

# TIME RAIDERS

Genetic rebels, the space punks known as the time raiders (called the *kuran'zoi* among themselves) scour the Sea of Stars, the Sea Between Worlds, for heavily laden ships of any type. But they prefer the ships of UNISOL and other empires, for they love raiding the frigates of powerful governments who think their money and imperious nature can buy security.

## Veterans of the Psychic Wars

Thousands of years ago, the synlirii—those powerful and evil psionic horrors more commonly known as voiceless talkers—created the *kuran'zoi* as soldiers. But as the synlirii experimented with and enhanced these warriors' psionic potential, the *kuran'zoi* came to understand the true nature of their progenitors. They rebelled against the synlirii and fled to the Sea of Stars, becoming nomads of the timescape.

## Hardened-Vision Hexapods

Kuran'zoi possess resilient ocular sensors that allow them to see in the dark. Knowing these sensors would also defend them against the hardlight storms of the Astral Sea, the escaping *kuran'zoi* chose the Sea of Stars as their home. They thrive where the winds of limbo roar.

Time raiders also have two sets of arms, allowing them to wield melee weapons at the same time as ranged weapons. A single well-trained *kuran'zoi* is like a squad unto itself.

## Psi-Tech

Like their synlirii foes, time raiders travel on mindships and wield psionic weapons and tools that only their people can activate. Many *kuran'zoi* specialize in melee weapons that psionically devastate enemies, but time raider vertexes also learn to pilot enormous suits of psionic armor that empower their allies.

## Genre Raiders

The moniker “time raider” is a bit of a misnomer. Because they are pirates of the upper worlds, whenever a time raider hunting party arrives in Orden the locals assume these must be warriors from the future, wielding marvelous weapons of light that hit as hard as steel.

## Leave a Few Alive

Time raider pirates plunder the vessels they target, but allow just enough of the crew to survive so the ship can make it back home. Kuran'zoi pirate captains often remind their crews: “Leave the sheep alive. Next year, they'll return with a new coat of wool for us to shear.”

## Creatures Outside Time

While in the Sea of Stars, time raiders and other creatures don't age. As a result, many living *kuran'zoi* recall the Psychic Wars. They carry the lessons learned from millennia of conflict with the synlirii into new battles with devastating effect, using mindships to launch attacks on other planes and appearing exactly where they want to. However, this knowledge serves them far beyond war. Time raiders raise their young in ruined citadels and similar strongholds on obscure worlds, keeping their creches secret and protected.

## Time Raider Languages

Most time raiders speak Caelian and Voll. Because of the number of worlds they've visited, many time raiders have their speech peppered with misplaced tenses and strange references.

### Time Raider Malice

#### Malice Features

At the start of any time raider's turn, you can spend Malice to activate one of the following features.

#### Gravity Well

Area, Psionic, Ranged, Weapon  
5 cube within 3

#### 3 Malice

Maneuver  
Special

**Effect:** A time raider acting this turn activates a gravity well in the area. The gravity well sits at the center of the cube and lasts until the end of the encounter, or until a creature adjacent to the well uses a maneuver to deactivate it. The area is difficult terrain for enemies. Any enemy who ends their turn in the area is pulled up to 4 squares toward the well.

#### ★ Recall Module

#### 5 Malice

Until the end of the round, each time raider gains a +3 bonus to speed, and can teleport up to their speed as a move action.

#### ◎ Psi-Cage

#### 10 Malice

All time raiders in the encounter collectively create a psionic field over the encounter map, which lasts until the first time raider with the highest Stamina maximum drops to 0 Stamina or chooses to end the field (no action required). While the field is up, each non-time raider on the map makes a **Reason test** against this psionic effect at the start of each round.

- ≤11 10 psychic damage; slowed (EoT)
- 12-16 7 psychic damage; slowed (EoT)
- 17+ No effect.

**Time Raider Archon**

Humanoid, Time Raider

**Level 3 Minion Harrier**

EV 5 for four minions

1M Size      7 Speed      7 Stamina      0 Stability      2 Free Strike

**Immunity:** Psychic 3**Movement:** —**Weakness:** —**With Captain:** +1 damage bonus to strikes

**M**ight +2    **A**gility +2    **R**eason +2    **I**ntuition +1    **P**resence -1

**Brutal Flail** 2d10 + 2

Melee, Psionic, Strike, Weapon

Melee 1

One creature or object per minion

≤11 2 damage

12-16 4 damage

17+ 5 damage; one ally can make a free strike against the target

**Signature Ability**

Main action

★ **Foresight**

The archon doesn't take a bane on strikes against creatures with concealment.

**Time Raider Myriad**

Humanoid, Time Raider

**Level 3 Minion Brute**

EV 5 for four minions

1M Size      5 Speed      8 Stamina      0 Stability      3 Free Strike

**Immunity:** Psychic 3**Movement:** —**Weakness:** —**With Captain:** +1 damage bonus to strikes

**M**ight +2    **A**gility +1    **R**eason +2    **I**ntuition +1    **P**resence +1

**Fifth Fist** 2d10 + 2

Melee, Psionic, Strike, Weapon

Melee 2

One creature or object per minion

≤11 3 damage; slide 1

12-16 5 damage; slide 2

17+ 6 damage; slide 3, prone

**Signature Ability**

Main action

★ **Foresight**

The myriad doesn't take a bane on strikes against creatures with concealment.

**Time Raider Armiger**

Humanoid, Time Raider

**Level 3 Platoon Defender**

EV 10

1M Size      5 Speed      60 Stamina      0 Stability      5 Free Strike

**Immunity:** Psychic 3**Movement:** —**Weakness:** —

**M**ight 0    **A**gility +2    **R**eason +2    **I**ntuition +2    **P**resence 0

**Serrated Saber** 2d10 + 2

Melee, Psionic, Strike, Weapon

Melee 1

One creature or object

≤11 7 damage

12-16 10 damage

17+ 13 damage; R&lt;2 weakened (save ends)

**2 Malice:** A creature weakened this way is also bleeding.**Signature Ability**

Main action

**Shared Sickness** 2d10 + 2

Psionic, Ranged

Ranged 20

Triggered action

The triggering creature

**Trigger:** A creature deals damage to any ally of the armiger who the armiger has line of effect to.

≤11 4 psychic damage; R&lt;0 5 poison damage

12-16 6 psychic damage; R&lt;1 5 poison damage

17+ 9 psychic damage; R&lt;2 5 poison damage

★ **Foresight**

The armiger doesn't take a bane on strikes against creatures with concealment.

★ **Kuran'zoi Heraldry**

Any time raider who starts their turn with line of effect to the armiger can end one condition affecting them.

## Time Raider Cannonfall

Humanoid, Time Raider

Level 3 Platoon Artillery  
EV 10

1L Size 5 Speed 40 Stamina 3 Stability 5 Free Strike

Immunity: Psychic 3  
Movement: —

Weakness: —

Might 0 Agility +2 Reason +2 Intuition +2 Presence 0

### Sunderbuss 2d10 + 2

Area, Psionic, Ranged, Weapon

3 cube within 10

≤11 4 sonic damage

12-16 7 sonic damage

17+ 10 sonic damage; prone; M<2 slowed (save ends)

Effect: A layer of ground beneath the area that is 1 square deep is destroyed.

### Signature Ability

Main action

Each enemy in the area

### Buss Buffer

Area, Psionic

5 burst

### 1 Malice

Free triggered action

Self and each ally in the area

Trigger: A creature damages the cannonfall with a ranged or area ability.

Effect: The damage is halved for the cannonfall and each target also affected by the triggering ability.

### Foresight Squared

The cannonfall doesn't take a bane on strikes against creatures with concealment or cover.

## Time Raider Helix

Humanoid, Time Raider

Level 3 Platoon Controller  
EV 10

1M Size 5 Speed 40 Stamina 0 Stability 5 Free Strike

Immunity: Psychic 3  
Movement: Fly

Weakness: —

Might 0 Agility +2 Reason +2 Intuition +2 Presence +2

### Blaster Volley 2d10 + 2

Psionic, Ranged, Strike, Weapon

Ranged 10

≤11 6 corruption damage; push 2

12-16 8 corruption damage; push 4

17+ 11 corruption damage; push 6, prone

### Signature Ability

Main action

Two creatures or objects

### Kinetic Lane

Area, Psionic, Ranged

4 × 2 line within 10

Maneuver

Special

Effect: The area is a psionically charged treadmill that pushes creatures and objects at high speed in one direction of the helix's choice. Any creature who enters the area or starts their turn there slides 3 squares toward the end of the area in the chosen direction. Each enemy in the area when it first appears takes 3 damage before they slide.

3 Malice: The helix creates a second kinetic lane.

### Foresight

The helix doesn't take a bane on strikes against creatures with concealment.



## Time Raider Hijack

Humanoid, Time Raider

Level 3 Platoon Ambusher  
EV 10

1M Size 6 Speed 50 Stamina 0 Stability 5 Free Strike

Immunity: Psychic 3  
Movement: —

Weakness: —

Might 0 Agility +2 Reason +2 Intuition +2 Presence +1

### Golden Sickles 2d10 + 2

Melee, Psionic, Strike, Weapon

Melee 1

≤11 7 damage

12-16 11 damage

17+ 14 damage; A<2 bleeding (save ends)

Effect: The hijack is hidden from any creature who is bleeding from this ability until that condition ends.

### Signature Ability

Main action

One creature

### Psi-Sickle

Psionic, Ranged, Weapon

Ranged 5

Maneuver

One creature or object

Effect: The hijack psychically latches their sickle onto the target and closes the distance between them. If the target is larger than the hijack, the hijack moves adjacent to the target. Otherwise, the target is pulled up to 4 squares toward the hijack.

### Foresight

The hijack doesn't take a bane on strikes against creatures with concealment.



**Time Raider Mind Punk**

Humanoid, Time Raider

Level 3 Platoon Hexer

EV 10

2 Size      5 Speed      40 Stamina      2 Stability      5 Free Strike

**Immunity:** Psychic 3  
**Movement:** —

**Weakness:** —

**M**ight +2    **A**gility 0    **R**eason +2    **I**ntuition +2    **P**resence +1

✂ **Repelling Psihander** 2d10 + 2      **Signature Ability**  
Melee, Psionic, Strike, Weapon      Main action  
⚔ Melee 1      🎯 Two creatures adjacent to each other  
{≤11} 6 damage  
{12-16} 8 damage; **M<1** dazed (save ends)  
{17+} 11 damage; **M<2** dazed (save ends)  
**Effect:** A target who ends their next turn adjacent to the other target falls prone.

🌀 **Mindpunk** 2d10 + 2      **2 Malice**  
Area, Psionic      Main action  
⚔ 3 burst      🎯 Each enemy in the area  
{≤11} 4 psychic damage; **R<0** prone  
{12-16} 6 psychic damage; push 1; **R<1** prone and can't stand (save ends)  
{17+} 9 psychic damage; push 2; **R<2** prone and can't stand (save ends)

★ **Foresight**

The mind punk doesn't take a bane on strikes against creatures with concealment.

**Time Raider Nemesis**

Humanoid, Time Raider

Level 3 Platoon Harrier

EV 10

1M Size      7 Speed      50 Stamina      0 Stability      5 Free Strike

**Immunity:** Psychic 3  
**Movement:** Fly

**Weakness:** —

**M**ight +1    **A**gility +2    **R**eason +2    **I**ntuition +1    **P**resence 0

✂ **Golden Scythe** 2d10 + 2      **Signature Ability**  
Melee, Psionic, Strike, Weapon      Main action  
⚔ Melee 2      🎯 One creature or object  
{≤11} 7 damage; pull 1  
{12-16} 10 damage; pull 2  
{17+} 13 damage; pull 3; **A<2** restrained (save ends)  
**Effect:** This ability can target creatures on parallel planes of existence and pull them onto the nemesis's plane.

⚡ **Kinetic Crush** 2d10 + 2      **2 Malice**  
Psionic, Ranged, Strike      Main action  
⚔ Ranged 10      🎯 One creature  
{≤11} 7 psychic damage; **M<0** slowed (save ends)  
{12-16} 10 psychic damage; **M<1** slowed (save ends)  
{17+} 13 psychic damage; **M<2** slowed (save ends)  
**Effect:** Any creature slowed this way takes 2 damage for each square they move or are force moved until that condition ends.

★ **Foresight**

The nemesis doesn't take a bane on strikes against creatures with concealment.



## Time Raider Vertex

Humanoid, Time Raider

## Level 3 Platoon Support

EV 10

2  
Size

5  
Speed

62  
Stamina

2  
Stability

5  
Free Strike

**Immunity:** Psychic 3  
**Movement:** Fly, hover

**Weakness:** —

**M**ight +1

**A**gility +1

**R**eason +2

**I**ntuition +1

**P**resence 0

### Psionic Slam 2d10 + 2

Melee, Psionic, Strike

Melee 2

≤11 5 damage, 2 psychic damage

12-16 7 damage, 3 psychic damage

17+ 9 damage, 4 psychic damage

**Effect:** Any power roll made against the target gains an edge until the start of the vertex's next turn.

### Signature Ability

Main action

One creature

### Split Space

Area, Psionic, Ranged

2 cube within 10

### 5 Malice

Main action

Special

**Effect:** A portal fills the area, connecting to a location the vertex has experienced on any plane of existence, in person or otherwise. Any creature who enters the portal for the first time in a round or starts their turn there is instantly teleported to any unoccupied space in the portal at the chosen location. The portal lasts until the vertex uses this ability again, dismisses the portal (no action required), or is transported by the portal.

### Invigorated March

Area, Psionic

4 burst

Maneuver

Each ally in the area

**Effect:** Each target shifts up to half their speed.

### ★ Foresight

The vertex doesn't take a bane on strikes against creatures with concealment.





**Time Raider Tyrannis**

Humanoid, Time Raider

**Level 3 Leader**

EV 20

**2**  
Size**10**  
Speed**120**  
Stamina**2**  
Stability**5**  
Free Strike**Immunity:** Psychic 5**Movement:** Hover, teleport**Weakness:** —**M**ight 0**A**gility +3**R**eason +3**I**ntuition +1**P**resence 0**Gatling Blaster** 2d10 + 3

Melee, Psionic, Ranged, Strike, Weapon

Melee 2 or ranged 10

≤11 8 corruption damage

12-16 12 corruption damage

17+ 15 corruption damage

**Effect:** Each target takes a -2 penalty to speed until the start of the tyrannis's next turn.**Signature Ability**

Main action

Two creatures or objects

**Air Raid!**

Psionic, Ranged

Ranged 10

**3 Malice**

Maneuver

Three time raiders

**Effect:** Each target can fly up to their speed and make a free strike. If a target doesn't land in an unoccupied space, they fall.**Precog Reflexes**

Psionic, Ranged

Ranged 10

Triggered action

The triggering creature

**Trigger:** A creature within distance makes a strike against the tyrannis.**Effect:** The strike takes a bane. After the strike resolves, the tyrannis can make a free strike against the target.**2 Malice:** The strike has a double bane instead.**★ End Effect**

At the end of each of their turns, the tyrannis can take 5 damage to end one effect on them that can be ended by a saving throw. This damage can't be reduced in any way.

**★ Foresight**

The tyrannis doesn't take a bane on strikes against creatures with concealment.

**We Will Won!**

Psionic, Ranged

Ranged 10

**Villain Action 1**

Self and three allies

**Effect:** Each target gains 15 temporary Stamina, and has their speed doubled until the end of their next turn.**Stick to the Plan!**

Area

10 Burst

**Villain Action 2**

Self and each ally in the area

**Effect:** Each target can end one effect on them or can move up to their speed.**Armageddon**

Area

5 burst

**Villain Action 3**

Special

**Effect:** The tyrannis fires a sensor mine into each unoccupied square in the area, and creates a gravity well whose area contains one or more squares of the tyrannis's space (see [Gravity Well](#)). Whenever an enemy enters a square with a sensor mine in it, the mine explodes, dealing 3 damage to the enemy.