

QUICK BUILDS: TIME PSION



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TEMPORAL FOCUS

When you choose your Discipline Focus, you can choose Temporal Focus instead of another option, such as the ones in *Player's Handbook 3* or *Psionic Power*.

Temporal Focus: You gain the powers *déjà vu* and *future serendipity*.

Déjà Vu Psion Feature

Time seems to skip for a moment as your target repeats its action, this time with better results.

Encounter ♦ **Psionic**

Immediate Reaction Close burst 10

Trigger: A creature in the burst hits or misses with an attack

Target: The triggering creature

Effect: The target makes a basic attack against one target of the triggering attack as a free action.

Future Serendipity Psion Feature

With some cunning plan from a possible future, the item you need arrives at just the moment you need it.

Encounter ♦ **Conjuration, Psionic**

Standard Action Ranged 5

Effect: You conjure a nonliving, nonmagical object that appears within range, either in an unoccupied square, in your hand, or in an ally's hand. The object lasts until the end of the encounter, for 5 minutes, or until you dismiss it as a free action. The object you conjure is a single weapon or an item listed under "Adventuring Gear," page 222 of the *Player's Handbook*. At the Dungeon Master's discretion, you can create some other nonmagical object no larger than one that a Medium creature can carry.

LEVEL 1 AT-WILL DISCIPLINES

Temporal Crawl Psion Attack 1

You extend your will to slow down time around you, making enemies slow to react. With a bit more focus, even moving becomes painful.

At-Will ♦ **Augmentable, Force, Implement, Psionic**

Standard Action Close burst 2

Target: Each creature in the burst

Attack: Intelligence vs. Reflex

Hit: Intelligence modifier force damage, and the target takes a -2 penalty to attack rolls until the end of your next turn.

Augment 1

Hit: As above, and the target takes an additional penalty to damage rolls equal to your Wisdom modifier.

Augment 2

Hit: 1d6 + Intelligence modifier force damage. Until the end of your next turn, the target takes a -2 penalty to attack rolls, and whenever the target misses with an attack, it takes force damage equal to your Intelligence modifier.

LEVEL 1 DAILY DISCIPLINES

Time Stop Psion Attack 1

With but a thought, the flow of time screeches to a halt at your command.

Daily ♦ **Implement, Psionic**

Standard Action Ranged 10

Target: One, two, or three creatures

Attack: Intelligence vs. Reflex

Hit: The target is dazed (save ends).

First Failed Saving Throw: The target is stunned and helpless (save ends both).

Miss: The target is dazed (save ends).

LEVEL 2 UTILITY DISCIPLINES

Lesser Time Travel Psion Utility 2

A version of yourself from mere moments in the future arrives to assist in battle.

Encounter ♦ **Psionic, Teleportation**

Minor Action Close burst 5

Effect: You conjure a future self in an unoccupied square in the burst. The future self lasts until the end of your next turn, or until you dismiss it as a minor action. The future self occupies 1 square, and you can use the future self's space as the origin square for your powers. Enemies cannot move through its space, but allies can. When you take a move action, you can also move the future self a number of squares equal to your speed. When the future self disappears, you are teleported to the space the future self occupied.

The future self can be targeted by attacks and uses your defenses, weaknesses, resistances, and immunities. If an attack deals damage to the future self, you take damage of the same type equal to the damage dealt when the future self disappears.

LEVEL 3 AT-WILL DISCIPLINES

Stolen Time Psion Attack 3

When you exert your mind to tamper with your enemies' momentum, their loss is your gain.

At-Will ♦ **Augmentable, Implement, Psionic**

Standard Action Area burst 1 within 10

Target: Each creature in the burst

Attack: Intelligence vs. Reflex

Hit: 1d6 damage, and the target is slowed until the end of your next turn.

Augment 1

Hit: As above, and you gain a +1 power bonus to speed until the end of your next turn. Each target slowed by the attack increases the bonus by 1.

Augment 2

Hit: 1d6 + Intelligence modifier damage, and you or one ally within 5 squares of the target can shift 2 squares.

LEVEL 5 DAILY DISCIPLINES

Time Skip Psion Attack 5

Before the combatants can react, you jump the battle forward in time, causing chaos as each fighter is caught mid-attack.

Daily ♦ **Implement, Psionic**

Standard Action Area burst 1 within 10

Target: Each creature in the burst

Effect: You teleport the target to another square in the burst. Then, make the following secondary attack against the target.

Secondary Attack: Intelligence vs. Will

Special: If the target is an ally, it can choose to be automatically hit by the attack.

Hit: The target makes a basic attack as a free action against a creature of your choice.

LEVEL 6 UTILITY DISCIPLINES

Defensive Discontinuity Psion Utility 6

The most effective way to dodge an attack is to simply not be there when it lands; a quick jump forward in time is all you need.

Daily ♦ **Psionic**

Immediate Interrupt Personal

Trigger: You are hit by an attack

Effect: You are removed from play until the start of your next turn.

Aftereffect: You reappear in the space you occupied or in the nearest unoccupied space.

LEVEL 7 AT-WILL DISCIPLINES

Accelerated Aging Psion Attack 7

Prematurely, your foe can feel the weight of old age suddenly wash over it.

At-Will ♦ **Augmentable, Implement, Necrotic, Psionic**

Standard Action Ranged 10

Target: One creature

Attack: Intelligence vs. Fortitude

Hit: 1d10 + Intelligence modifier necrotic damage.

Special: You can use this power unaugmented as a ranged basic attack.

Augment 1

Hit: As above, and the target cannot regain hit points or gain temporary hit points until the end of your next turn.

Augment 2

Hit: 1d10 + Intelligence modifier necrotic damage, and the target is weakened until the end of your next turn.

LEVEL 9 DAILY DISCIPLINES

Brittle Dissolution Psion Attack 9

By focusing your power on the weapons and armor of your opponent, you can cause them to become decades older... and weaker.

Daily ♦ **Implement, Necrotic, Psionic**

Standard Action Ranged 10

Target: One creature

Hit: 2d10 + Intelligence modifier necrotic damage, and the target takes a -2 penalty to AC and attack rolls (save ends both). Whenever the target is hit by an attack, the penalty to AC is increased by 1. Whenever the target hits with an attack, the penalty to attack rolls is increased by 1. Both of these penalties increase to a maximum of -5.

Miss: Half damage, and the target takes a -2 penalty to AC and attack rolls (save ends both).

LEVEL 10 UTILITY DISCIPLINES

Preemptive Memory Psion Utility 10

A vision suddenly arrives in the present, your future self warning you of danger.

Encounter ♦ **Psionic**

No Action Personal

Trigger: You are surprised

Effect: You are no longer surprised, and all enemies grant combat advantage to you until the end of your first turn after the surprise round.

LEVEL 13 AT-WILL DISCIPLINES

Time Snarl Psion Attack 13

Unstable fluctuations in temporal energy can be extremely dangerous, as you prove to your enemies.

At-Will ♦ **Augmentable, Force, Implement, Psionic**

Standard Action Close blast 3

Target: Each creature in the blast

Attack: Intelligence vs. Reflex

Hit: 1d4 + Intelligence modifier force damage, and each square adjacent to the target becomes difficult terrain until the end of your next turn.

Augment 1

Hit: As above, and the target takes force damage equal to your Intelligence modifier the first time it moves into difficult terrain before the end of your next turn.

Augment 4

Hit: As above, and the target takes force damage equal to your Intelligence modifier for each square of movement it takes before the end of your next turn.

LEVEL 15 DAILY DISCIPLINES

Unwound Experience Psion Attack 15

Both physically and mentally, your foes have been temporarily regressed to novices.

Daily ♦ Charm, Implement, Psionic, Psychic

Standard Action Area burst 2 within 10

Target: Each enemy in the burst

Attack: Intelligence vs. Will

Hit: 3d8 + Intelligence modifier psychic damage, and the target takes a -2 penalty to attack rolls, a -5 penalty to skill checks, and grants combat advantage (save ends all).

Miss: Half damage, and the target grants combat advantage (save ends).

LEVEL 16 UTILITY DISCIPLINES

Greater Time Travel Psion Utility 16

From the distant future, a powerful manifestation of your potential arrives. While it can't interfere directly, it can help you focus your attacks and keep you alive.

Daily ♦ Psionic, Teleportation

Minor Action Close burst 5

Effect: You conjure a far-future self in an unoccupied square in the burst. The far-future self lasts until the end of the encounter, for 5 minutes, or until you dismiss it as a minor action. The far-future self occupies 1 square, and you can use the far-future self's space as the origin square for your powers. Enemies cannot move through its space, but allies can. When you take a move action, you can also teleport the far-future self a number of squares equal to your speed.

While you can see or hear the far-future self, you gain a +2 power bonus to all defenses and a +5 power bonus to skill checks. In addition, you cannot be flanked or surprised.

LEVEL 17 AT-WILL DISCIPLINES

Temporal Transfer Psion Attack 17

Strange anomalies can occur when tampering with time, and ones even stranger still when you will them to happen.

At-Will ♦ Augmentable, Force, Implement, Psionic, Teleportation

Standard Action Ranged 10

Target: One creature

Attack: Intelligence vs. Reflex

Hit: 1d8 + Intelligence modifier force damage, and you teleport the target 1 square.

Augment 1

Hit: As above, and you or one ally adjacent to the target can teleport a number of squares equal to your Wisdom modifier.

Augment 4

Target: One or two creatures

Hit: 1d8 + Intelligence modifier force damage, and you teleport the target a number of squares equal to your Wisdom modifier. If the target ends the teleport adjacent to a creature, each creature adjacent to the target takes 5 force damage and is teleported 1 square away from the target.

LEVEL 19 DAILY DISCIPLINES

Unhinged Time Psion Attack 19

Cracks in the fabric of time threaten to unmake your enemies.

Daily ♦ **Implement, Necrotic, Psionic, Psychic**

Standard Action Area burst 2 within 10

Target: Each creature in the burst

Attack: Intelligence vs. Will

Hit: 3d6 + Intelligence modifier necrotic and psychic damage, and the target is weakened and takes ongoing 10 necrotic and psychic damage (save ends).

Miss: Half damage, and the target is weakened until the end of your next turn.

LEVEL 22 UTILITY DISCIPLINES

Inevitable Continuance Psion Utility 22

You've already seen it happen; now, you just have to wait for it to come to pass.

Encounter ♦ **Psionic**

Immediate Interrupt Close burst 10

Trigger: An enemy within range succeeds on a saving throw

Effect: The target rerolls the saving throw with a -2 penalty and must use the new result.

LEVEL 23 AT-WILL DISCIPLINES

Crumbling Form Psion Attack 23

Under the stress of premature aging, the bonds that hold your foe together begin to deteriorate rapidly.

At-Will ♦ **Augmentable, Implement, Necrotic, Psionic**

Standard Action Ranged 10

Target: One creature

Attack: Intelligence vs. Fortitude

Hit: 1d6 + Intelligence modifier necrotic damage, and the target takes a -2 penalty to all defenses until the end of your next turn.

Augment 2

Hit: 3d6 + Intelligence modifier necrotic damage, the target gains vulnerability to all damage equal to your Intelligence modifier until the end of your next turn.

Augment 6

Hit: 4d6 + Intelligence modifier necrotic damage, and the next attack that hits the target before the end of your next turn becomes a critical hit.

LEVEL 25 DAILY DISCIPLINES

Primordial Ooze Psion Attack 25

What all once was becomes again: your victim begins to dissolve into the primordial matter that once made up all life.

Daily ♦ **Acid, Implement, Polymorph, Psionic**

Standard Action Ranged 10

Target: One creature

Attack: Intelligence vs. Fortitude

Hit: 3d12 + Intelligence modifier acid damage, and the target is melting (save ends). While melting, the target takes ongoing 10 acid damage and is slowed. Whenever the target takes damage from an attack, the ongoing damage is increased by 5, to a maximum of 30.

Miss: Half damage, and the target is melting (save ends). Whenever the target takes damage from an attack, the ongoing damage is increased by 2, to a maximum of 15.

LEVEL 27 AT-WILL DISCIPLINES

Frozen in Time Psion Attack 27

As your enemy is siphoned of temporal momentum, the loss of energy causes it to become slower- and colder.

At-Will ♦ **Augmentable, Cold, Implement, Psionic**

Standard Action **Ranged 10**

Target: One creature

Attack: Intelligence vs. Reflex

Hit: 1d8 + Intelligence modifier cold damage, and the target is slowed until the end of your next turn.

Augment 2

Hit: 2d8 + Intelligence modifier cold damage, and the target is immobilized until the end of your next turn.

Augment 6

Hit: 2d8 + Intelligence modifier cold damage, and the target is stunned until the end of your next turn.

LEVEL 29 DAILY DISCIPLINES

Infantilize Psion Attack 29

Younger and younger they become, until only helpless children remain.

Daily ♦ **Implement, Polymorph, Psionic**

Standard Action **Area burst 3 within 10**

Target: Each enemy in the burst

Attack: Intelligence vs. Will

Hit: The target takes a -2 penalty to attack rolls, saving throws, and speed (save ends all).

First Failed Saving Throw: The target is slowed, grants combat advantage, cannot attack, and takes a -2 penalty to saving throws (save ends all).

Second Failed Saving Throw: The target falls prone. In addition, the target is stunned, helpless, and takes a -2 penalty to saving throws (save ends all).

TEMPORAL MASTER

"It's time."

Prerequisite: Psion, Temporal Focus class feature, *déjà vu* power

Imagine an ant on a leaf. To the ant, there is only forward and backward, left and right; to go up or down is an impossibility. To you, however, such motion along the vertical is a simple task, and such as it is with the dimension of time. Up and down you move as you please, travelling to mutable pasts and possible futures alike, leaving such mundane perspectives in the past. The discontinuous path of the temporal master is a strange one, but to you, it's a straight line.

Was it an accident that caused your enhanced abilities, an unexpected stretching of your perception that lead the way for your powers? Perhaps you were taught by a previous temporal master, or gifted by the goddess of knowledge Ioun, or even shown the way by your own future self? In any case, the flows of time, seemingly invisible or confusing to those that lack your abilities, are a straightforward matter to you. Maybe you pity those with such a narrow vision of the world; but then again, would you spare your pity for the ant?

TEMPORAL MASTER PATH FEATURES

Paragon Power Points (11th level): You gain 2 additional power points.

Second Time Around (11th Level): You gain an additional use of *déjà vu* per encounter.

Time Warp Action (11th Level): You can spend an action point and take an extra action as an immediate interrupt. If you do, you are dazed during your next turn.

Secrets from the Future (16th Level): Once per day, when you roll a 1 on a d20 roll, you can roll again and take the second result. If you do, before the start of your next turn, you can declare the result of any one d20 roll to be a 1 before it has been rolled.

TEMPORAL MASTER DISCIPLINES

Temporal Siphon Temporal Master Attack 11

Snatching the temporal energy from your opponents, you redirect it to where it belongs.

Encounter ♦ **Implement, Psionic**

Standard Action **Ranged 10**

Target: One, two, or three creatures

Attack: Intelligence vs. Reflex

Hit: 1d10 + Intelligence modifier damage, and the target is immobilized until the end of your next turn.

Augment 2

Effect: For each target hit by the attack, you or an ally within 10 squares can shift 2 squares.

Future's Gift Temporal Master Utility 12

A powerful artifact from the near future enhances- or perhaps replaces- your current enchanted implement for a short time.

Daily ♦ **Conjuration, Psionic**

Minor Action **Personal**

Effect: You conjure a future's gift, a psion implement of your choice, until the end of the encounter. While you wield the future's gift, you gain a +2 enhancement bonus to the attack and damage rolls of implement attack powers. If you also wield an enchanted psion implement, the enhancement bonus of that implement is increased by 2.

Summon Time-Displaced Clone
Temporal Master Attack 20

A time-displaced version of you or an ally, from a future where they have become more experienced, arrives to assist in battle.

Daily ♦ **Implement, Psionic, Summoning**

Standard Action **Ranged 10**

Primary Target: You or one ally

Effect: You summon a time-displaced clone of the primary target in an unoccupied square adjacent to it. The clone has a speed equal to the primary target's base speed, defenses equal to the primary target's defenses + 1, and temporary hit points equal to your Intelligence modifier. The primary target can use the clone as the origin square for its attacks. You can give the clone the following special commands.

Standard Action: The clone uses one of the primary target's at-will attack powers, with a +1 bonus to the attack and damage roll.

Opportunity Attack: Melee 1; targets one creature; the clone uses the primary target's melee basic attack against the target, with a +1 bonus to the attack and damage roll.