TIMESHIFTER



Alignment : Chaotic Good Race : Human Class : Sharpshooter , Time Manipulator

1. Beta Suit - The Timeshifter is passively immune to all effects that manipulate time in any way in addition he can see all invisible enemies and all invisible attacks.

If used actively heals the Timeshifter for 20hp. Passive, Shield

2. Slow Time - All other characters gain Hits Last to their Actions untill the end of the 2nd turn after this one . Shield

3. Stop Time - All other characters are stunned for this and their next Turn , then you can not use any Time altering abilities untill at least 2 turns after this abilities effect expires have passed.Shield

4. Rewind Time - All character except the Timeshifter return to a time up to 3 Rounds in the past(at the beggining of that Round) they have all stats,hp and all effects they had on them at that time and no effects that happened afterwards.Hits Last but does not effect the Timeshifter as he has the same HP and Stacks etc at the moment he used Rewind time.Then you can not use any Time altering abilities untill at least 2+1( per Rounds in the past Returned) turns after this have passed. Shield

5. Thunder Bolt(Gun) - Either deal 30 damage to a single target or Tag him and deal no damage. At the start of the next Turn before actions are taken the Tag explodes dealing 30 damage to the taged one but then dissapears.Ranged attack

6.Surge Gun - deal 40 damage to a single target or 25 damage to all enemies . Ranged

7.KM-33 - deals 20 damage and hits first. Ranged

8. Hellfire(gun) - deals 30 damage splitt between any number of enemies .Ranged