TEMPORAL

YOU ARE A TIME-TRAVELER.
In your jaunts through time-space, you have witnessed the singularity that resulted in creation’s birth, dined beneath the roiling skies at time’s end, and walked alongside the dinosaurs.

But now, for some reason, you’re trapped in Gamma Terra. Luckily, your jaunts have prepared you for the challenges you will soon face . . . or have already faced . . . or are facing.

Appearance: Your secondary form reveals your birth era. A “normal” form suggests someone from the past, and a heavily mutated form suggests someone from a grim future.

TEMPORAL TRAITS

**Mutant Type:** Wisdom; Dark; +2 to dark overcharge.

**Skill Bonus (Level 1):** Gain a +4 bonus to Conspiracy checks.

**Too Slow! (Level 1):** Gain +2 bonus to AC.

**Temporal Advantage (Level 1):** Gain a +5 bonus to initiative checks.

**Temporal Critical:** When you score a critical hit, the attack deals 1d10 extra damage, and you teleport the target 2d6 squares.

TEMPORAL POWERS

**TEMPORAL FUGUE**

*TEMPORAL NOVICE*

_Bending time, you fling an enemy back to a previous moment, disorienting it._

**At-Will**

Dark, Physical, Teleportation

**Standard Action**

Melee or Ranged weapon

**Target:** One creature

**Attack:** Wisdom + your level + weapon accuracy vs. Reflex

**Hit:** 1[W] + Wisdom modifier + your level physical damage, you teleport the target 4 squares, and the target is dazed until the end of your next turn.

**TEMPORAL JAUNT**

*TEMPORAL UTILITY*

_You withdraw from the present to appear in the near future._

**Encounter**

Dark, Teleportation

**No Action**

Personal

**Trigger:** You end your turn

**Effect:** You disappear into the future until the start of your next turn. While under this effect, you can’t take actions and have neither line of sight nor line of effect to any creature, and no creature has line of sight or line of effect to you. You reappear in an unoccupied square within 5 squares of the square you last occupied.

**TIME SHOVE**

*TEMPORAL EXPERT*

_You knock your enemy through a time portal that sends it into the future._

**Encounter**

Dark, Physical, Weapon

**Standard Action**

Melee or Ranged weapon

**Target:** One creature

**Attack:** Wisdom + your level + weapon accuracy vs. Reflex

**Hit:** 1[W] + Wisdom modifier + your level physical damage, and the target disappears into the future until the end of your next turn. While under this effect, the target can’t take actions and has neither line of sight nor line of effect to any creature, and no creature has line of sight or line of effect to it. It reappears in an unoccupied square of your choice within 5 squares of you.