

#1 WITH A BULLET POINT
ONE IDEA. ONE PAGE. ONE DOLLAR

7 TIME THIEF/TIME WARDEN FEATS

Sometimes rules supplements read like the world-setting bible of frustrated novelists. While solid world-building is a useful skill, you don't always need four paragraphs of flavor text to tell you swords are cool, magic is power, shadows are scary, and orcs are savage. Sometimes a GM doesn't have time to slog through a page of history for every magic weapon. Sometimes all that's needed are a few cool ideas, with just enough information to use them in a game. Sometimes, all you need are bullet points.

#1 With A Bullet Point is a line of very short, cheap PDFs each of which gives the bare bones of a set of related options. It may be five spells, six feats, eight magic weapon special abilities, or any other short set of related rules we can cram into about a page. Short and simple, these PDFs are for GMs and players who know how to integrate new ideas into their campaigns without any hand-holding, and just need fresh ideas and the rules to support them. No in-character fiction setting the game world. No charts and tables. No sidebars of explanations and optional rules. Just one sentence of explanation for the High Concept of the PDF, then bullet points.



THE HIGH CONCEPT: Seven feats designed to augment the options and utility of time thieves and time wardens (from The Genius Guide to the Time Thief and The Genius Guide to the Time Warden).

AEVUM MASTERY

You have learned new ways to use the massive slices of spare time known as aevum.

Prerequisite: Time thief or time warden 7.

Benefit: You gain one additional aevum power for which you meet the prerequisites. You may select this from the time thief or time warden's list of aevum powers, combining your time thief and time warden levels to meet any level prerequisite.

ALTERNATE SELF

Rather than move forward or backward through time, you have learned to move briefly sideways through time to access the abilities of alternate versions of yourself.

Prerequisite: Time thief or time warden 7, Wis 13.

Benefit: As a standard action you may spend one aevum to draw upon skills and training you have not taken, but alternate versions of yourself in other timelines have. This allows you to access one feat (for which you meet all the prerequisites) or add up to three ranks in skills (not to exceed your maximum ranks in any skill). You retain the selected feat or bonus skill ranks for 1 hour. You may not call on more than one alternate self at a time – if you spend an aevum to use this ability before the duration of a previous use has ended, the previous bonus feat or skill points are immediately lost.

LAST-SECOND SAVE

You can change the results of a particularly damaging blow to you so it has less effect.

Prerequisites: Time thief or time warden 5, Dex 13.

Benefit: You have the power to rewind time right after you have been struck by a sneak attack or critical hit, giving you just enough time to make the blow less damaging (but not quite enough to avoid the attack entirely). As an immediate action you may spend one mote to turn a critical hit or sneak attack that has successfully hit you into a normal attack (dealing its base damage, rather than critical or sneak attack damage).

MOTE MASTERY

You have learned new ways to use motes of time.

Prerequisite: Time thief or time warden 3.

Benefit: Gain the mote-manipulation options granted to a time thief or time warden at a specific level. This must be a level below your own character level. For example Jheni, a 9th level time thief, may use this feat to gain the ability of an 8th level time warden to spend a mote of time to alter her personal timeline to one in which he received different training. Similarly Bryndun, a 4th level time warden/4th level fighter, could use this feat to select any single mote-manipulation option gained by a time thief or time warden at 8th level or lower.

Once this selection is made it cannot be changed. However, if you take a level in a class that would give you the selected mote-manipulation option, you may exchange this feat for any 1 other feat you meet the prerequisites for.

OPPORTUNE BLOW

You can adjust your perceptions to find vulnerable spots to strike foes.

Prerequisites: Time thief or time warden 3, Dex 13.

Benefit: By accelerating your perception speed when you make an attack, you can search for particularly vulnerable targets for attacks you make. You may spend 1 mote to gain sneak attack (as the rogue class ability of the same name) for 1 minute. You have a +1d6 sneak attack (this increases to +2d6 for 8th level time thieves and time wardens, and +3d6 for 16th level time thieves and time wardens). If you have sneak attack dice from another class, they stack with those gained by spending a mote.

PRECOGNITION

You receive messages of warning sent from your future self.

Prerequisites: Time thief or time warden 7, Int 13.

Benefit: You periodically receive information sent back in time from near-future versions of yourself. Such messages are of necessity brief and often vague, as your future self wrote them in such a way as to not invalidate the warnings they contain while at the same time minimizing their negative impact on the future timestream. As a standard action you may spend one aevum to gain the benefits of a divination spell with 90% effectiveness.

TIMELY DETONATION

You adjust the exact time your spell goes off to maximize its effectiveness.

Prerequisites: Time thief or time warden 5, Cha 13.

Benefit: You may spend 1 mote to add your mote bonus dice to the damage total dealt by a spell you cast.

WE ERR ON THE SIDE OF AWESOME!



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