

# Timestone

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**Background:** Timestone really has no understanding of how his powers work, but he really would like to know. He was born and raised in the U.S. where his powers emerged when he was in high school and he spent the next several years being prodded and probed by government doctors and scientists who wanted to duplicate and control his power rather than help him learn to deal with it. It was during this time that he came to believe that mutants and humans cannot live in harmony and accept the fact that mutants are the next evolutionary step intended to replace humans. He managed to contact Scanner and she freed him from the facility.

His key powers are large stone-like body, projection of force beams from his hands, and manipulation of time in discrete ways to disperse energy across the time stream.

**Tactics & M.O.:** Timestone is as stolid as the

rock he appears to be made from. He appears to move slowly, but is actually just moving deliberately. His time manipulation powers,

augmented by his time suit, give him all the time he needs to consider his every action and move deliberately. During a fight, everyone is surprised by how quickly he moves and acts. He likes to use his force beams to soften up foes at range, and his time field powers to shape the battlefield and herd his foes by separating them. Predictably, he enjoys exerting his tremendous strength in melee when foes get close enough.

## Villains & Vigilantes

S 18, E 19, I 15, A 10, C 17, 250 lbs., level 6

Basic Hits 5, Carry Cap. 2900, Basic HTH 1d12, Hit Modifiers (1.9<sup>1</sup>) (2.2) (1.2) (1.0) = 5.016, Hit Points 25, Power 62, Move 47" ground, Healing Rate 2.5, Damage Modifier +1, Accuracy +0

**Body Power:** Timestone is very large, powerfully built, and has flesh the color and texture of stone. He gains

+4 Endurance, +4 Strength, and his weight is increased by 80 lbs. This power also triples his calculated Carrying Capacity.

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<sup>1</sup> Revised hit point modifiers as per the UniGames website ([www.io.com/unigames](http://www.io.com/unigames))



**Death Touch (“Instant mummification”):**

Very specific manipulation of time lets him instantly age his victim’s vital organs to the point of failure, causing the victim to die instantly (PR = 20). The victim’s body naturally resists this attack, and some victims shrug it off, recovering within seconds (PR = 0). If the victim is not killed, but is merely incapacitated (PR = 10), his organs recover naturally over time (healing).

**Force Field:** He can manipulate time in discrete ways to form protective bubbles and screens. He can also project beams of pure force from his hands, which are not related to his time manipulation ability. 38", 1d12, PR = 1.

**Invulnerability:** +16. The stone-like structure of his body gives him substantial resistance to injury.

**Willpower:** Type A. His years of imprisonment have hardened him. PR = 1 per turn or as a defense.

**Training:** +1 “to hit” HTH, +1 “to hit” with Force Field

**Invention:** His power armor helps him focus his time manipulation powers giving him more time to react to events around him. +10 initiative, +1 “to hit” on all attacks, and -1 to be hit by all attacks when conscious and mobile.

**Living Legends**

PHYS 29, REFL 7 (12 w/armor), DEFT 7 (12 w/armor), INTL 11, COOL 16, VITL 11 (NRG 16)

**Adaptation:** cold, crushing, heat and time (1) (+7) [2 CP]

**“Death Touch” [41 CP]**

Power Blast: 4d10-1 Miscellaneous [other] (92) (+3), No Range (-3), NRG Cost [4 per use] (-8), Miscellaneous [cannot use again for one minute] (-1)

Devitalization: 2d12-1 Miscellaneous [other]

(43) (+3), No Range (-3), Linked [to Power Blast] (-2), NRG Cost [3 per use] (-6), Miscellaneous [cannot use again for one minute] (-1)

**“Force Field” [41 CP]**

Power Blast: 1d8 Blunt Kinetic [dull impact] (16), Range 24" (+1)

Armor Generation: 7 vs All Physical and Temporal (21), Area Effect [3" d., shapes, perimeter] (+5), Range 24" (+4), Brittle (-4)

**“Invulnerability” [44 CP]**

Armor: 6 vs All Physical and Temporal (44)

**Skills<sup>2</sup>:** 4 @ +2 levels (5) (+7) [9 CP]

Negotiate (COOL/G) d10 effect

Science (temporal physics) (INTL/S) d8 effect

Unarmed (punch) (DEFT/G) d8 effect (d10 armored)

Weapon (force blast) (DEFT/G) d8 effect (d10 armored)

**Time Suit:** Equipment [suit] (-3) [24 CP]

Heightened REFL: +5 (5)

Heightened DEFT: +5 (5)

Heightened Speed: +1 level (17)

Equipment Hit Points: 19 total hit points

**Weakness (Bad Reputation):** He rarely uses his “instant mummification” power, but he is a cold and aloof personality, and can kill with a touch, so this has resulted in him having a reputation as a cold-blooded killer. [+10 CP]

**Weakness (Persecuted):** Wanted criminal [uncommon, major] [+15 CP]

**XP:** [+20]

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<sup>2</sup> Alternate Skill Cost Method  
(www.patric.net/morpheus/legend)