


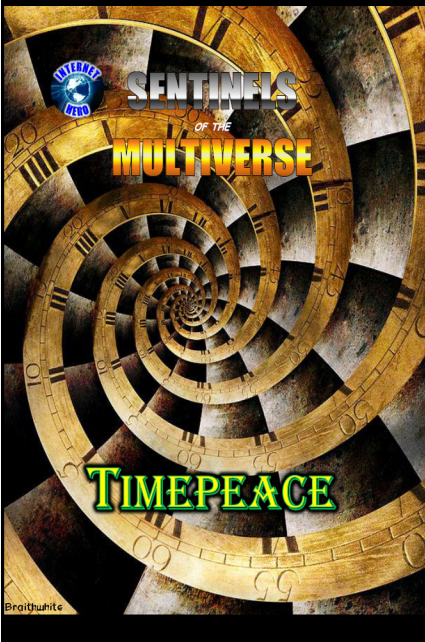
PROBABILTY MINING



ONE-SHOT

LOOK AT THE TOP 3 CARDS OF THE VILLAIN DECK. YOU MAY RETURN THEM TO THE TOP OF THE VILLAIN DECK IN ANY ORDER YOU CHOOSE.

"AIM RIGHT, HE'S GOING TO TRY AND DODGE OUT OF THE WAY."
- TIMEPEACE



SENTINELS OF THE MULTIVERSE

TIMEPEACE

Braithwhite

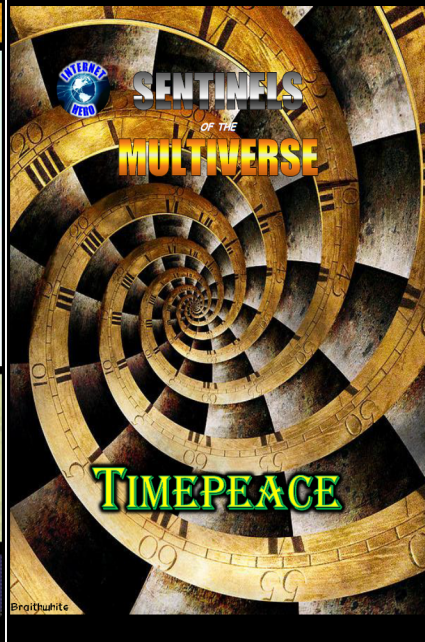
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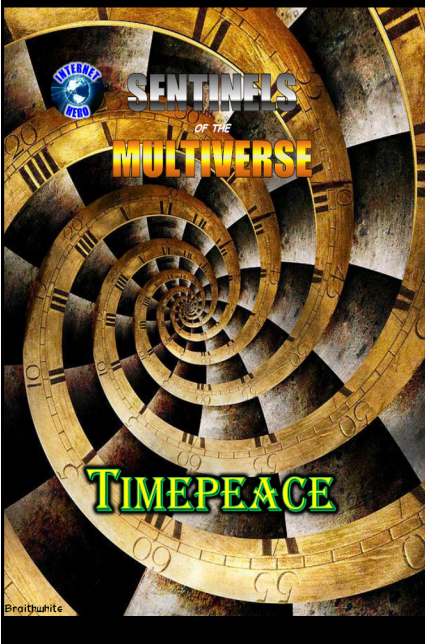
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VARIANCE CHANNEL

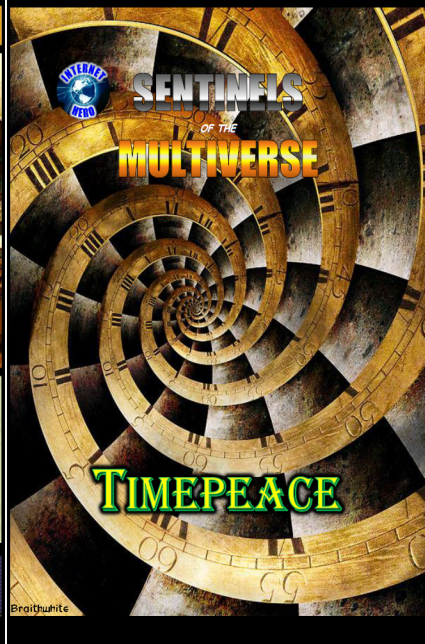


ONE-SHOT

DESTROY AN ONGOING OR ENVIRONMENT CARD.

YOU MAY PLAY A CARD.

"I MUST SAY, TRYING TO KILL A CHAP WHILE HE'S AT TEA IS JUST RUDE."
- TIMEPEACE



SENTINELS OF THE MULTIVERSE

TIMEPEACE

Braithwhite

SotM – Miscellany – Hero Deck: Timepeace
by Chris Burton (aka Braithwhite)

VARIANCE CHANNEL



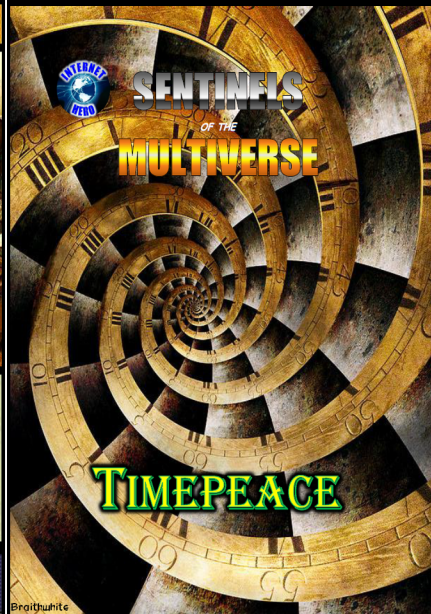
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Braitwhite

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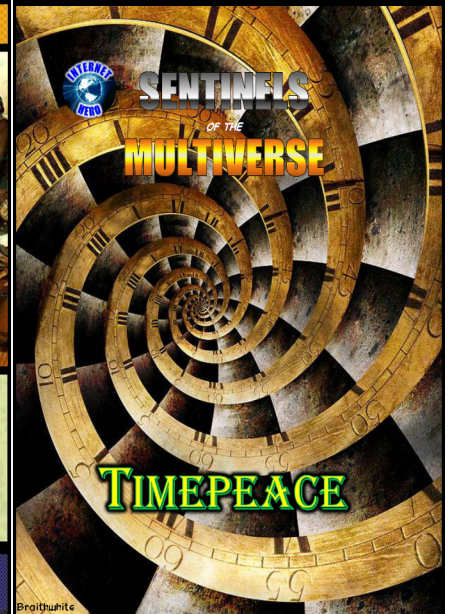
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Braitwhite

GRANDFATHER PARADOX

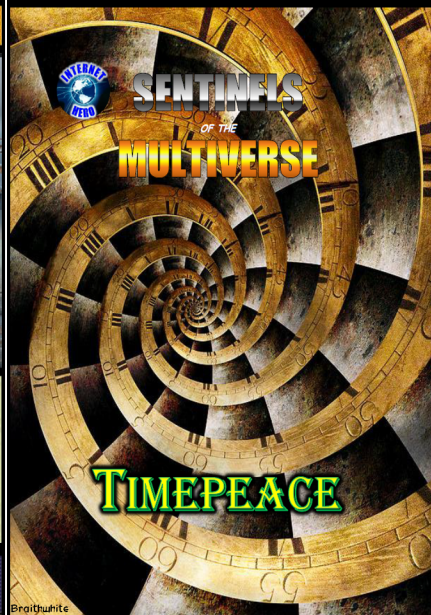


ONE-SHOT

DESTROY A TARGET WITH 4 OR LESS HP. IF THAT CARD DEALT DAMAGE ON ITS LAST TURN, THE DAMAGE IS RETROACTIVELY CANCELLED FOR LIVING HEROES.

"YOU CAN COME BACK WHEN YOU'VE THOUGHT ABOUT YOUR LIFE CHOICES, YOUNG MAN."

- TIMEPEACE



Braitwhite

GRANDFATHER PARADOX

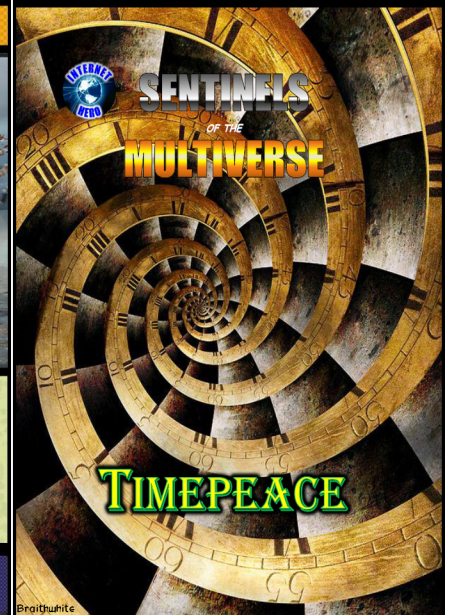


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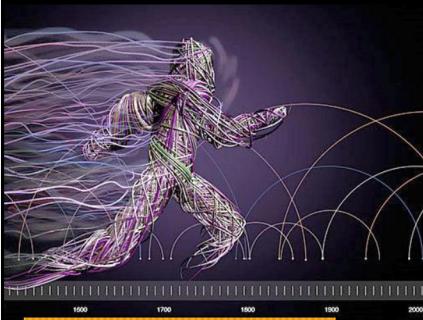
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- TIMEPEACE

SENTINELS OF THE MULTIVERSE

TIMEPEACE

Braitwhite

DIVERGENCE ANALYSIS



ONE-SHOT

REVEAL 4 CARDS FROM YOUR DECK.
PUT ONE REVEALED CARD INTO YOUR HAND; YOU MAY DISCARD ANY OF THE OTHER REVEALED CARDS.
RETURN THE REMAINING CARDS TO THE TOP OF YOUR DECK IN ANY ORDER.
YOU MAY PLAY A CARD.

"IF I DO THIS, YOU DO THIS, BUT IF I DO THAT, YOU DO THAT, SO I DO THIS..."
- TIMEPEACE

SENTINELS OF THE MULTIVERSE

TIMEPEACE

Braitwhite

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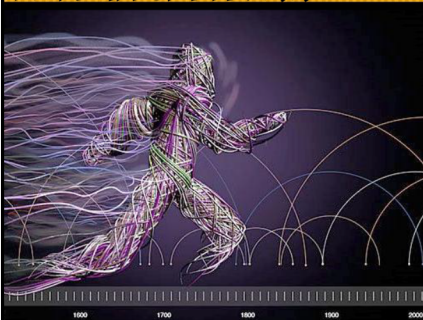
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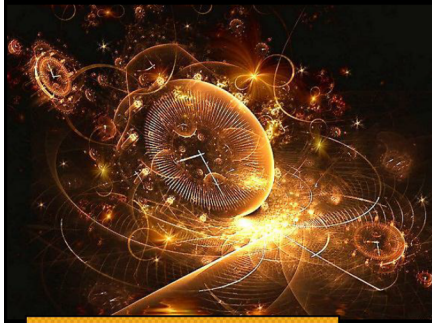
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SENTINELS OF THE MULTIVERSE

TIMEPEACE

Braitwhite

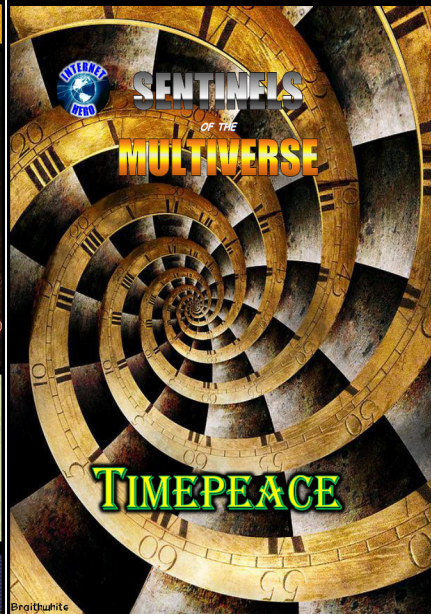
INTERCESSION HYPOTHESIS



ONE-SHOT

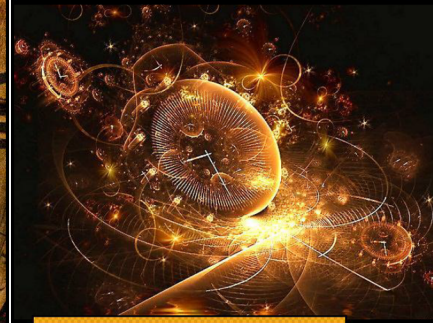
A HERO THAT HAS BEEN DEFEATED COMES BACK WITH 1 HP AND 4 CARDS.
IF THAT HERO HAS ANY CARDS IN THE TIME BUBBLE, THEY MAY TAKE THEM INTO THEIR HAND.

"OH GOOD! I'M SO GLAD THAT WORKED."
- TIMEPEACE



Braitwhite

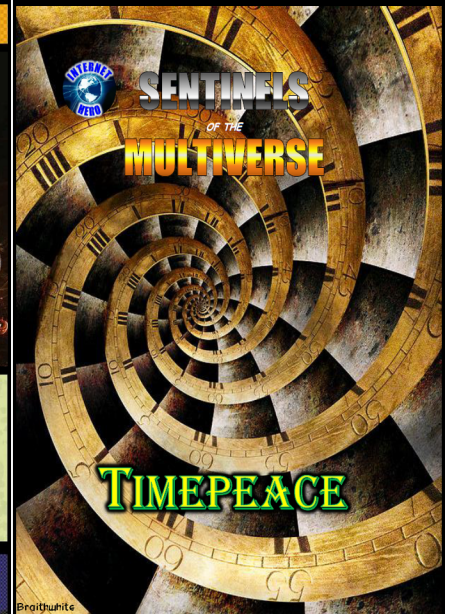
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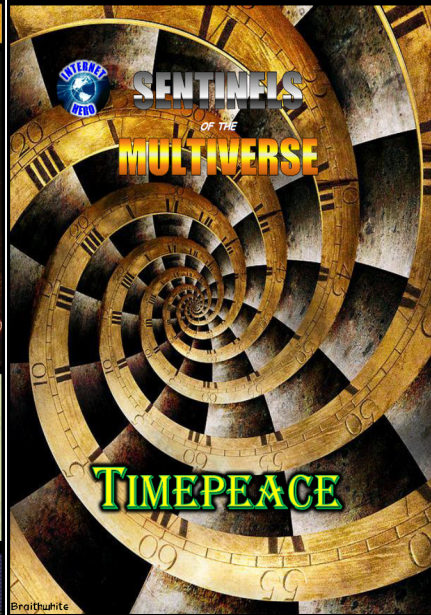
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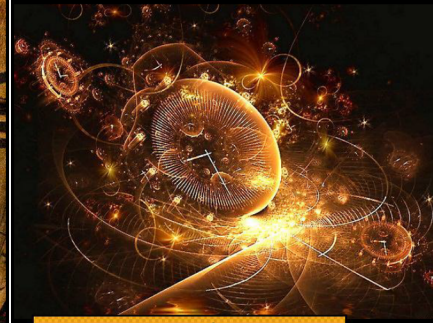
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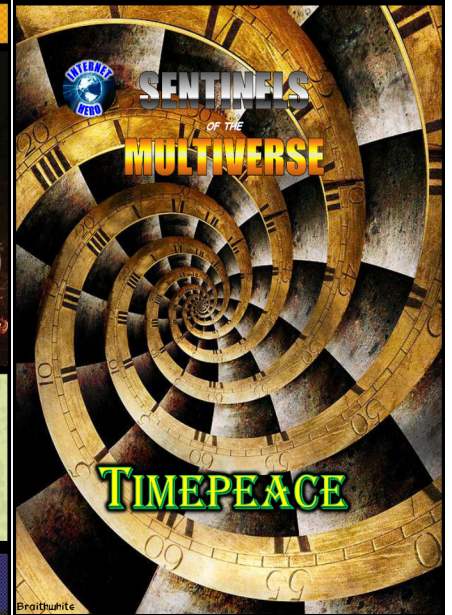
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Braitwhite

STASIS FIELD GENERATOR



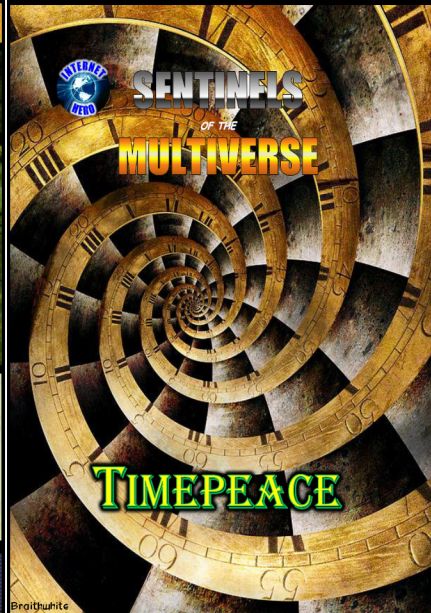
EQUIPMENT, LIMITED

POWER: SELECT A TARGET. UNTIL THE START OF YOUR NEXT TURN, TARGET CAN TAKE NO ACTIONS, DO NO DAMAGE, AND TAKE NO DAMAGE.

THE VILLAIN CHARACTER CANNOT BE THE TARGET OF THIS POWER.

"YOU REALLY SHOULD RELAX. THINK OF IT LIKE A VACATION."

- TIMEPEACE



Braitwhite

STASIS FIELD GENERATOR



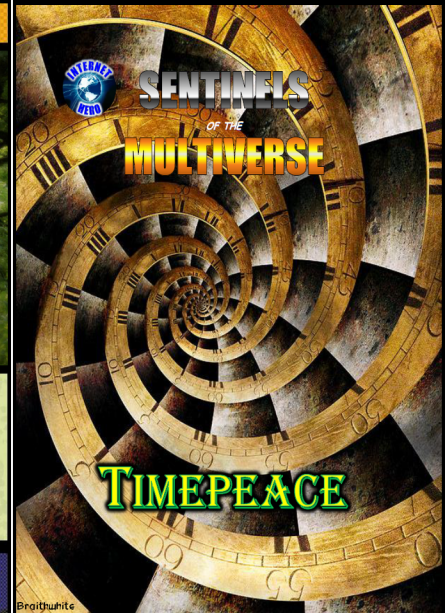
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TESSERACT EMITTER

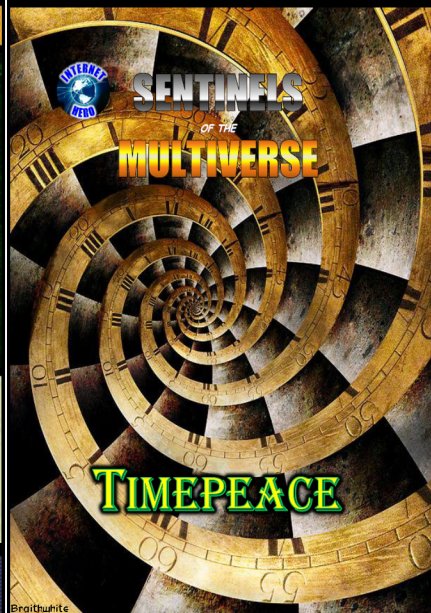


EQUIPMENT, LIMITED

POWER: SELECT A HERO. DURING THE NEXT HERO ROUND, THE HERO TURN ORDER STARTS WITH THAT HERO.

"UM... A LITTLE WARNING BEFORE YOU STOP TIME, OK? SOME OF US LIKE PHYSICS."

- TACHYON



Braitwhite

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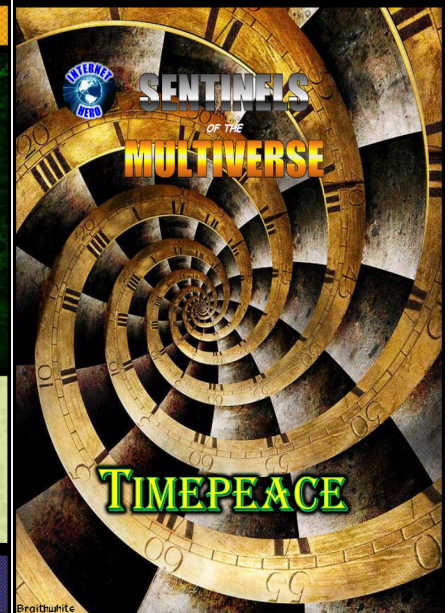


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PARADOX INTEGRATOR



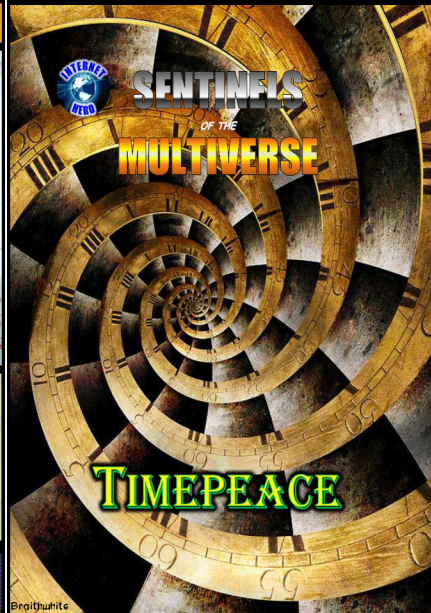
EQUIPMENT, LIMITED

DURING YOUR TURN, YOU MAY PERFORM YOUR PLAY PHASE, POWER PHASE AND DRAW PHASE IN ANY ORDER.

POWER: SELECT A PLAYER. DURING THE SELECTED PLAYER'S NEXT TURN, THEY MAY PERFORM THEIR PLAY PHASE, POWER PHASE AND DRAW PHASE IN ANY ORDER.

"THAT ONE? THAT TELLS ME WHEN MY TEA IS READY."

- TIMEPEACE



Braitwhit6

PARADOX INTEGRATOR



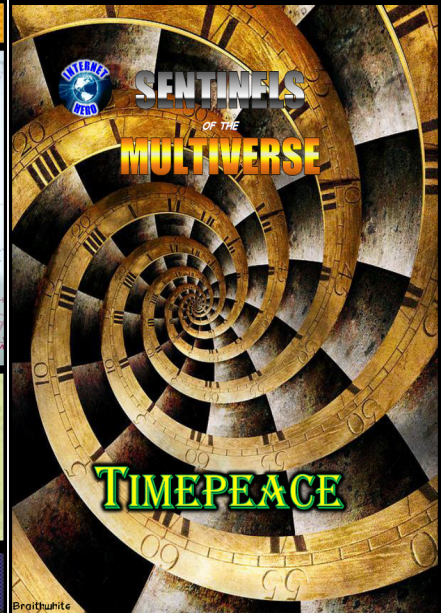
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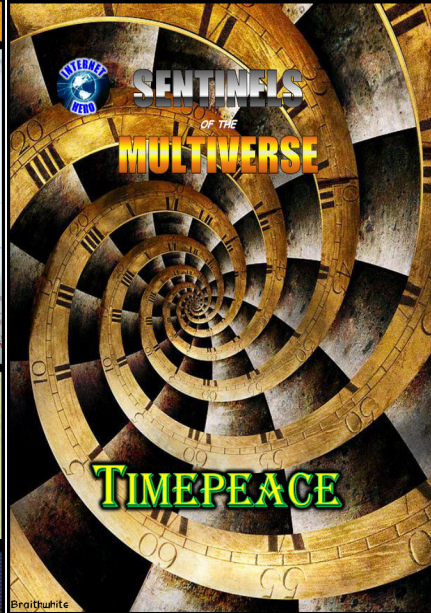
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Braitwhit6

QUANTUM ISOLATOR

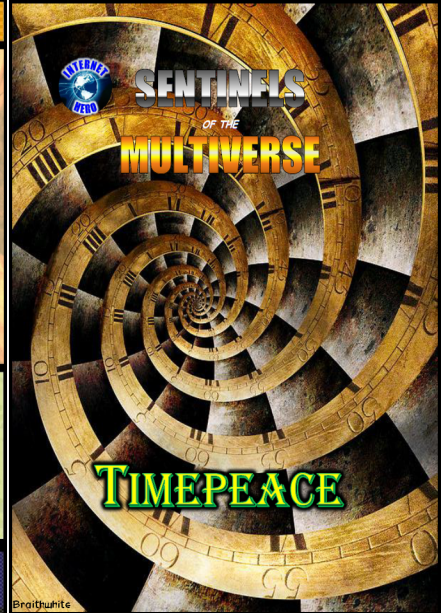


EQUIPMENT, LIMITED

POWER: SELECT A HERO. UNTIL THE START OF YOUR NEXT TURN, THAT HERO IS IMMUNE TO THE DAMAGE TYPE OF YOUR CHOICE.

"DO BE CAREFUL, THAT'S MY BEST HAT."

- TIMEPEACE



Braitwhit6

QUANTUM ISOLATOR



EQUIPMENT, LIMITED

POWER: SELECT A HERO. UNTIL THE START OF YOUR NEXT TURN, THAT HERO IS IMMUNE TO THE DAMAGE TYPE OF YOUR CHOICE.

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SENTINELS OF THE MULTIVERSE

TIMEPEACE

Braitwhite

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- TIMEPEACE

SENTINELS OF THE MULTIVERSE

TIMEPEACE

Braitwhite

OUT OF PHASE



ONGOING, LIMITED

TIMEPEACE IS IMMUNE TO DAMAGE. AT THE START OF YOUR TURN, DESTROY THIS CARD.

"ARE YOU DONE YET? I'VE GOT QUITE A LOT OF WORK TO DO."
- TIMEPEACE

SENTINELS OF THE MULTIVERSE

TIMEPEACE

Braitwhite

OUT OF PHASE



ONGOING, LIMITED

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SENTINELS OF THE MULTIVERSE

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Braitwhite

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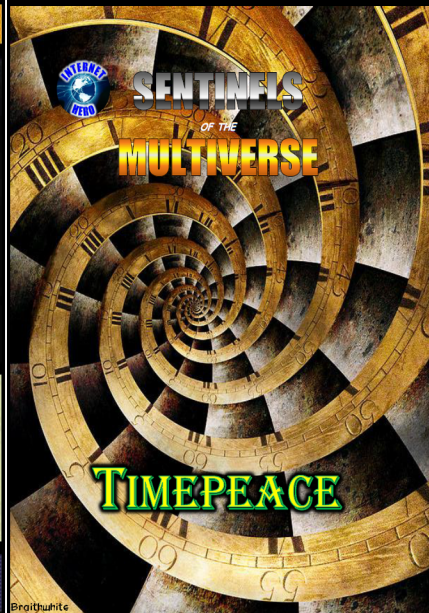


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SENTINELS
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MULTIVERSE

TIMEPEACE

Braitthuhite

TIME DILATION

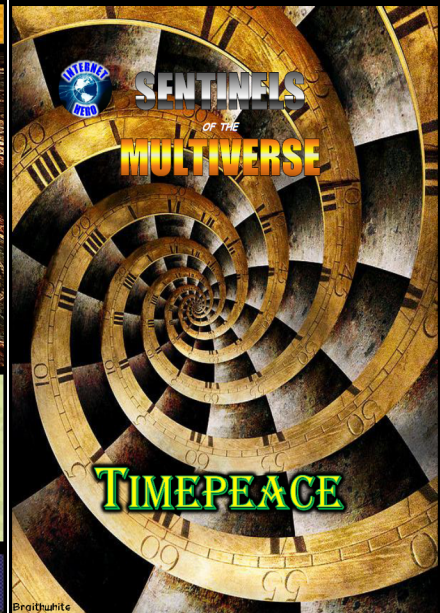


ONGOING, LIMITED

VILLAIN TARGETS DO NOT ACT ON THE TURN THEY ARE BROUGHT INTO PLAY.
AT THE START OF YOUR TURN, DESTROY THIS CARD.

"RIGHT LADS, LET'S GIVE 'EM A POUNDING... LADS?"

- THE MUSCLE



SENTINELS
OF THE
MULTIVERSE

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Braitthuhite

TIME DILATION

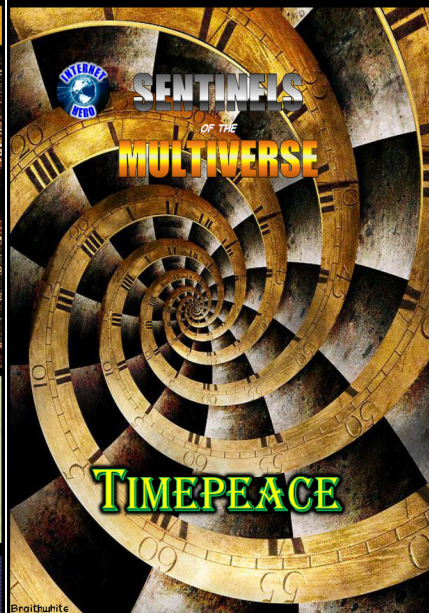


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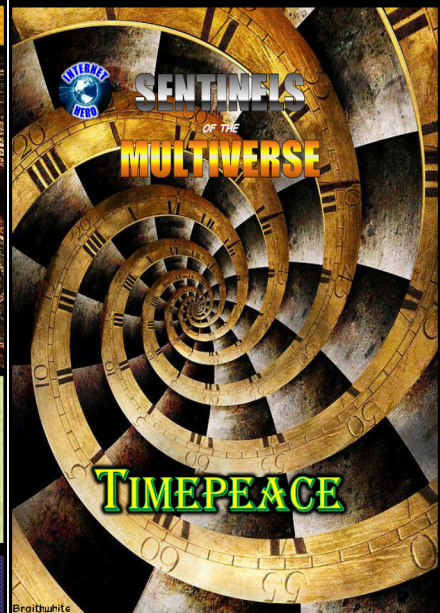


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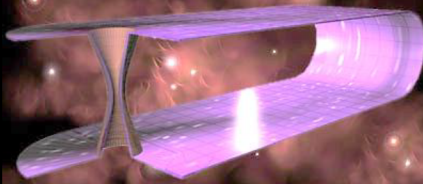


SENTINELS
OF THE
MULTIVERSE

TIMEPEACE

Braitthuhite

TIME LOOP

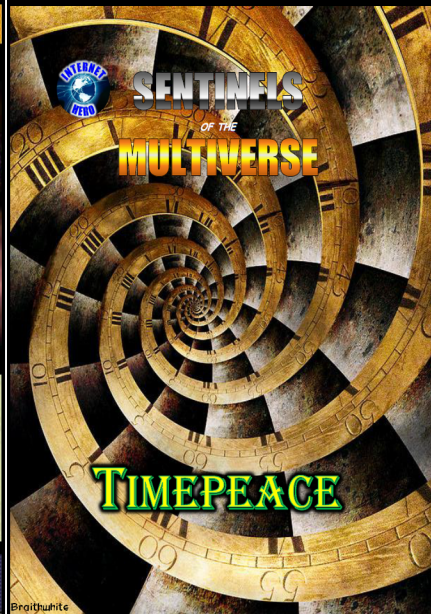


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PLAYERS MAY SKIP THEIR PLAY PHASE TO IMMEDIATELY PLAY THE TOP CARD OF THEIR TRASH.

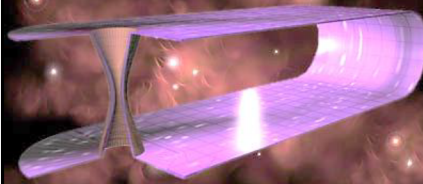
"DON'T WORRY, I'M ALMOST ENTIRELY CERTAIN THIS WILL WORK."

- TIMEPEACE



Braitwhite

TIME LOOP

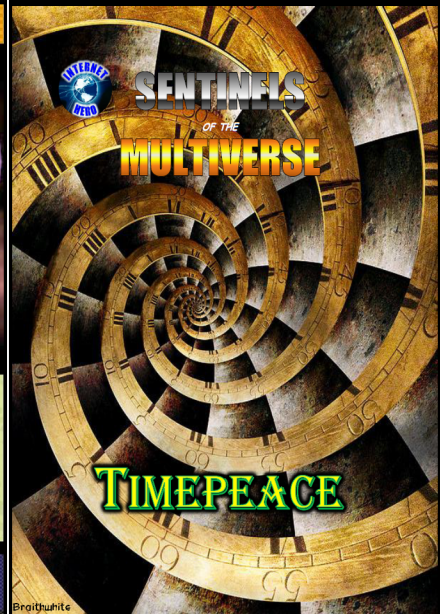


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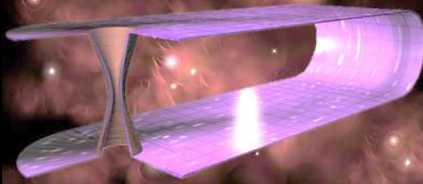
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Braitwhite

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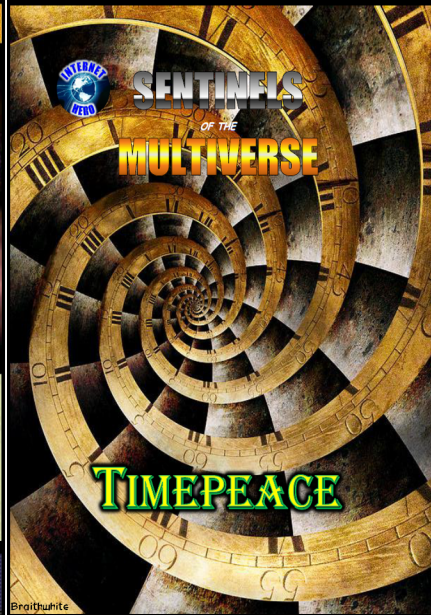


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Braitwhite

TIMESTREAM FLUCTUATION

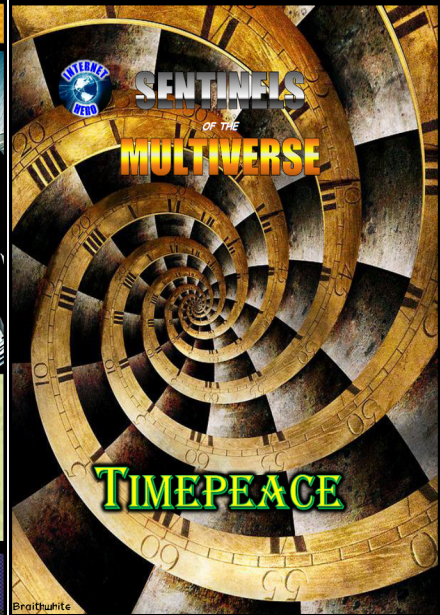


ONGOING, LIMITED

AT THE END OF TIMEPEACE'S TURN, ALL HEROES COMBINE THEIR CURRENT HP, THEN ALLOCATE THE POOL AS THEY SEE FIT.

"THIS MIGHT STING A BIT."

- TIMEPEACE



Braitwhite

TIMESTREAM FLUCTUATION

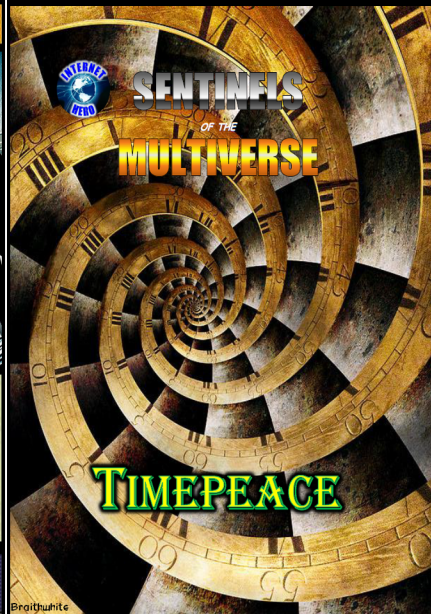


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Braitwhite

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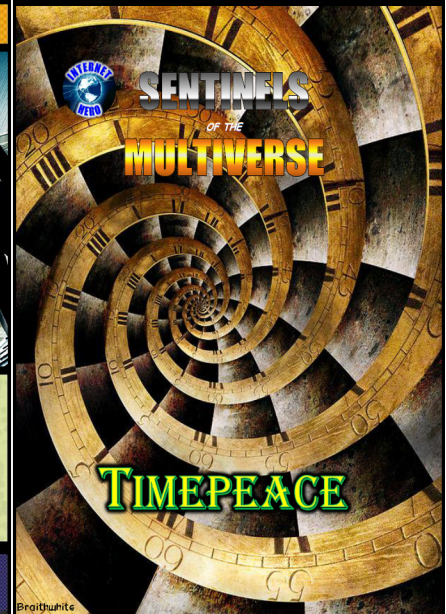


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- TIMEPEACE



Braitwhite

TIME BUBBLE



ONGOING, LIMITED, INDESTRUCTIBLE

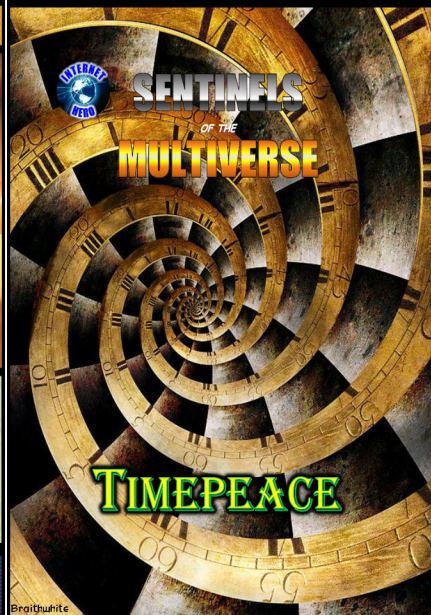
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DURING THEIR PLAY PHASE, A HERO MAY PLAY ONE OF THEIR CARDS FROM UNDERNEATH THIS CARD.

IF A HERO DIES, THEY MAY IMMEDIATELY PLACE ALL THE CARDS IN THEIR HAND IN THE BUBBLE.

"SAFE? I'M BENDING REALITY TO THE BREAKING POINT!"

- TIMEPEACE



Braitwhite

TIME BUBBLE



ONGOING, LIMITED, INDESTRUCTIBLE

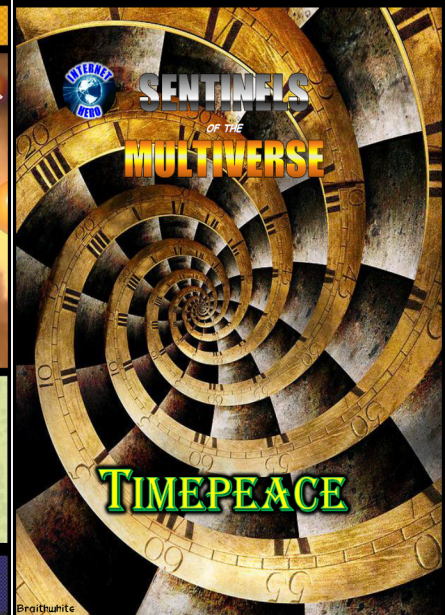
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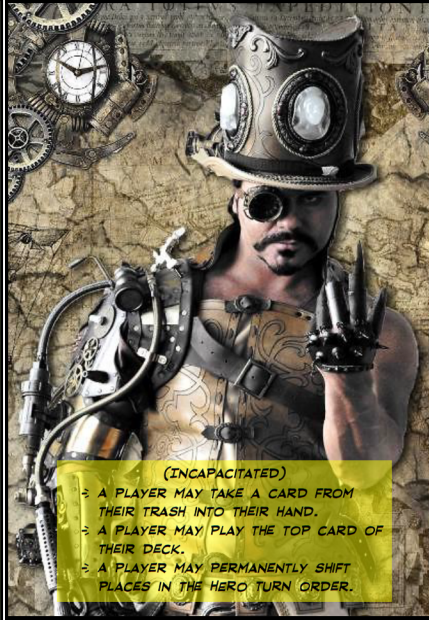
SENTINEL
SI
COMICS
24

DR ISAAC CLOCK IS:
TIMEPEACE



CHRONAL PERCEPTION FILTER

POWER: LOOK AT THE TOP 3 CARDS OF A HERO'S DECK. YOU MAY DISCARD ONE AND RETURN THEM TO THE TOP OF THE DECK IN WHATEVER ORDER YOU CHOOSE.



(INCAPACITATED)

- = A PLAYER MAY TAKE A CARD FROM THEIR TRASH INTO THEIR HAND.
- = A PLAYER MAY PLAY THE TOP CARD OF THEIR DECK.
- = A PLAYER MAY PERMANENTLY SHIFT PLACES IN THE HERO TURN ORDER.

≡THIRD PARTY — STANDARD≡