

The Man From 3000



The third person brought through time by Project Time Lift proved to be very different both from Darius and Group Captain Jim Barrowight. Initially friendly, he claimed to share Darius' amnesia, but quickly revealed his true evil and paranoid nature. He held Samantha prisoner and converted the Time Lift machinery to bring through alien-like beings called Encephaloids, before seemingly being returned to the future by Darius. Recent mysterious events have caused both Darius and Troad to suspect his banishment was only temporary, and that The Man From 3000 will return to exact his revenge...

Villainous Guest Star | 80 Ratings

Move	Def	Hits	Str	Agi	Int	Mor
6	4	3	3	4	6	3

Special Effects

Energy Blast, Force Field (4+), I Will Return!, Loner, Psychic

Star Quality

Unearthly Constitution

The Man From 3000 can reroll one die of any roll involving his Def. This includes opponents rolls to wound. This ability can only be used once per turn.

Unique Effects

Aware Of The Future

The Man From 3000 seems to be able to foretell events a few seconds ahead of when they will occur. He can choose to activate at any point during either players activation phase. He cannot interrupt another models activation to do so.

Psychic Focus

The Man From 3000 can reflect psychic powers used in his vicinity. He gains any *Unexplained* special effects any other model used in their previous activation phase. The exact effects he can reflect will change from turn to turn. These reflected effects can be used without any actions needing to be spent. Points of *Force Field* gained add to his own *Force Field* points for the duration of the turn.

Attacks

Weapon	Range	Hit	Str	Notes
Neural Resonator	Melee	3+	5	Stuns
Energy Blast	12"	3+	4	High Calibre, 1 Hit or Stuns

Psychic Focus Tracker

Tick each box for any *Unexplained* Special Effects either side used in their previous activation phase.

Unexplained Special Effects			
Energy Blast	<input type="checkbox"/>	Psychic	<input type="checkbox"/>
Force Field (x)	<input type="checkbox"/>	Regeneration	<input type="checkbox"/>
Incorporeal	<input type="checkbox"/>	Resist Vacuum	<input type="checkbox"/>
Invisible	<input type="checkbox"/>	Telekinesis	<input type="checkbox"/>
Invulnerable (x)	<input type="checkbox"/>	Telepathy	<input type="checkbox"/>
Mind Blast	<input type="checkbox"/>	Teleportation	<input type="checkbox"/>