

CLASSifieds

Time Assassin



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PATHFINDER
ROLEPLAYING GAME COMPATIBLE

CLASSIFIED: TIME ASSASSIN

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Based in South Carolina, USA, Fat Goblin Games was founded in 2011 to create Pathfinder Roleplaying Game compatible products. With a focus on high quality production values and providing a creative environment for our writers, Fat Goblin Games has quickly become a recognized force in the world of third party publishers.

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The CLASSified product line from Fat Goblin Games is devoted to bringing you a new and exciting base class for your Pathfinder Roleplaying Game. CLASSified: Time Assassin includes complete rules for a single class and archetypes, and an assortment of other rules to bring your characters to life.

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TIME ASSASSIN

A time assassin is a master of altering her personal movement through time. With her knowledge and understanding of its flux, she can pull duplicates of herself through time and space to aid her in her endeavors and see into the near future of herself and her opponents. The time assassin is a grand manipulator time and the perception of others; eventually becoming its master, allowing her to ignore the effects others may place on time.

A time assassin is a master of altering her personal movement through time. With her knowledge and understanding of its flux, she can pull duplicates of herself through time and space to aid her in her endeavors and see into the near future of her opponents and herself. The time assassin is a grand manipulator of time allowing her to form unstable rifts of time, pockets of space where time moves at a different rate relative to the surrounding space. Once mastering time, she is able to ignore the effects others may place on it.

Role: A time assassin is the master of stealth and quick elimination. With the ability to manifest multiple duplicates of herself she can quickly overwhelm her opponents. Additionally, the time assassin has the ability to move objects through time as well as increase or decrease the efficacy of creatures in select areas through the usage of temporal rifts. However, if the time assassin uses her abilities gratuitously she will quickly run herself out of resources and, thusly, her ability to affect time.

Alignment: Any alignment.

Hit Die: d8.

Starting Wealth: 4d6 x 10 gp (average 140 gp). In addition, each character begins play with an outfit worth 10 gp or less.

CLASS SKILLS

The time assassin's class skills are Acrobatics (Dex), Bluff (Cha), Climb (Str), Craft (Int), Disable Device (Dex), Disguise (Cha), Escape Artist (Dex), Intimidate (Cha), Knowledge (local), Knowledge (history) (Int), Knowledge (arcana) (Int), Knowledge (nature) (Int), Linguistics (Int), Perception (Wis), Profession (Wis), Ride (Dex), Sense Motive (Wis), Sleight of Hand (Dex), Stealth (Dex), and Swim (Str).

Skill Ranks per Level: 6 + Int modifier.

CLASS FEATURES

All of the following are class features of the time assassin.

Weapon and Armor Proficiency: The time assassin is proficient with light armor.

Paradox Pool (Su): A time assassin fuels all her energies through her ability to perceive all possible futures and pasts near simultaneously. As such, she channels her energies to exert her will over time and allow her, and other potential selves, to affect the

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Level	BAB	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+2	+0	Paradox pool, timeless weapon
2nd	+1	+0	+3	+0	Evasion, predictive knowledge, time split/1
3rd	+2	+1	+3	+1	Timeless weapon, near sight, probability shield
4th	+3	+1	+4	+1	Uncanny dodge
5th	+3	+1	+4	+1	Extensive knowledge
6th	+4	+2	+5	+2	Timeless weapon focus
7th	+5	+2	+5	+2	Time split/2, intercession, near sight
8th	+6/+1	+2	+6	+2	Improved uncanny dodge, improved split
9th	+6/+1	+3	+6	+3	Swap
10th	+7/+2	+3	+7	+3	Time focus
11th	+8/+3	+3	+7	+3	Improved split, near sight
12th	+9/+4	+4	+8	+4	Improved evasion
13th	+9/+4	+4	+8	+4	Foresight
14th	+10/+5	+4	+9	+4	Time split/3
15th	+11/+6/+1	+5	+9	+5	Split mastery, near sight
16th	+12/+7/+2	+5	+10	+5	Improved split
17th	+12/+7/+2	+5	+10	+5	A chance again
18th	+13/+8/+3	+6	+11	+6	Time mastery
19th	+14/+9/+4	+6	+11	+6	Near sight
20th	+15/+10/+5	+6	+12	+6	Reversal

passage of time. However, she is only able to exert her will over time in a limited fashion. This is represented in a pool of energy that is equal to her class level plus her intelligence modifier. Anytime she rests for 8 consecutive hours this pool is restored to full as she regains the full use of her abilities.

This paradox pool can be used to grant one of the following abilities for one point as a swift action for one round:

- +1 circumstance bonus to AC for one round.
- +2 insight bonus on a knowledge check.
- +1 To attack and damage rolls for one round.

Timeless Weapon (Ex): A time assassin does not handle weapons in the traditional manner. Instead, she uses her weapon against her opponents based on the perceived possible futures striking at where she perceives they are going to be. However, due to the nature of this intensive training the time assassin is unable to master a variety of weapons and, instead, must select a small number.

At 1st level the time assassin must select two weapon groups, as noted below. She gains proficiency with those weapon groups and can apply her in-

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telligence modifier in place of her strength modifier when making attack rolls with the selected weapon type. At 3rd level, she can choose to add her intelligence modifier in place of her strength modifier on damage rolls with the selected weapon group. This damage also benefits from the 1.5x multiplier when wielding a weapon two-handed. If anything would prevent the time assassin from adding her strength modifier to the damage roll she does not add her intelligence modifier. Once this choice is made it cannot be changed. The time assassin may select an additional weapon group at levels 8, 12, and 17. A time assassin cannot gain proficiency for a weapon by any other means.

Axes: collapsible kumade, dwarven waraxe, greataxe, handaxe, hooked axe, knuckle axe, kumade, light pick, mattock, and tongi.

Blades, Heavy: dueling sword, bastard sword, double walking stick katana, elven curve blade, estoc, falcata, falchion, greatsword, katana, longsword, nine-ring broadsword, nodachi, scimitar, scythe, seven-branched sword, shotel, temple sword, terbutje, and two-bladed sword.

Blades, Light: Butterfly knife, butterfly sword, dagger, deer horn knife, gladius, kukri, machete, manople, pata, quadrens, rapier, sawtooth sabre, scizore, short-sword, sica, sickle, starknife, sword cane, wakizashi, and war razor.

Bows: Composite Longbow, longbow, composite shortbow, and shortbow.

Crossbows: Hand crossbow, light crossbow, light repeating crossbow, and tube arrow shooter.

Close: Brass knuckles, cestus, dan bong, emei piercer, fighting fan, gauntlet, madu, mere club, punching

dagger, sap, scizore, spiked gauntlet, tekko-kagi, tonfa, wooden stake,

Hammers: aklys, battle aspergillum, club, greatclub, heavy mace, light hammer, light mace, mere club, planson, taiaha, tetsubo, wahaika, and warhammer.

Evasion (Ex): At 2nd level and higher a time assassin can avoid even magical and unusual attacks with great agility. If she makes a successful reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage. Evasion can be used only if the time assassin is wearing light armor or no armor. A helpless time assassin does not gain the benefit of evasion.

Predictive Knowledge (Ex): At 2nd level and higher, a time assassin is able to glimpse briefly into the future and ascertain potential pitfalls. As a result, a time assassin gains her Intelligence modifier to any reflex saves in place of her Dexterity modifier. If anything would prevent the time assassin from adding her Dexterity modifier to her reflex saves she does not add her Intelligence modifier.

Additionally, the time assassin can choose one skill that she would normally apply an ability modifier other than her intelligence modifier and instead substitute her intelligence modifier (such as perception). Every even level after 2 she can choose an additional skill.

Time Split (Su): A time assassin is able to call on future and past selves to aid in her plight. As a move action a time assassin may create an exact duplicate of herself no more than fifteen feet away from herself in an unoccupied space with all her current gear. A time assassin cannot manifest a duplicate if there is not an available space. This duplicate acts after the time assassin on the same round she summons them.

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At 2nd level she is able to make one duplicate, at 7th two, and at 14th three. Each duplicate created in this manner costs 1 point from her paradox pool .

The duplicates are immune to damage from all sources as well as status and spell effects due to temporal instability, however, any time based spell effects (such as haste, slow, time stop, etc.) affect them normally. However, any status effect that affects the time assassin which would prevent her from taking action prevents the duplicates from taking action (such as paralysis). A time assassin can dismiss singular or multiple duplicates as a move action. Duplicates count as summons for the purposes of spells such as dismissal.

Due to possible paradoxes the time assassin's duplicate is limited to certain actions. Any finite resource a time assassin possesses cannot be used as it may unduly influence the personal time line of the assassin and create a paradox. On the first round a split is manifested it is restricted to a standard action. Thereafter, the duplicate can only take combat actions (limited to move, standard, and full attack actions). A duplicate cannot cast spells, use magical items, or share items with anyone else. Any items left behind by a duplicate once time split is ended immediately disappear. A duplicate also cannot travel beyond 30 ft. of her original without immediately dissipating causing the time assassin to become staggered for one round. If the time assassin is already staggered she instead becomes stunned for one round. Duplicates cannot flank nor can they utilize teamwork feats.

Each duplicate requires 1 point from the time assassin's paradox pool per round to maintain. This cost is paid at the beginning of her turn. If she is unable to pay the requisite cost her duplicates immediately disappear and she is stunned for one round due overextending herself. If the time assassin is ever reduced to 0 hit points or fewer the time split immediately ends.

Probability Shield (Ex): Starting at 3rd level a time assassin is able to glimpse into the near future and fortify herself against oncoming attacks. A time assassin adds her Intelligence modifier to her Dexterity modifier when calculating her total AC bonus. If anything would prevent the time assassin from adding her Dexterity modifier to her AC, she does not add her Intelligence modifier.

Temporal Rift (Su): As a time assassin's knowledge of time expands she can unravel the very fabric of time causing a supernatural temporal rift. Beginning at fourth level, and every four levels thereafter, the time assassin gains access to a new temporal instability. A temporal rift is very obvious as any creature able to observe the area of space the rift occupies will notice anything within the space visibly distort as time becomes unstable. Each rift can be created as a standard action with a 20ft.-radius spread and a range of 15 ft. plus 5 ft. per time assassin level. All viable targets are only affected as long as they are within the temporal rift. Any temporal rift that overlaps with another causes both to become unstable them to immediately ending both rifts. Each rift has variant costs and durations (see below).

At 4th level the time assassin gains access to Temporal Reversal. When the time assassin manifests this rift every unattended non-magical objects within the rift begins to move backwards in time at a rate of the time assassin's choosing. The time assassin is able to perceive the object's history up unto the limit at which the time assassin can move the objects backwards through time. At any point the time assassin can completely stop the objects temporal backwards trajectory and freeze it in place. This can be used to reconstitute destroyed documents, uncollapse tunnels, or even move a door to a point in time in which it was open. A time assassin can only move an

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object's backwards through time up to one hour per time assassin class level. The rift has a duration of one round per time assassin class level.

At 8th level the time assassin gains access to Temporal Haste rift. When the time assassin manifests this rift every viable target within the temporal rift acts as if under the effect of the spell haste for the duration they are in the temporal rift. A time assassin can create this rift by spending 3 points from her paradox pool and lasts for 1+1d4 rounds.

At 12th level the time assassin gains access to Temporal Slow rift. When the time assassin manifests this rift every viable target within the temporal rift acts as if under the effect of the spell slow for the duration they are in the temporal rift. A time assassin can create this rift by spending 3 points from her paradox pool and lasts for 1+1d4 rounds.

At 16th level the time assassin gains access to Temporal Prescience rift. When the time assassin manifests this rift every viable target within the temporal rift acts as if under the effect of the spell moment of prescience for the duration they are in the rift treating half the time assassin's level as the caster level. However, the targets of the rift can only gain the benefit of the rift once per round. A time assassin can create this rift by spending 6 points from her paradox pool and lasts for 1d2 rounds.

At 20th level the time assassin gains access to Temporal Removal rift. When the time assassin manifests this rift everything within the temporal rift is temporarily frozen in time and acts as if under the effect of temporal stasis. Anything that enters the rift during the duration immediately comes under the effect of temporal stasis unless they are immune. A time assassin can create this rift by spending 6 points from her paradox pool and lasts for 1d4 rounds.

Uncanny Dodge (Ex): Starting at 4th level, a time assassin can react to danger before her senses would normally allow her to do so. She cannot be caught flat-footed, nor does she lose her dexterity bonus to AC if the attacker is invisible. She still loses her Dexterity bonus to AC if immobilized. A time assassin with this ability can still lose her Dexterity bonus to AC if an opponent successfully uses the feint action (see Combat) against her.

If a time assassin already has uncanny dodge from a different class, she automatically gains improved uncanny dodge (see below) instead.

Partial Split (Ex): Beginning at 5th level, a time assassin may pull through time a mere shadow of a duplicate. As this duplicate is only a partial duplicate the strain it causes the time assassin to maintain is reduced. The partial split is considered to have partial concealment at all times. Additionally, the partial split is not as restricted in the distance it can move from the original as a normal split. As such, it can move up to 30 ft. per time assassin class level away from the original. If the partial duplicate takes damage from any source, due to her temporal instability, she immediately disappears. If the duplicate is destroyed in this manner the time assassin is stunned for 2d4 rounds. The time assassin does not disappear at the end of partial split due to the nature of the duplicate.

The time assassin can maintain the partial duplicate for one minute (or ten rounds) per 1 point from her paradox pool. The partial duplicate can be dismissed at anytime as a move action. The partial duplicate counts towards the maximum duplicates the time assassin can manifest. The time assassin cannot manifest more than one partial duplicate at a time.

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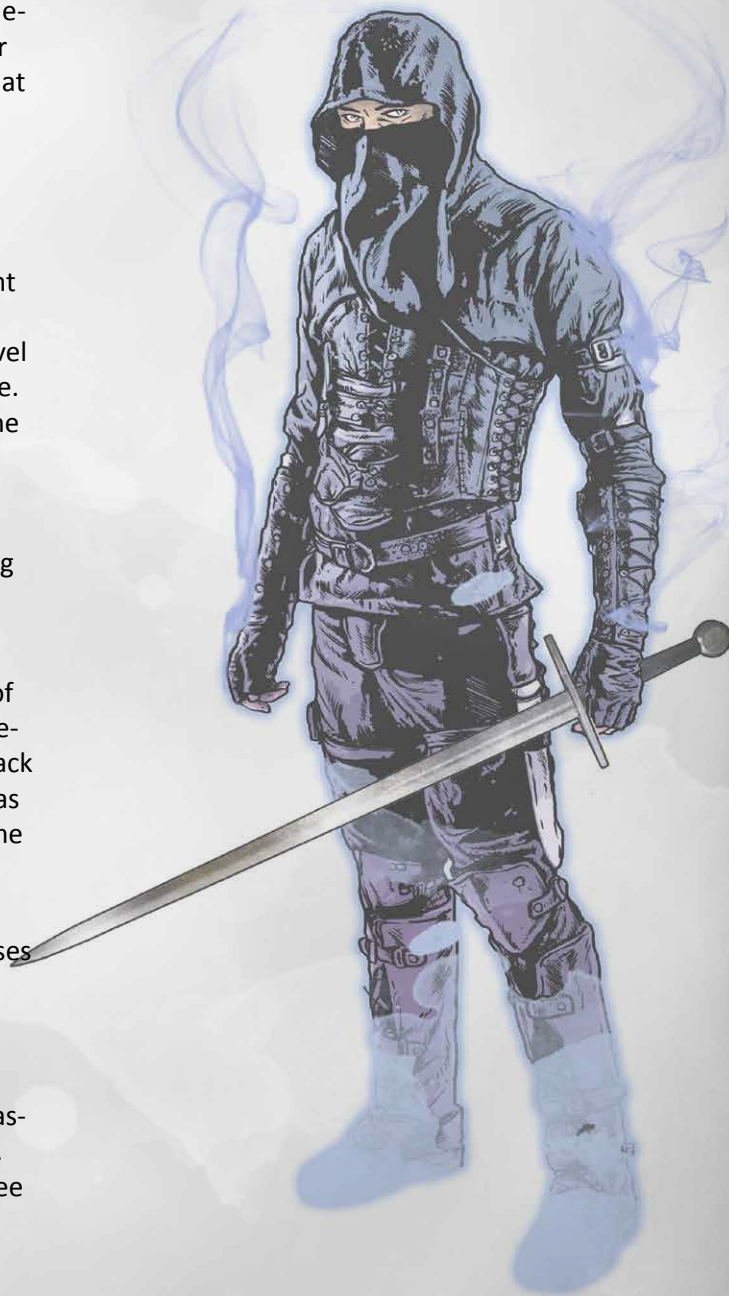
Timeless Combat Focus (Su): At 6th level a time assassin gains superior awareness of her abilities. When qualifying for feats she can apply to her timeless weapon she may use her Intelligence modifier in place of her Dexterity or Strength modifier. A feat gained in this manner cannot be applied to other weapons.

Intercession (Su): As a time assassin glimpses danger from the future she can intercede to prevent potential damage to herself and her duplicates. At 7th level as an immediate action a time assassin level can remove herself from the present stream of time. As a result, the time assassin behaves as if under the effects of temporal stasis, except that the duration is always one round. This cannot be negated in any manner. Activating Intercession costs 1 points from her Paradox pool but immediately ends any ongoing time split.

Improved Uncanny Dodge (Ex): A time assassin of 8th level or higher can no longer be flanked. This defense denies another rogue the ability to sneak attack the character by flanking her, unless the attacker has at least four more rogue or ninja levels than the time assassin's total class levels.

If a character already has uncanny dodge (see above) from another class, the levels from the classes that grant uncanny dodge stack to determine the minimum level required to flank the character.

Improved Time Split (Ex): At 8th level a time assassin is able to create her duplicates as a swift action. At 16th level she is able to create duplicates as a free action and dismiss them as a swift.



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Swap (Su): At 9th level a time assassin can move through time and space transporting herself. As a swift action a time assassin may swap places with a duplicate or partial duplicate. This costs 1 point from her paradox pool.

Time Focus: At 10th level a time assassin may decide to focus her attention as well as the attention of her duplicates on one target enabling her to perceive even farther into the future of that target than would be normally allowed. As a free action the time assassin must declare that both her and her duplicates are going to attack a single target. When attacking this target she and all her duplicates doubles her Intelligence modifier (if any) to attack rolls made against the target. During this round neither the time assassin nor any of her duplicates can attack any other target. This costs 3 point from her paradox pool.

Improved Evasion (Ex): At 12th level and higher the time assassin gains the benefits of improved evasion. This works like evasion, except that while the time assassin still takes no damage on a successful Reflex saving throw against attacks, she henceforth takes only half damage on a failed save. A helpless time assassin does not gain the benefit of improved evasion.

Foresight (Ex): The time assassin's ability to glimpse into the near future enables her to perceive not only her opponent's movements and, thereby, outcomes but also her own. At 13th level a time assassin is able to reroll a failed save by spending 2 points from her paradox pool. This can be done after the die is rolled and the results are known. This cannot be used on the same save twice in the same round.

Split Mastery: As a time assassin masters her abilities to pull duplicates of herself through time it reduces the physical strain it creates on her body. Starting at 15th level the cost of performing and maintaining a split reduces by 1 paradox point.

A Chance Again (Su): A time assassin, armed with the power of near sight, has now attained a better grasp of her enemies movements and how her's should be executed. Starting at 17th level a time assassin can reroll any attack roll once made by her or her duplicates by spending 1 point from her paradox pool. This can be used after the die has been rolled and the results are known.

Time Mastery (Ex): Beginning at 18th level a time assassin becomes the master of her personal temporal aspects. A time assassin no longer ages and is unaffected by an ageing effects, such as through spells. Additionally, a time assassin is immune to all time related spells and effects, such as time stop and temporal stasis. However, the time assassin may choose to be affected by time related spells and effects.

Reversal (Su): At 20th level, a time assassin has mastered the ability to move fluidly through time while only affecting certain aspects of herself that she wishes to affect. Once per day as a standard actions the time assassin can reset all health points, status effects, and paradox pool points back to any other point in the day. A time assassin can only use this ability once per day.

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NEW RACIAL FAVORED CLASS OPTIONS

Dwarf: Add +1 to CMD to resisting bull rush or trip

Elf: Add +¼ point to the paradox pool.

Gnome: Add +1 CMD when resisting dirty trick or steal attempt.

Half-elf: Add +¼ point to the paradox pool.

Halfling: Add +¼ circumstance bonus on stealth checks.

Half-orc: Add +1 on fortitude saves made to stabilize.

Human: Add +½ point to the paradox pool.

Drow: Add +¼ point to the paradox pool.

Asimar: Add +¼ circumstance bonus made to confirm critical hit rolls with timeless weapon.

Tiefling: Add +¼ point to the paradox pool.

Alignment: The Alignment of a time assassin afflicted by time madness can only be Neutral.

Time Madness: Anytime a time assassin creates a duplicate they take on a random alignment determined by a d100 roll. 1- 15 is Lawful good, 16 - 29 is Neutral Good, 31 - 44 is Chaotic Good, 45 - 59 is Chaotic Evil, 60 - 74 is Neutral Evil, 75 - 90 is Lawful Evil, 91 - 95 is Lawful Neutral, and 96 - 100 is Chaotic Neutral. Otherwise, these duplicates function as normal.

FOCUSER (TIME ASSASSIN ARCHETYPE)

A focuser can, with concentration, define a singular moment in time of a specified target when they are at their weakest. Using this knowledge, the focuser strikes with deadly precision, often killing her target in one blow.

Focused Paradox Pool: Instead of the normal paradox pool amount, the focuser has a number of paradox pool points equal to ½ the focuser's level plus her intelligence modifier. This alters paradox pool.

Focused Timeless Weapon: When making attacks with her timeless weapon or for the purpose of qualifying for feats that can be applied to timeless weapon, a focuser's base attack bonus is equal to her full focuser level.

Time Lynchpin (Su): A focuser focuses her knowledge of a single moment in time to strike. The longer she focuses the more deadly her blow becomes. Be-

TIME ASSASSIN ARCHETYPES

TIME MADNESS (TIME ASSASSIN ARCHETYPE)

Madness can sometimes afflict the time assassin as she pulls multiple versions of herself through time. The strain can cause a split of personalities as her mind, and the duplicates she brings can manifest those personalities.

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ginning at 2nd level a focuser, as a move action, can concentrate on a target that either she or her partial duplicate can observe. Every following round she can choose to maintain concentration as a standard action as long as she is still able to observe the target. Every round she focuses on the target she increases the damage of her next blow against that target by seeing into their near future and observing them at their weakest. As a standard action she can unleash a single strike using the previously established focus. Roll an attack roll for every round spent concentrating on the target and take the highest result. If this result hits the target roll damage normally then multiply the results by 1 plus 1 for every round the focuser maintains focus on the target up to a maximum of 3. At 7th level the maximum multiplier increases to 4, and at 14th increases to 5. This damage multiplier is applied at the end of all damage results (including multiplication from critical strikes). The focuser can speed up this process by spending points from her paradox pool. Every 1 point spent in this manner counts as a round of concentration. If concentration is unable to be maintained for a round the accumulated damage multiplier is lost. If unleashing time lynchpin with a ranged weapon the maximum damage multiplier is reduced by 2 to a minimum of 2 as the arrow takes time to reach its target reducing the efficacy of time lynchpin. This replaces time split.

Greater Near Sight (Ex): A time assassin is able to glimpse into the near future of her opponents and perceive their movements ahead of time. At 3rd level the focuser gains a +1 bonus to all attack and damage rolls made with her timeless weapon. This bonus increases to +2 at 7th, +3 at 11th, +4 at 15th level, and +5 at 19th. This replaces near sight.

Improved Timeless Weapon Focus (Su): At 6th level a focuser gains superior awareness of her abilities with a given weapon. When qualifying for feats that can be applied to her timeless weapon she may use her intelligence in place of the requisite attribute and may treat her total level minus 3 as levels of fighter for the purpose of qualifying for feats. A feat gained in this manner cannot be applied to other weapons. This replaces timeless weapon focus.

Personal Intercession (Su): As a focuser glimpses danger from the future she can intercede to prevent potential damage to herself. At 7th level as an immediate action the focuser can remove herself from the present stream of time. As a result, the focuser behaves as if under the effects of temporal stasis, except that the duration is always one round. This cannot be negated in any manner. Activating Intercession costs 2 points from her Paradox pool. This replaces intercession.

Improved Time Lynchpin: Beginning at 8th level a focuser can easily grasp the intent of the target of time lynchpin. As a result, the base multiplier of time lynchpin increases from 1 to 2. This replaces improved time split.

Time Point (Ex): At 10th level a focuser may decide to focus all of her attention on one enemy enabling her to perceive even farther into the future of that enemy than would be normally allowed. As a free action the focuser must declare an enemy within sight to focus on for one round. During this round, when attacking this enemy, she doubles her Intelligence modifier (if any) to attack and damage rolls made against them. She cannot attack any other enemies than the one declared during this



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round. This costs 2 points from her paradox pool. This replaces time focus.

Focus Mastery: As a focuser masters her abilities to concentrate on her opponent's future she can quickly ascertain a vulnerable moment. Starting at 15th level the amount of time required to focus on a target, as part of time lynchpin, is reduced by 1 round to a minimum of 1 round. This replaces split mastery.

Time Strike (Su): Beginning at 16th level a focuser can enhance the power of her strike by perceiving the future of her target and attacking them with critical focus. On any attack made that is confirmed to have hit a focuser can choose to forgo rolling damage and, instead, take the maximum possible result. This attack, regardless of the attack roll, can never critically hit; multiply the damage result accordingly. This costs 3 points from the focuser's paradox pool.

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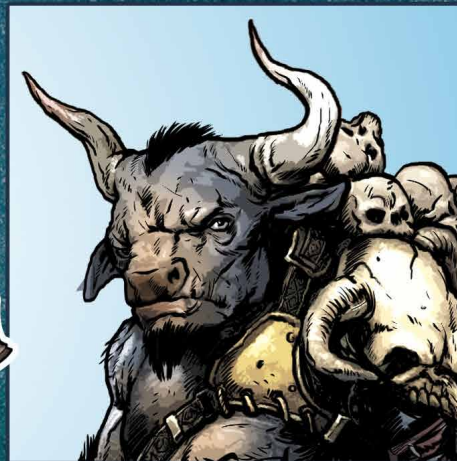
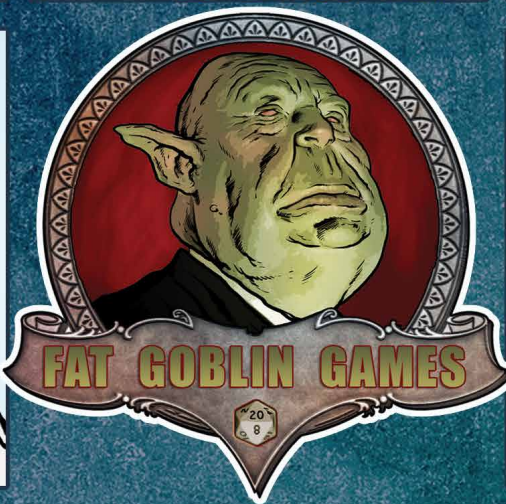
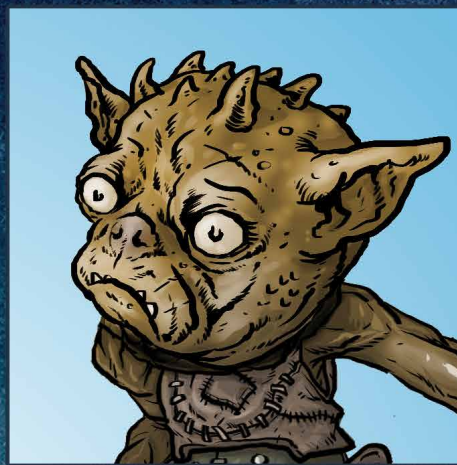
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