

TIME AGENT

Time Agents are special operatives of the Time Agency, a shadowy group performing undercover espionage work involving time travel. Little is known of them, only that their operations spanned the galaxies and all of time. When Jack Harkness returned to Cardiff after the Harold Saxon encounter, he was told that there were only seven surviving operatives (including the renegade agents Captain Jack Harkness and Captain John Hart). They are usually equipped with Vortex Manipulators, and 'bounce' through time to their assignments.

Effect

Time Agent is a Special Trait that means the character has worked (or still works) for the Time Agency. They will have familiarity with 51st Century technology (Tech Level 8 is their 'home' era), and usually have a Vortex Manipulator that allows them to communicate, time travel and interact with computer technology (although whether or not this still works to its full capabilities is up to the Gamemaster). They may suffer from partial amnesia, having their memory wiped after particularly secretive missions, reflected by purchasing the Amnesia trait.

The Time Agent trait means they automatically gain the Vortex trait, and will (usually) have a Vortex Manipulator in their equipment. Time Agent costs 2 Character Points and 2 Story Points to purchase, and players should discuss with the Gamemaster if having a Time Agent (or former Time Agent) in the group is going to upset the game.

good, special, characters

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