

The Unclocked [TimeWatch]

(This writeup is meant for use with the [TimeWatch](#) RPG.)

“I thought you had to shoot zombies in the head!” I prided myself on not sounding freaked out, although it was a close-run thing. I was finding the entire ‘walking dead’ thing way too alarming.

Not the guy next to me on the barricade, though. Cool as ice, he was. “They aren’t Undead,” he said, in that weird accent of his. “The Unclocked are technically alive; they’ve just had their future time stripped away. That fills them with a terrible hunger for ours.”

“Hunger? That sounds... bad.”

“It is,” he replied. “And messy. But at least they start bleeding eventually.”

Unclocked

Defense: Hit Threshold 3, Health 6

Offense: Scuffling +1, Damage Modifier +0 (teeth and claws)

Abilities: Tempus 12

Special Abilities: Awareness (chronal emissions) (0), Chronal Drain (2), Unfeeling (0)

Unclocked happen when *something* suddenly strips all of the choral energy out of a person. Chrono-necromantic spell, weird science, time-storm, malignant random chance, it doesn't matter - the important thing is that the victim now has a gaping hole where their ability to have a future once was. This has the effect of freezing them in time, leaving them in a bizarre, horrible, and unbreakable stasis. From the point of view of others, the victim just... disappears forever.

Or almost forever; if someone with conscious control over temporal energy (a time traveler, in other words) appears on the physical scene, the faint emissions of choral radiation will serve to 'wake up' the victim. The new Unclocked will have no memory of their former lives, but they will follow the scent of their 'food' back to its origins. Once there, the Unclocked will start feeding, using its mouth and teeth to rip at the flesh while it sucks down the time traveler's Reality Anchor points. One aroused in such a fashion, the monster will also attack any random bystanders; it gains no sustenance from that, but it will try to eat people anyway.

Since Unclocked are not actually undead, they can be shot or attacked normally: but the monsters will use Tempus to heal their wounds for as long as they can. That being said, the real problem with Unclocked are their

numbers. One or two can be dispatched without too many problems; a mob of fifty is a challenge, even for an experienced team.

There have been no confirmed reports of an Unclocked mob following a Timewatch Agent through time.

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