

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 themselves.

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
A 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
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Immunity: Psychic 3
Movement: —

With Captain: +1 damage bonus to strikes

Might +2 **Agility** +2 **Reason** +2 **Intuition** +1 **Presence** -1

Brutal Flail 2d10 + 2

Melee, Psionic, Strike, Weapon

Melee 1

≤11 2 damage

12-16 4 damage

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

Signature Ability

Main action

One creature or object per minion

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
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Immunity: Psychic 3
Movement: —

With Captain: +1 damage bonus to strikes

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

Fifth Fist 2d10 + 2

Melee, Psionic, Strike, Weapon

Melee 2

≤11 3 damage; slide 1

12-16 5 damage; slide 2

17+ 6 damage; slide 3, prone

Signature Ability

Main action

One creature or object per minion

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
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Immunity: Psychic 3

Movement: —

Weakness: —

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

Serrated Saber 2d10 + 2

Melee, Psionic, Strike, Weapon

Melee 1

≤11 7 damage

12-16 10 damage

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

Malice: A creature weakened this way is also bleeding.

Signature Ability

Main action

One creature or object

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<0 5 poison damage

12-16 6 psychic damage; R<1 5 poison damage

17+ 9 psychic damage; R<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

Signature Ability

Main action

◎ Each enemy in the area

≤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.

█ 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

Signature Ability

Main action

◎ Two creatures or objects

≤11 6 corruption damage; push 2

12-16 8 corruption damage; push 4

17+ 11 corruption damage; push 6, prone

█ 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

Signature Ability

Main action

◎ One creature

≤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.

☒ 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

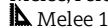
2	5	40	2	5
Size	Speed	Stamina	Stability	Free Strike

Immunity: Psychic 3
Movement: —

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

Repelling Psihander 2d10 + 2

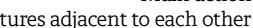
Melee, Psionic, Strike, Weapon



Melee 1

Signature Ability

Main action



Two creatures adjacent to each other

≤11 6 damage

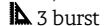
12-16 8 damage; M<1 dazed (save ends)

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

Area, Psionic



3 burst

2 Malice

Main action



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

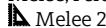
The mind punk doesn't take a bane on strikes against creatures with concealment.

Weakness: —

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

Golden Scythe 2d10 + 2

Melee, Psionic, Strike, Weapon



Melee 2

≤11 7 damage; pull 1

12-16 10 damage; pull 2

17+ 13 damage; pull 3; A<2 restrained (save ends)

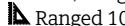
Effect: This ability can target creatures on parallel planes of existence and pull them onto the nemesis's plane.

Signature Ability

Main action

**Kinetic Crush** 2d10 + 2

Psionic, Ranged, Strike



Ranged 10

≤11 7 psychic damage; M<0 slowed (save ends)

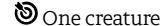
12-16 10 psychic damage; M<1 slowed (save ends)

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 forced moved until that condition ends.

2 Malice

Main action



Time Raider Vertex
Humanoid, Time RaiderLevel 3 Platoon Support
EV 10

2 Size 5 Speed 62 Stamina 2 Stability 5 Free Strike

Immunity: Psychic 3
Movement: Fly, hover**Weakness:** —**Might +1** **Agility +1** **Reason +2** **Intuition +1** **Presence 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

Signature Ability

Main action

↳ One creature

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

Area, Psionic, Ranged

↳ 2 cube within 10

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

Might 0 Agility +3 Reason +3 Intuition +1 Presence 0

☒ Gatling Blaster 2d10 + 3

Signature Ability

Melee, Psionic, Ranged, Strike, Weapon

Main action

☒ Melee 2 or ranged 10

Two creatures or objects

≤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.

☒ Air Raid!

3 Malice

Psionic, Ranged

Maneuver

☒ Ranged 10

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

Triggered action

☒ Ranged 10

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!

Villain Action 1

Psionic, Ranged

Self and three allies

☒ Ranged 10

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

☒ Stick to the Plan!

Villain Action 2

Area

Self and each ally in the area

☒ 10 Burst

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

☒ Armageddon

Villain Action 3

Area

Special

☒ 5 burst

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.

