

## Chronomancer

*Chronomancers worship the Time God, Zomala. These worshippers are the enforcers for Zomala for time mages who abuse time. They actively hunt these time mages and often strip them of their magic for a time, punishing them for their misuse of time magic.*

The chronomancer is a deific order of the cleric class.

**Limit Breaks (Su):** At 1st level, the chronomancer receives the Limit Breaks (Zomala's Dismissal and Zomala's Foresight).

*Zomala's Dismissal (Su):* This Limit Break allows the chronomancer to send a wave of dismissal from his god, causing enemies to be knocked back and slowed. All enemies within a 30-ft.-radius from the chronomancer must make a Will save (DC 10 + half of the cleric's level + his Charisma modifier) or be knocked back 5 feet plus an additional 5 feet per four cleric levels after 1st and be slowed for a duration of 1 round + 1 round per four time mage levels after 1st.

*Zomala's Foresight (Su):* This Limit Break grants the chronomancer a powerful temporal sixth sense in relation to himself. The chronomancer receives instantaneous warnings of impending danger or harm. For a duration of 1 round + 1 round per four cleric levels after 1st, the chronomancer can't be surprised or flat-footed. In addition, the limit break gives the chronomancer a general idea of what action the character might take to best protect himself (duck, jump right, close the eyes, and so on) and gives the chronomancer a +2 insight bonus to AC and to Reflex saves. This bonus improves by 2 per four cleric levels after 1st. This insight bonus is lost whenever the chronomancer would lose a Dexterity bonus to AC.

**Spells:** A chronomancer casts chronomancy spells which are drawn from the time mage spell list. A chronomancer begins play with 3 1st level chronomancy spells of his choice. The chronomancer also selects a number of additional 1st-level spells equal to his Wisdom modifier to add to his list of spells. Each time a character attains a new cleric level, he gains two spells of his choice to add to his list of spells. The two free spells must be of spell levels he can cast. Like most mages, a chronomancer can find or purchase scrolls with spells to add to his repertoire.

To learn or cast a chronomancy spell, the chronomancer must have a Wisdom score equal to at least 10 + the spell level (Wis 11 for 1st-level spells, Wis 12 for 2nd-level spells, and so forth). The Difficulty Class for a saving throw against a chronomancer's spell is 10 + the spell level + his Wisdom modifier. In addition, a chronomancer gains additional MP for having a high attribute (Wisdom). All time mage spells learned by the chronomancer uses his Wisdom modifier instead of Intelligence for all spells' effects.

**Class Skills:** A chronomancer adds Use Magic Device to his list of class skills. In addition, he gains a bonus on Knowledge (Arcana) skill checks equal to half his cleric level.

**Favored Weapon:** A chronomancer adds scythe to his list of weapon proficiencies.

**Domains:** A chronomancer gains access to two of the following domains: Death, Destruction, Law, Time, Void.

**Deity Abilities:** A chronomancer gains the following abilities from his deity as he increases in level.

**Motes of Time (Su):** A mote is a tiny split-second of time that a chronomancer steals from his own future. The motes taken are inconsequential slivers of continuance that even the chronomancer will not notice being missing from his activities. However, a chronomancer can use these motes to affect his present timeline, allowing him to retry actions and slow down time around him so he can act more carefully and alertly in fast-

moving situations. Each day, the chronomancer has a pool of motes equal to 3 + his cleric level. Once a round, a chronomancer can expend a mote to do any one of the following things:

- Gain a bonus to one attack roll, skill check, ability check, or saving throw. The roll must represent a single action that occurs entirely within a single round. (A chronomancer could use a mote to add a bonus to an Acrobatics check to leap over a chasm, but not to a Craft check made to determine how much progress was made after a day of work.) The bonus gained is equal to +1d4. This increases to +2d4 at 8th level, and +3d4 at 16th level. The chronomancer can decide to add this bonus immediately after seeing the result of the original die roll.
- Take a swift action that does not count against the chronomancer's normal limit of one swift action per round that can be used with cleric and chronomancer class features or spells.
- Act in the surprise round when the chronomancer would not normally be able to do so.

At 3rd level, a chronomancer gains the ability to add the bonus from spending a mote of time to a single damage roll, or to his armor class (as a dodge bonus) until the beginning of his next turn.

At 7th level, the chronomancer may spend a mote to reduce the duration of any negative condition or effect he is suffering. By accelerating the speed with which only the negative influences on his travel through time, the chronomancer can reduce the duration of any one condition, affliction, or spell effect by 1d6 rounds (to a minimum of 0). This increased to a 2d6 round reduction at 15th level.

At 11th level, the chronomancer may spend a mote to take a move action as a swift action.

At 19th level, the chronomancer may use a mote to grant any ally within 60 feet that he can see an additional move action on that ally's next turn.

**Flickering Defense (Su):** At 3rd level, all actions cause new potential futures, and the chronomancer can force particularly unlucky futures upon his foes by looking forward and shifting the right sands. As an immediate action, the chronomancer can use this ability in response to a melee or ranged attack being made against him or an ally within 60 feet. The attacker takes a –4 penalty on the attack roll, and rolls twice and takes the lower result. The chronomancer must initiate this ability before the success or failure of the original roll is known. This ability can be used a number of times per day equal to 3 + his Charisma modifier.

**Temporal Counter (Su):** At 6th level, a chronomancer can interrupt a chronomancy spell being cast. As an immediate action, a chronomancer can counterspell a chronomancy spell as if using *dispel*. The chronomancer must first identify the chronomancy spell being cast before he can use this ability. This ability can be used a number of times per day equal to his Charisma modifier.

**Zomala's Swiftness (Su):** At 9th level, the chronomancer opens a floodgate within his soul, channeling time-accelerating energies through his body to move at blindingly-fast speeds. As a swift action, once per day, the chronomancer gains the benefits of a *haste* spell (+1 to attack rolls, initiative, and Reflex saves, a +30-foot enhancement bonus to movement speeds, and one extra attack when making a full attack), and is immune to the *slow* spell and similar effects. In addition, his great speed makes him exceptionally hard to hit; all attacks, supernatural abilities, spells, and spell-like abilities targeting only the chronomancer suffer a 20% miss chance. This ability lasts for a number of rounds equal to half of the cleric's level (rounded down). At 12th level and every three levels thereafter, the chronomancer gains an additional use of this ability per day.

**Temporal Wave (Su):** At 12th level, the chronomancer reaches deep within his soul and pulls forth a handful of quintessence to cast at his foes, wreaking havoc upon their ability to act. When he uses this ability, he creates a 30-ft.-cone of quintessence. Creatures caught within the cone must succeed at a Will save (DC 10 + half of the cleric's level + his Charisma modifier) or become nauseated and affected as if by a *slow* spell for a number of

rounds equal to his Charisma modifier. Creatures that succeed on their save are instead affected as if by a *slow* spell for one round. The chronomancer may use this ability a number of times equal to his Charisma modifier.

**Time Thief (Su):** At 15th level, when the chronomancer successfully counterspells a chronomancy spell using temporal counter, he can use that spell on his turn for free. The chronomancer must use this spell on the following turn after using temporal counter or it is lost.

**Temporal Jammer (Su):** At 18th level, the chronomancer becomes a master of shutting down time mages that he can temporarily lock down their magic. Whenever the chronomancer successfully counterspells a chronomancy spell using temporal counter, the target must make a Will save (DC 20 + his Charisma modifier) or become unable to cast chronomancy spells for 1 minute. In addition, the chronomancer gains a +4 bonus on his temporal counter ability to counterspell.

**Time Manipulations (Su):** At 20th level, the chronomancer's control over his own time-stuff allows him to isolate his hourglass from reality, causing him to move with unparalleled speed and grace and affording him protection from those who would manipulate his quintessence. As a swift action, once per day, he becomes immune to the *slow* and *stop* spells and similar effects, and he cannot become fatigued or exhausted. He can always act during a surprise round, even if he is caught unaware, and if an ally or opponent uses a *time stop* spell or similar effect while he is within 50 feet of them, he can take a single standard action during the duration of that spell or effect. In addition, he may take an additional move or standard action during his turn. This ability lasts a number of rounds equal to the chronomancer's Charisma modifier.