

## Chronodancer

*For most time mages, staying in the back of the line and casting spells from afar is fine. For the chronodancer, however, getting involved in the fighting, and actually participating is half the fun!*

The chronodancer is an archetype of the time mage class.

**Limited Spellcasting:** A chronodancer loses access to 7th through 9th level spells and has a lower Base MP as noted below.

Level	Base MP	Spell Level
1 <sup>st</sup>	1	1 <sup>st</sup>
2 <sup>nd</sup>	2	1 <sup>st</sup>
3 <sup>rd</sup>	3	1 <sup>st</sup>
4 <sup>th</sup>	4	2 <sup>nd</sup>
5 <sup>th</sup>	6	2 <sup>nd</sup>
6 <sup>th</sup>	8	2 <sup>nd</sup>
7 <sup>th</sup>	10	3 <sup>rd</sup>
8 <sup>th</sup>	14	3 <sup>rd</sup>
9 <sup>th</sup>	17	3 <sup>rd</sup>
10 <sup>th</sup>	20	4 <sup>th</sup>
11 <sup>th</sup>	25	4 <sup>th</sup>
12 <sup>th</sup>	29	4 <sup>th</sup>
13 <sup>th</sup>	33	5 <sup>th</sup>
14 <sup>th</sup>	40	5 <sup>th</sup>
15 <sup>th</sup>	46	5 <sup>th</sup>
16 <sup>th</sup>	50	6 <sup>th</sup>
17 <sup>th</sup>	59	6 <sup>th</sup>
18 <sup>th</sup>	66	6 <sup>th</sup>
19 <sup>th</sup>	74	6 <sup>th</sup>
20 <sup>th</sup>	79	6 <sup>th</sup>

**Dancer Prowess:** A chronodancer's base attack bonus increases by one step (from 1/2 BAB to 3/4 BAB). Also increases chronodancer's hit dice from d6 to d8.

**Weapon Proficiency:** Chronodancers are proficient with all simple weapons and 1 martial weapon of their choice that is usable by the Weapon Finesse feat.

This replaces their normal weapon proficiencies.

**Limit Break (Su):** At 1st level, the chronodancer receives the Limit Break (Dance of Impetus).

*Dance of Impetus (Su):* This Limit Break allows the chronodancer to create an aura of time around her to impede enemies by slowing them and hasting allies. For a duration of 1 round + 1 round per four time mage levels after 1st, in a 30-ft.-radius around the chronodancer, time flows differently for allies and enemies. Enemies in the area of effect are affected by the Slow status effect (no save) while remaining within the aura. The chronodancer and her allies within the area of effect are affected by Haste while remaining within the aura. In addition, as a free action, the chronodancer may spend 1 mote to extend the duration of this Limit Break by 1 round. This limit break requires only a swift action.

This ability replaces the Limit Break (Temporal Stasis).

**Time's Balance (Ex):** At 1st level, a chronodancer gains Weapon Finesse as a bonus feat. In addition, starting at 3rd level, she can select any one type of weapon that can be used with Weapon Finesse (such as rapiers or daggers). Once this choice is made, it cannot be changed. Whenever she makes a successful melee attack with the selected weapon, she adds her Dexterity modifier instead of her Strength modifier to the damage roll. If any effect would prevent the chronodancer from adding her Strength modifier to the damage roll, she does not add her Dexterity modifier. The chronodancer can select a second weapon at 11th level and a third at 19th level.

This ability replaces temporal hiccup.

**Song of Temporal Disharmony (Su):** Starting at 2nd level, the chronodancer has taken steps to push her body through the time stream at an accelerated rate. As such, she receives the ability to empower her body with time energy and make a number of attacks each turn called a "concordance". When making a concordance, the chronodancer can make one additional attack at her highest base attack bonus. This additional attack stacks with the bonus attacks from *haste* and other similar effects. When using this ability, the chronodancer can make these attacks with any weapon that she has proficiency in, including unarmed strikes if she has the "Improved Unarmed Strike" feat. She takes no penalty for using multiple weapons when making a concordance. In addition, while *Song of Temporal Disharmony* is active, the chronodancer receives a +2 bonus to her AC and Reflex saves + an additional 2 per five time mage levels after 2nd.

At 11th level, a chronodancer can make an additional attack at her highest base attack bonus whenever she uses a concordance. This stacks with the first attack from this ability and additional attacks from *haste* and similar effects. Activating *Song of Temporal Disharmony* costs 2 motes of time, requires a swift action to activate, and lasts for a duration of 3 rounds + her Intelligence modifier. The chronodancer may use this ability once per day, plus once per day per four time mage levels after 2nd.

This ability replaces ahead of time and foretell.

**Temporal Talents:** In addition to taking temporal talents, the chronodancer gains the ability to take these following temporal talents:

*Improved Evasion (Ex):* A chronodancer's evasion ability improves. She still takes no damage on a successful Reflex saving throw against attacks such as a dragon's breath weapon, but henceforth she takes only half damage on a failed save. A helpless chronodancer (such as one who is unconscious or paralyzed) does not gain the benefit of improved evasion. **Prerequisite:** Evasion

*Supersonic Strike (Su):* By spending 1 mote of time, the chronodancer can speed up her attacks to supersonic speeds and enhance her damage rolls. Each mote spent increases the duration of this effect by 1 round (to a maximum of half of her time mage level) and increases all weapon damage rolls by her Intelligence modifier.

**Aevum:** In addition to taking aevum abilities, the chronodancer gains the ability to take these following aevum abilities:

*Apex Moment (Su):* At the height of time, the chronodancer can grab a moment from the last seconds of the universe to grant herself a boost. By spending 1 point of aevum, for a duration of 3 rounds + her Intelligence modifier, the chronodancer gains a +4 enhancement bonus to Dexterity, a +2 bonus to Reflex saves and a +2 insight bonus to AC.

*Sands of Time (Su):* By spending extra points of aevum, the chronodancer may extend the ability Personal Time by 1 round per aevum spent. Activating Personal Time counts towards this ability. **Prerequisite:** Personal Time