination: 4  
Ingenuity: 3  
Presence: 4  
Resolve: 3  
Strength: 3

Athletics: 2  
Convince: 1  
Craft: 0  
Fighting: 2  
Knowledge: 2  
Marksman: 3  
Medicine: 1  
Science: 0  
Subterfuge: 1  
Survival: 1  
Technology: 1  
Transport: 5

Good Traits:  
Time Agent +2  
(includes Vortex)  
Psychic +2  
Precognition +1  
Quick Reflexes +1  
Sense of Direction+1

Bad Traits;  
Code of Conduct (Time Laws) -2  
Obligation (Time Agents) -2  
Obsession (Bringing in Jack Harkness) -1



Story Points: 10

Before he was kicked out of the Time Agents, Jack Harkness' partner and best friend was Ace Hunter. Hunter's precognitive abilities (and his extensive training) made him a phenomenal pilot and an excellent detective. When Jack went rogue, Ace should have stopped him, but out of friendship, he let him walk away. Now the Time Agents don't really give a damn about Jack, since he's more of a nuisance than a threat (and better out of their way) but it's the only time Ace has broken the law. He owes it to himself to bring the man back in. Even if he has to kill the Doctor to do it.

## BARRY, TEMPORAL REPAIRS

Awareness: 2  
Coordination: 2  
Ingenuity: 3  
Presence: 3  
Resolve: 4  
Strength: 4

Athletics: 2  
Convince: 3  
Craft: 0  
Fighting: 2  
Knowledge: 0  
Marksman: 0  
Medicine: 0  
Science: 0  
Subterfuge: 3  
Survival: 1  
Technology: 5  
Transport: 2

Good Traits:  
Vortex +1  
Boffin +2  
Technically Adept +1  
Feel the Turn of the Universe +1

Bad Traits;  
Eccentric -1 (Way too cockney)  
Obligation -1 (Temporal Repairs  
Central Booking)  
By the Book -1 (Gotta follow the  
manual)  
Unattractive -1



Story Points: 12

Sometimes, time gets all clogged up, like some kind of u-bend from hell. Some times you get the Doctor to flush it all out. Some times you get Barry – if you fill in the forms and wait seven to ten working days, that is. Of course, that's only for the initial inspection, whereupon Barry will give you a quote for the work, and return to the 51<sup>st</sup> millenium and see if he can order in the parts. Course, if it involves humans – well, they're a bit funny. Hard to get the parts for those kind of time wotsits. Of course, if a Time Lord has touched it, it voids the insurance, and then there's nothing Barry can do anyway. Nah, sometimes you're better off just whacking it into a time spur and letting the Reapers have a go. Barry still has to charge for that, of course. Union rules.

## REAGAN MARLEY, FUTURE COP IN THE PAST

Awareness: 2  
Coordination: 3  
Ingenuity: 3  
Presence: 3  
Resolve: 4  
Strength: 3

Athletics: 4  
Convince: 2  
Craft: 0  
Fighting: 4  
Knowledge: 3  
Marksman: 5  
Medicine: 2  
Science: 0  
Subterfuge: 3  
Survival: 2  
Technology: 1  
Transport: 4

Good Traits:  
Experienced  
Time Traveller +2  
Voice of Authority (aka 'You're Nicked, Son') +1  
Psychic Training +1

Bad Traits;  
Amnesia -1  
Argumentative -1  
Code of Conduct -2 (must uphold the law)  
Obsession -1 (recover his memories)

Home Tech Levels: 6 and 7



Story Points: 9

Marley was a cop for almost forty years, from the first days of dodgy FTL to the founding of what – centuries later – would become the Time Agents. Of course, once time crime began, it was a whole new ball game. And soon enough, one of Marley's long-time enemies went back in time to kill him as a young man. Marley had no choice but to follow him and try to save himself. It didn't work out that way. Marley killed his nemesis, but his younger self died in the explosion. To make sure the criminals he caught still go down, he took his younger self's place...but the time whiplash took his memory of what happened away. Now he had to hope he can be as good then as he is now, or he won't become what he will be.

# THE LADY, TIME LORD ON BORROWED TIME

Awareness: 3  
Coordination: 3  
Ingenuity: 6  
Presence: 3  
Resolve: 3  
Strength: 1

Athletics: 1  
Convince: 4  
Craft: 2  
Fighting: 0  
Knowledge: 6  
Marksman: 0  
Medicine: 3  
Science: 3  
Subterfuge: 0  
Survival: 1  
Technology: 2  
Transport: 0

Good Traits:  
Time Lord (Vortex, Feel the Turn of the Universe) +2  
Attractive +1

Bad Traits;  
Owes Favour (The Doctor) -1  
Cowardly -1  
Distinctive -1  
Code of Conduct -1  
Last of My Kind -1 (Since she is part of the Doctor)  
Obsession -1 (Find a way to get more regenerations or not die)



Story Points: 8

It was one of the Doctor's stranger adventures. During his eighth regeneration, in the ashes of the ancient city of Troy, the Doctor encounter the Martons, a race of females dedicated to the destruction of everything male. During this adventure the Doctor briefly became female, but was able to convince the Martons that in removing the male they were destroying too much of value. But when the Doctor went to return back, he realised he had to learn his own lesson, and could not bring himself to destroy his female form. Instead, he used the Chameleon Arch and the sacrifice of one of his regenerations to separate himself into two beings – one male, one female. The new Time Lord took the name The Lady, but after the Doctor left she realised that her origins had left her with no regenerations. As a result she lacks the Doctor's courage but she still tries to live by his – her – code of honour and sense of adventure.