

Chronomancer

For most, Time is unwavering and unavoidable. It continuously runs a never-ending and absolute path forward. Although time is regularly unchangeable, there are few who believe time is only a matter of nature. While some might spend their lives learning about the past or predicting the future; there are others who believe that the present is most flexible. Through studying various ancient magical texts, the secrets of time can be unlocked. Even though time travel or even controlling time itself is nearly impossible for mortal men, bending some of its rules does not seem as difficult.

Role: A chronomancer's extreme study of time has been rewarded with secrets that few mortals understand. Though a chronomancer cannot control or see the past or future, she can manipulate how objects are affected by time in the moment. When used strategically, the magic a chronomancer wields can change tides of her battles in an instant.

Alignment: Any Neutral

Hit Die: d6

Starting Wealth: 2d6 x 10 gp (average 70 gp.) In addition, each character begins play with an outfit worth 10 gp or less.

CLASS SKILLS: The chronomancer's class skills are Appraise (Int), Craft (Int), Knowledge (arcana) (Int), Knowledge (history) (Int), Perception (Wis), Diplomacy (Cha), Profession (Wis), Spellcraft (Int), Use Magic Device (Cha).

Skill Ranks per Level: 2
+ Int modifier.

Class Features

These are all the class features of a chronomancer

Weapon and Armor Proficiency

The chronomancer is proficient with all simple weapons.

Spells

A chronomancer can cast spells drawn from the chronomancer spell list. To learn, study, or cast a spell, a chronomancer must have a Wisdom score of at least 10 + the spell's level.

A chromancer can only cast a certain number of spells per day (See **Table: Chromancer**). She also gains bonus spells per day equal to her Wisdom Modifier, as listed on **Table: Ability Modifiers and Bonus Spells**.

Table: Chronomancer

[illegible]

At each new chronomancer level, the chronomancer may add two new spells to her spellbook. These spells can be of any spell level or levels that she can cast (based on new chronomancer level). All spells the chronomancer casts are considered arcane spells for all purposes.

A chronomancer can learn, study, and cast any 0-level spells from the sorcerer/wizard spell list.

Spellbooks

A chronomancer must study her spellbook for one hour each day to prepare her spells. She cannot prepare any spell not recorded in her spellbook, except for read magic, which she can prepare from memory.

A chronomancer begins play with a spellbook containing six 0-level spells (from the sorcerer/wizard spell list) plus three 1st-level spells of her choice. The chronomancer also selects a number of additional 1st-level spells equal to her Wisdom modifier to add to the spellbook.

A chronomancer can add spells from other spellbooks to her own, as long as those spells are on the chronomancer spell list or are a 0-level spell on the wizard/sorcerer spell list.

Undo I (Sp)

A chronomancer may cast Undo up to two times per day + her Wisdom Modifier. The saving throw against a chronomancer's Undo is a Will Save of 10 + the caster's chronomancer level + the caster's Wisdom Modifier. When a chronomancer casts Undo, she chooses a target creature. The chronomancer may choose one of following; hit points, or one enchantment. If the target has any conditions, she may choose one of them, instead.

If the chronomancer selected hit points, any changes made to the target's hit points since the end of the chronomancer's last round are undone. If the chronomancer chose an enchantment or condition, its duration increases by up to one round/spell level. If the enchantment or condition has not already lasted for that many rounds, it disappears.

At 6th level, and every six levels after, the power of this ability increases by one spell level, and the chronomancer can cast Undo one extra time per day. Also, a chronomancer can change the number of hit points a target has an additional round prior to casting Undo. In effect, a level 6 chronomancer can return a target's number of hit points to an amount exactly one or two rounds before the Undo was cast, rather than just one. At the same time, if the chronomancer had chosen an enchantment or condition, the duration can be increased by up to two rounds, if it has already persisted longer than that.

If this ability is cast outside of battle, the chronomancer will instead heal a target 1d8 x spell level + 1/caster level, or increase an enchantment's or condition's duration by 1 minute/spell level. If the enchantment or condition has not persisted for that long already, it disappears.

A chronomancer may only cast Undo on any target she can see clearly up to 30 feet. Death, undeath, and unconsciousness cannot be undone.

Hold Time I (Sp)

A chronomancer can briefly stop the flow of time in a small area. The saving throw against Hold Time is a Reflex Save of 10 + the caster's chronomancer level + the caster's Wisdom Modifier. When a chronomancer Hold's Time, she can choose one target to be held in time until the end of her next round. While a target is held in time, he does not breathe (nor does he require it) and becomes unaware and cannot perform any action including speech. The target also does not move or fall while being held in time. Casting Hold Time is a full-round action that provokes attacks of opportunity. At 5th level, and every five levels after, the power of this ability increases by one spell level, and a chronomancer can choose one more target while casting it. Hold Time cannot be cast on a creature already being held in time.

Hold Time cannot be cast on creatures larger than the caster, unless she targets that creature one extra time for each size category the target is larger than the caster. In effect, a medium-sized Level 5 chronomancer can cast Hold Time on one Large creature or two Medium or smaller creatures. If the chronomancer is smaller than Medium due to race, she is treated as one size category larger for purposes of casting this ability.

If this ability is cast outside of combat, the duration lasts for 1 minute/caster level, however the chronomancer must have both hands free and cannot move for the entire duration.

Upon reaching Level 20, a chronomancer no longer needs to target larger creatures more than one time, and the effects last until the beginning of her second round after casting this spell.

A chronomancer can only cast Hold Time a number of times per day equal to half her chronomancer level rounded down (minimum of 1) + half her Wisdom Modifier rounded down (minimum of 0). She must also have at least one hand free to cast Hold Time. Hold Time makes a small ticking sounds like that of a clock. Each round (or minute, if outside of combat), any creature who is capable of hearing and are within 60 feet of any target being held in time may hear this sound with a perception check of 20.

Cantrips

Chronomancers can prepare a number of cantrips, or 0-level spells, each day, as noted on **Table: Chronomancer** under “Spells per Day.” These spells are cast like any other spell, but they are not expended when cast and may be used again.

A chronomancer can learn, study, and cast cantrips from the sorcerer/wizard spell list.

Wisecrafting

At second level, a chronomancer can use her Wisdom modifier instead of her Intelligence modifier when using Appraise, Craft, and Spellcraft checks. She can also use her Wisdom modifier in place of her Charisma modifier when making Use Magic Device checks.

Uncanny Dodge

At 2nd level, a chronomancer gains the ability to react to danger before her senses would normally allow her to do so. She cannot be caught flat-footed, nor does she lose her Dex bonus to AC if the attacker is invisible. She still loses her Dexterity bonus to armor class if immobilized. A chronomancer with this ability can still lose her Dexterity bonus to armor class if an opponent successfully uses the feint action against her.

If a chronomancer already has uncanny dodge from a different class, she automatically gains improved uncanny dodge, instead.

Clock Clairvoyance (Ex)

At level 3, a chronomancer’s mind becomes attuned to the flow of time. She becomes immune to mind-affecting effects that would cause her to lose track of time. She always knows the exact date and time of day.

Clockwork Familiar

Upon reaching level 4, a chronomancer gains a clockwork familiar. This familiar is a construct, however it gains its appropriate animal statistics. A clockwork familiar does not have a Constitution score, but rather gains bonus hit points appropriate for a construct of its size. If the chronomancer’s familiar dies, she cannot replace it until she buys or builds a new one.

Redo (Ex)

Starting at 4th level, the chronomancer can use Redo 3 times per day. After rolling a skill check or saving throw, the chronomancer may reroll the die and add a +2 bonus to this roll. The chronomancer must take the second roll, even if it is worse. At 8th level, and again at 12th level, the chronomancer may use Redo two more times per day.

Quicken Spell (Ex)

A level 10, a chronomancer gains the Quicken Spell metamagic feat.

Dyschronometria (Ex)

Starting at 13th level, if any targets succeed the saving throw against the chronomancer’s haste or slow, they become dazed for one round.

Chronomastery

At 20th level, a chronomancer has become a master of manipulating how time affects the world around her. She can cast Hold Time as a standard action and does not require any free hands. A chronomancer can cast Undo up to 60 feet and can Undo death (but not undeath or unconsciousness).

Rewind (Ex)

At level twenty, the chronomancer gains the power to Rewind. Once per Adventure or Scenario, if the chronomancer would die, the following happens instead:

- During combat, if the chronomancer would die, all her hit points, conditions, used spells per day, and prepared spells are returned to the conditions they were in immediately before combat started.
- Outside of combat, if the chronomancer would die from an event, such as falling, or activating a deadly trap, the chronomancer instantly teleports to the exact location she was in immediately before the event occurred.
- Outside of combat, if the chronomancer would die from suffocating, drowning, or any other environmental hazard, she is immediately teleported to the last location she was in before entering the unsafe environment.
- Outside of combat, if the chronomancer would die from poison or disease, the poison or disease instantly dissipates and all lost health and/or ability damage caused by the poison or disease is recovered. Health and/or ability damage lost due to other events are not recovered. She does not gain immunities or resistances to the poison or disease.

Favored Class Bonus

Instead of gaining an extra skill point or hit point upon reaching a new level in a favored class, some races may choose other bonuses, depending on their favored class.

Race	Bonus
Dwarf, Kitsune, Vishyanka	Add +1/6 to Fortitude Save.
Elf, Gnome, Drow, Half-Elf	Add +1/4 to the number of times chronomancer can cast Undo.
Half-Orc, Dhampir	Add +1/4 to the number of times chronomancer can cast Rewind.
Human, Kobold, Fetchling, Goblin	Add one spell to the chronomancer's spellbook. This spell must be at least one level below the highest spell level the chronomancer can cast.
Halfling, Aasimar, Tiefling	Add +1/4 to Will Save.
Wayang, Catfolk	Add +1/4 to the number of times chronomancer can cast Hold Time.