

Time Traveler

Role: the time traveler is what is known as a glass cannon, he jumps in to battle and does mass amounts of damage them pops back out of battle to avoid getting hit. Though Strength is a key element to the time traveler Intelligence is also needed.

Bonuses at first level: +1Int +1Str +1Cha, 13+Constitution **Score**
HP

Armor: Light

Weapons: You like unarmed combat. You dislike all melee weapons with the exception of your fists.

Unarmed Combat: Your fists and feet count as melee weapons. You gain an extra d4 damage when unarmed at levels 2, 3, 5, 8, and 10.

Trained skills: Building, choose 2 more at first level.

Time Bubble: you have all the powers listed below at your disposal and as normal they must be leveled individually. You may only have one time “bubble” active at any one time. As soon as you create another bubble the previous bubble will “pop”. As a simple action you may make the appropriate attack against a creature that start stops or moves threw a bubble in any way. You can never have two of the same bubbles active at the same time as this would put too much stress on your machine.

Fabric of Time: you may expend your hero dice to gain an extra attack action this turn, you may not expend more than one hero dice in this way per day.

Jobs

At first level you may choose one of the fallowing jobs:

Assassin

As the Assassin it's your job to, sneak in behind enemy lines unseen to do massive amounts of damage.

You gain the sneak attack ability. Sneak attack: If you can catch a monster when it is unable to defend its self (e.g. sleeping, dazed, stunned, Helpless, etc.) you can strike at a vital area for extra damage. The assassin does extra damage whenever she flanks, is behind, or is effected by a special condition that allows you a surprise attack. This extra damage is 1D6 at level1 and adds 1D6 for every two levels here after (Level 1,3,5,7 etc.). If the assassin scores a critical hit with the sneak attack the extra D6 is not multiplied. Extra damage from a sneak attack cannot be used in a ranged attack unless the target is within six squares of the assassin.

Builder

As the builder it's your job to make sure the party's weapons are sharp and armor is strong, but most of all that it is of the best quality.

You gain the armor smith or weapon smith Trick as wells as the powder of shininess ability. Powder of shininess: you may make one of your weapons sparkle and shine even in the dark. Once per day you may make your weapons shiny Add +1+your level damage or attack power to your weapon until the end of the day. May also be used as a light source.

Bounty hunter

As a bounty hunter, also known as a recovery agent, it is your job to capture fugitives, usually alive, for a monetary reward (bounty).

You gain the Bounty ability. Bounty: once per battle you may mark one target as your bounty. Any damage done by you, to your bounty will be counted as nonlethal damage until the target is knocked unconscious or killed. You also gain an attack bonus equal to your level when attacking your bounty. When returning to a town, you will receive 10, times your level in gold leaf as a reward for each “bounty” apprehended and brought back alive. In addition you gain a +2 bonus to your intimidate or diplomacy skill when rolling against your bounty. If your bounty runs away or is part of a quest you will gain a +2 bonus to track and search: monster when hunting your bounty.

Crowd control

As a crowd controller it is your job to blow apart the many minions (and sometimes your allies if they get in your way) that may tie up an assassin or tank from getting to and killing the boss monster.

You gain the Crowd control ability: any time you target more than one monster in an AOE you do an extra D4 damage to those targets, and an extra D4 ever two levels here after (3, 5, 7, 9 etc.). If the controller scores a critical hit with an AOE attack the extra D4 is not multiplied.

Jack of all trades master of none

As the Jack of all trades it's your job to fill the void in your party help out when and where ever needed.

You gain the Jack of all trades Trick and may use any of the job specific items in the items book.

Weapons Master

As the weapons master it is your job to make sure everyone is equipped and trained with the appropriate weapons, which means you must also keep up with all the current weapons and train in them yourself.

You gain the two weapon fighting or the weapon proficiency Trick. You also gain the Sensei ability: Any ally within 2 of the Weapon Master benefits from the Master's experience with weapons. If an ally is using a weapon that the Weapon Master likes, they gain a +1 to attack power with that weapon. If

there is more than one Weapons Master in a party, this ability does not stack.

Time Travel

"Time is mostly a forward moving thing but it seems God has allowed for a little wiggle room." -The Tinkerer

As you've probably noticed, we're all constantly engaged in the act of time travel. At its most basic level, time is the rate of change in the universe, and like it or not, we are constantly undergoing change. We age, the planets move around the sun, and things fall apart. We measure the passage of time in seconds, minutes, hours and years, but this doesn't mean time flows at a constant rate. Just as the water in a river rushes or slows depending on the size of the channel, time flows at different rates in different places. In other words, time is relative. At the very best the time traveler can move through time in 3 sec jumps but can never seam do this more than 5 times in a row without catastrophic results to himself or the world around him.

Power Points (PP): power points are what you use to level up your powers. Every character level you gain 4PP to spend on powers, you may only apply two PP to any one power per character level. For each PP you apply to a power that power gains a level, for example; if you apply 2 PP to a level 1 power, that power is now a level 3 power. The level of a power is not a level requirement, but the amount of time you have dedicated to training with and using the power, it also determines the Strength of the power its self. All powers start at level 0 and so must first be purchased with 1PP in order to be used, which you can then apply your PP to.

Power: Bubble of ...

Slow time Level 1 Recharge 60%

Ongoing
Range 6

Target all creatures in the area
Attack: Intelligent vs. AC

Effect: you create a time bubble that is a 2x2 area. Any attacks made inside the bubble or outside the bubble and entering it will not deal damage until the beginning of the attackers next turn.

Hit: All creatures in the bubble are slowed.

Special: If the bubble is popped all creatures within it take damage equal to your Intelligent modifier.

Level: 2 Special: If the bubble is popped all creatures within it take damage equal to your Intelligent modifier +1d4

Level 4 Special: If the bubble is popped all creatures within it take damage equal to your Intelligent modifier +2d4

Level 6 Special: If the bubble is popped all creatures within it take damage equal to your Intelligent modifier +3d4

Level 8 Special: If the bubble is popped all creatures within it take damage equal to your Intelligent modifier +4d4

Level 10 Special: If the bubble is popped all creatures within it take damage equal to your Intelligent modifier. +5d4

Speed up time Level 1 Recharge 60%

Ongoing 1

Range: Touch

Target: Self or one ally

Effect: you create a time bubble that is a 1x1 area that moves with the target. Target ally may roll 1d4 and add it to his attack roll..

Level: 2 Effect: you create a time bubble that is a 1x1 area that moves with the target. Target ally may roll 1d4+1 and add it to his attack roll

Level 6 Effect: you create a time bubble that is a 1x1 area that moves with the target. Target ally may roll 1d4+1 and add it to his attack roll ally also gains a +1 movement bonus.

Level 10 Effect: you create a time bubble that is a 1x1 area that moves with the target. Target ally may roll 1d4+2 and add it to his attack roll ally also gains a +1 movement bonus.

Fists of time Level 1 Recharge 50%

Ongoing 1

Target: Self

Effect: Your basic melee attack is now at +2 attack power and 2 [WD] damage until the end of the Battle.

Level: 2 Effect: Your basic melee attack is now at +3 attack power and 2 [WD] damage until the end of the Battle.

Level 4 Effect: Your basic melee attack is now at +3 attack power and 2 [WD] damage and +5 fire damage until the end of the Battle.

Level 6 Effect: Your basic melee attack is now at +4 attack power and 2 [WD] damage and +8 fire damage until the end of the Battle.

Level 8 Effect: Your basic melee attack is now at +4 attack power and 2 [WD] damage and +10 fire damage until the end of the Battle.

Level 10 Effect: Your basic melee attack is now at +5 attack power and 3 [WD] damage and +10 fire damage until the end of the Battle.

Speed up movement Level 1 Recharge 50%

Ongoing 1

Target: self or one adjacent ally

Effect: you create a time bubble that is a 1x1 area that moves with the target. Target gains a +1 to their movement

Level 4 Effect: you create a time bubble that is a 1x1 area that moves with the target. Target gains a +2 to their movement

Level 8 Effect: you create a time bubble that is a 1x1 area that moves with the target. Target gains a +3 to their movement

Level 10 Effect: you create a time bubble that is a 1x1 area that moves with the target. Target gains a +4 to their movement

Time Warp Level 1 Recharge 40%

Target: self

Effect: you may teleport up to 2 squares without provoking attacks and then make a basic melee attack against one adjacent monster

Level 2 Effect: you may teleport up to 4 squares without provoking attacks and then make a basic melee attack against one adjacent monster

Level 4 Effect: you may teleport up to 5 squares without provoking attacks and then make a basic melee attack against one adjacent monster

Level 6 Effect: you may teleport up to 6 squares without provoking attacks and then make a basic melee attack against two adjacent monsters

Level 8 Effect: you may teleport up to 6 squares without provoking attacks and then make a basic melee attack against every adjacent monster

Level 10 Effect: you may teleport up to 7 squares without provoking attacks and then make a basic melee attack against every adjacent monster

Time Level 1 Recharge 40%

Range: 6

Target: one monster

Intelligent vs. AC

Hit: $2d6 + \text{Intelligent modifier}$ force damage.

Level 2 Hit: $3d6 + \text{Intelligent modifier}$ force damage.

Level 4 Hit: $3d6 + \text{Intelligent modifier}$ force damage and the target is knocked down.

Level 6 Hit: $3d6 + \text{Intelligent modifier}$ force damage and an ongoing 5 force damage and the target is knocked down.

Level 8 Hit: $3d6 + \text{Intelligent modifier}$ force damage and an ongoing 8 force damage and the target is knocked down.

Level 10 Hit: $4d6 + \text{Intelligent modifier}$ force damage and an ongoing 8 force damage and the target is knocked down.

Slow Attack Level 1 Recharge 40%

Ongoing 2

Range 6

Target all creatures in the area

Attack: Intelligent vs. AC

Effect: you create a time bubble that is a 2x2 area.

Hit: The defender of an attack made outside of the bubble may make a saving throw of 11+ to take half damage.

Special: If the bubble is popped all creatures within it take damage equal to your Intelligent modifier.

Level 2 Special: If the bubble is popped all creatures within it take damage equal to your Intelligent modifier + 3.

Level 4 Special: If the bubble is popped all creatures within it take damage equal to your Intelligent modifier + 5.

Level 6 Special: If the bubble is popped all creatures within it take damage equal to your Intelligent modifier + 7.

Level 8 Special: If the bubble is popped all creatures within it take damage equal to your Intelligent modifier + 9.

Level 10 Special: If the bubble is popped all creatures within it take damage equal to your Intelligent modifier + 11.

Double bubble Level 1 Recharge 50%

simple action

Target: self

Effect: you may have one extra time bubble active until the end of your next turn.

Stop Time Level 1 Recharge 25%

Ongoing 2

Range 6

Target all creatures in the area

Attack: Intelligent vs. AC

Effect: you create a time bubble that is a 2x2 area.

Hit: Target creature is stunned (save ends).

Level 3 Hit: Target creature is stunned (save -2 ends).

Level 5 Hit: Target creature is stunned (save -3 ends)

Level 7 Hit: Target creature is stunned (save -4 ends)

Level 9 Hit: Target creature is stunned (save -5 ends)

Back in time Level 1 Recharge 25%

simple action

Target: self

Effect: you may re-roll one power attack dice (d20). But Must] keep the result even if it is lower.

Level 3 Effect: you may re-roll one power attack dice (d20) or skill check (d20). But Must] keep the result even if it is lower.

Level 5 Effect: you may re-roll one D20 for any reason. But Must] keep the result even if it is lower.

Level 7 Effect: you may re-roll one D20 for any reason, or one damage dice. But Must] keep the result even if it is lower.

Level 9 you may re-roll one D20 for any reason, or up to three damage dice. But Must] keep the result even if it is lower.

Overload Level 1 Recharge 25%

Target: self

Effect: your basic melee attack damage increase by +2, your attack power is increase by 1 and your AC is reduced by 1

Level 6 Effect: your basic melee attack damage increase by 3 your attack power is increase by 2 and your AC is reduced by 2

Level 10. Effect: your basic melee attack damage increase by 5, your attack power is increase by 3 and your AC is reduced by 3

Upgrade Level 1 Recharge 50%

Target: self

Effect: All your area effects increase by 1x1 square that may be placed anywhere adjacent to the area.

Level 2	2hp+ con mod + 2 defense point +1 trick +2 Ability points +4 power points	Level 11	2hp+ con mod + 1 defense point +2 skill points +4 power points
Level 3	2hp+ con mod + 1 defense point +2 skill points +4 power points	Level 12	2hp+ con mod + 2 defense point +1 trick +2 Ability points +4 power points
Level 4	2hp+ con mod + 2 defense point +1 trick +2 Ability points +4 power points	Level 13	2hp+ con mod + 1 defense point +2 skill points +4 power points
Level 5	2hp+ con mod + 1 defense point +2 skill points +4 power points	Level 14	2hp+ con mod + 2 defense point +1 trick +2 Ability points +4 power points
Level 6	2hp+ con mod + 2 defense point +1 trick +2 Ability points +4 power points	Level 15	2hp+ con mod + 1 defense point +2 skill points +4 power points
Level 7	2hp+ con mod + 1 defense point +2 skill points +4 power points	Level 16	2hp+ con mod + 2 defense point +1 trick +2 Ability points +4 power points
Level 8	2hp+ con mod + 2 defense point +1 trick +2 Ability points +4 power points	Level 17	2hp+ con mod + 1 defense point +2 skill points +4 power points
Level 9	2hp+ con mod + 1 defense point +2 skill points +4 power points	Level 18	2hp+ con mod + 2 defense point +1 trick +2 Ability points +4 power points
Level 10	2hp+ con mod + 2 defense point +1 trick +2 Ability points +4 power points	Level 19	2hp+ con mod + 1 defense point +2 skill points +4 power points
		Level 20	2hp+ con mod + 2 defense point +1 trick +2 Ability points

Level 6 Effect: All your area effects increase by 2 1x1 squares that may be placed anywhere adjacent to the area.

Level 10 Effect: All your area effects increase by 1 square all the way around.

Overdrive Level 1 Recharge at the end of the battle

Target: self

Effect: all your powers gain a + 5% chance to recharge until the end of your next turn.

Level 3 Effect: all your powers gain a +10% chance to recharge until the end of your next turn.

Level 6 Effect: all your powers gain a + 15% chance to recharge until the end of your next turn.

Level 9 Effect: all your powers gain a + 20% chance to recharge until the end of your next turn.

		+4 power points
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Let's Go Epic

Epic levels 11-15

At levels 11-15 if you choose to go Epic you are saying there's not a lot more you can learn from anyone but must make new discoveries on your own. To push yourself beyond what you've already become, that's what truly makes an epic hero. You may now choose one of the following epic attitudes: Aggressive, Defensive and, Passive. Then choose one of the following Epic bonuses: Harder, Better, Faster, or Stronger. You can only have one attitude and one epic bonus.

Attitude: Aggressive

Whenever you use hero dice to add to your attack power or damage roll you gain 10 temporary hit points. Once per battle you can expend a hero dice on your turn to use this same power.

Epic Bonus	Benefits at level 11	12	13	14	15
Harder	Damage Multiplier +0.5 (X2+0.5 = X2.5) +4 power points	Crit +1 (20+1 = 19,20) +4 power points	+2 to your attack damage rolls +4 power points	Crit +1 (20+1 = 19,20) +4 power points	Damage Multiplier +0.5 (X2+0.5 = X2.5) +4 power points
Better	+1 to all your attack rolls +5 power points	Crit +1 (20+1 = 19,20) +4 power points	Damage Multiplier +0.5 (X2+0.5 = X2.5) +4 power points	+1 movement +5 power points	+5 to <u>all</u> your damage rolls +4 power points
Faster	+1 to your initiative +4 power points	+2 movement +4 power points	+2 to your dexterity +4 power points	+1 to all your attack rolls +4 power points	+5% recharge to all your powers. +4 power points
Stronger	+ 2 to your damage rolls +4 power points	+1 to your movement +4 power points	+2 to your strength +4 power points	+1 to all your attack rolls +4 power points	+ 8 to <u>all</u> your damage rolls +4 power points

Attitude: Defensive

Whenever you use hero dice to add to your saving throw you gain +4 to all your defenses until the end of your next turn. Once per battle you can expend a hero dice on your turn to use this same power.

Epic Bonus	Benefits at level 11	12	13	14	15
Harder	Physical damage resistance 5 +4 power points	+5 HP +4 power points	+1 to AC and Fort +4 power points	+1 to all your saving throws +4 power points	+1 to all your defenses +4 power points
Better	+2 to your constitution +4 power points	Physical damage resistance 5 +4 power points	+2 Defense point +4 power points	+2 Defense point +4 power points	+1 to all your saving throws +4 power points
Faster	+1 to AC and Will +4 power points	+1 movement +5 power points	+1 to all your saving throws +5 power points	Fort + 2 +4 power points	+1 to AC +4 power points
Stronger	+ 5 HP +4 power points	+2 to your constitution +4 power points	+2 Defense point +4 power points	+1 to all your saving throws +4 power points	Physical damage resistance 5 +4 power points

Attitude: Passive

Whenever you use hero dice to add to one of your skill checks you gain +1 to the level of all your passive powers until the end of your next turn. Once per battle you can expend a hero dice on your turn to use this same power.

Epic Bonus	Benefits at level 11	12	13	14	15
Harder	+2 Defense point +4 power points	+1 Trick +4 power points	+1 to all your trained skills +4 power points	+1 con, dex, and int +4 power points	Fort + 2 +4 power points
Better	+1 trick +4 power points	+1 Trick +4 power points	Fort + 5 +4 power points	+1 to all your trained skills +4 power points	+1 str, con, dex, wis, int, cha +4 power points
Faster	+1 to your initiative +4 power points	+ 1 movement +4 power points	+5% recharge to all your powers. +4 power points	+1 trick +4 power points	+1 to all your saving throws +4 power points
Stronger	+1 Str, wis, cha +4 power points	+1 to all your trained skills +4 power points	+4 power points +4 power points (may only be spent on powers the deal damage, not passive powers)	+1 Str, wis and cha +4 power points	+1 trick +4 power points

