

Paradox

Merge Spacetime Tuning and Static History into one talent. Remove paradox cost scaling so willpower increases damage.

Remove failure and backfire chance, make them anomalies.

Make spellpower scale with paradox modifier directly. Return modified spellpower for nearly every paradox talent.

Make Spin Fate more interesting.

Make Paradox more interesting. New anomalies. New trees that really play upon Paradox and anomalies. More stuff that requires high paradox (i.e. Talents that do X when paradox is over Y).

Paradox Mage stuff

<http://forums.te4.org/viewtopic.php?f=39&t=41233> - Current Thread

<http://forums.te4.org/viewtopic.php?t=22109> - Original Thread

<http://forums.te4.org/viewtopic.php?f=36&t=28420&hilit=chronomancy> - Consolidated ideas

Development thread

<http://forums.te4.org/viewtopic.php?f=39&t=40796> - maxwell's demon

<http://forums.te4.org/viewtopic.php?f=50&t=41208> - energist

Temporal Warden Stuff

<http://forums.te4.org/viewtopic.php?f=39&t=40906> - TW tweaks

<http://forums.te4.org/viewtopic.php?f=50&t=40675> - Transversion (tweaking will)

<http://forums.te4.org/viewtopic.php?f=39&t=38436&p=159742&hilit=temporal+warden+dual+wiel ding#p159742> - TW Thoughts

<http://forums.te4.org/viewtopic.php?f=50&t=39565> - Tempus Fugit

<http://forums.te4.org/viewtopic.php?f=50&t=38670> - Nullpack

<http://forums.te4.org/viewtopic.php?f=39&t=40050> - Time Bandit

Gravity Warrior

<http://forums.te4.org/viewtopic.php?f=39&t=41236>

Resonance Tree?

Tempo - When you damage a target you deal X% of that damage as additional temporal damage over five turns. This effect can stack.

Make Maxwell's Demon achievement when Equivalent Exchange marks an elite demon.

Address Weapon Mastery issues for TW.

Give Celerity a defensive bonus.

Make Speed Control more thematic without breaking it.