

Clone Master

Through strict adherence to the high-tech art of “mirror mastery”, a clone master can create life-like temporary clones of themselves and use them to overwhelm their opponent. They are part stage- magician, part-warrior, and a crowd unto themselves. The art of mirror mastery originated with a study of blink dogs, which in turn allowed the user to displace themselves slightly. After combining that art with the art of illusion and several high-tech augments, the art of mirror mastery was discovered. Clone masters, also known as “shards”, have turned the art of mirror mastery into a martial discipline as deadly as any other fighting style.

The clone master is an archetype of the time mage class.

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

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

Mirror Prowess: A clone master’s base attack bonus increases by one step (from 1/2 BAB to 3/4 BAB). Also increases clone master’s hit dice from d6 to d8.

Clones (Su): At 1st level, the clone master can create a single duplicate of himself as a swift action. He can do this up to 3 times per day, plus 1 additional time per day for every level of time mage he has beyond 1st. At 1st level, he may only have 1 clone out at a time, and he may have 1 additional clone out at the same time at 6th level and one additional clone every 5 time mage levels thereafter. Clones last for a number of rounds equal to his time mage level (minimum 3 rounds), or until destroyed. When making a clone, the clone master is referred to as the “prime” clone master.

- **Creating:** When clones are created, they occupy an adjacent square to the clone master. If no adjacent squares are available, a clone cannot be created. Creating a clone does not provoke an attack of opportunity.
- **Actions:** Clones can only take one action per turn. It must be of one of the following kinds:

- **Attack:** When the clone master makes an attack action, he may instead have the attack originate from a clone. If he makes a full attack action, he may have his attacks originate from him or his clones.
- **Move:** Move up to its maximum movement using any method of movement it has at its disposal.
- **Use Item:** Use an item located in its inventory. This includes reloading a weapon.
- **Spells, Spell-Like Abilities and Items:** Only a single spell, spell-like ability, or item may be completed or activated per round. It may originate from him or one of his clones.
- **Detecting the Primary Clone Master:** The clone master always moves a fraction of a second ahead of time (though this has no in-game effect) and creatures may attempt a Perception check (DC 10 + half of the time mage's level + his Dexterity modifier) to spot him.
- **Clone's Hit Points:** Clones are magical in nature and are destroyed if they suffer at least 1 point of damage or are the subject of a successful combat maneuver against them. This counts as if they had 1 Hit Point. Clones can be dispelled via *dispel* or similar effects. The clone master is assumed to have created the clone using a caster level equal to his time mage level.
- **Memories:** The clone master and his clones share the same consciousness, he knows everything his clones know and vice-versa.
- **Clone Abilities:** The clone master's clones have all your statistics, skills, equipment, spells, and feats but none of his clone master or time mage class features. He does not share any sort of empathic or mental connection with his clones so orders need to be conveyed in a conventional fashion.
- **Collective Pool of Resources:** Any expended uses of anything in the clone master's possession or repertoire (feats, MP, class features, magic items, single use items like potions, etc.) detract from a collective pool rather than from each individual. Ammunition detracts from a single reserve. When a clone attacks, it reduces the prime weapon's capacity by the usage.
- **Equipment:** Any object that leaves the grasp of a clone dissipates. For example: If the clone master had a pistol with 6 ammo, so do his clones. If a clone used an ammo of that weapon, all the clones's (and the clone master's) pistol would now only have 5 ammo. An object that leaves the clone master's possession does not influence his clones. Likewise, any new objects or equipment he gains (say he picks up a tree-branch) do not suddenly appear on his current clones. However, if a clone has an object with a limited number of uses that the clone master no longer possesses or has fully expended (such as a used up or passed off pistol or grenade) it becomes inert. If such an item should be reloaded or returned to him, the clones may once again use it. For example: If the clone master gets disarmed, all of his clones would not lose access to that weapon but any new ones created after that would not have it.

Additional Actions

- **Drawing/Reloading Weapons:** As part of an attack or move action, a clone may draw or reload a weapon as a swift action at the beginning of its turn. They may only reload if the action to do so is a swift or free action (otherwise it must be done as a separate full-round action). If a clone has Quick Draw, they may draw their weapon as a free action.

Restricted Actions

- **Reactions:** The clone master and his clones all get separate reactions, but clones may only use reactions to make attacks of opportunity (while the prime clone master may use them normally).
- **Charge Attacks:** Clones cannot make charge attacks.

This ability replaces *motes of time*.

Unity Talents (Ex/Su): At 2nd level and every two time mage levels thereafter, a clone master gains a new way to coordinate his clones to work together or deploy them. At 2nd level and every two time mage levels

thereafter, the clone master may take a temporal talent (although, he loses access to talents that require motes of time) or an unity talent from below.

Additional Clones (Su): The clone master may have an additional clone out past his maximum. This talent can be taken multiple of times, each time, it increases the number of clones out by 1.

Exploding Clone (Su): The clone master can cause one of his clones to explode as a swift action. This causes 2d6 points of fire damage for each round (including this one) that the clone has remaining in its duration to the square the clone occupies and all adjacent squares. Creatures targeted by this may make a Reflex save (DC 10 + half of the time mage's level + his Intelligence modifier) for half damage. If this damage destroys any other of the clone master's clones, they too explode in this fashion (each causing 2d6 fire damage). Other effects that trigger on the destruction of a clone, such as mirror trap, do not trigger with exploding clone.

Prerequisite: The clone master must be at least 6th level to select this talent.

Overwhelm (Ex): If the clone master or one of his clones scores a critical hit against a creature, all other clones and the prime clone master gain a +2 insight bonus on attack rolls against that creature until the end of their next turn.

Project (Su): When a clone is made, it may be created in any open square within 100 feet of the clone master that he can draw line of effect.

Repeat (Su): As a swift action, the clone master can expend one use of his clone class feature to recreate a clone that was destroyed last round. The clone has its full normal duration but is summoned anew in the spot where it was destroyed.

Sacrificial Lamb (Su): The clone master may destroy one of his clones who is within 30 feet of him as a swift action to recover some of his own health. This restores 1d8 hit points per two time mage levels of clone master + his Intelligence modifier.

Switch (Su): The clone master may switch places with one of his clones within 30 feet of him as a free action, once per turn. This action is a simple transfer of consciousness with no outward signs and does not provoke an attack of opportunity.

These abilities may replace temporal talents.

Combat Clones (Su): At 3rd level, as the clone master progresses in his mastery over his clones, he learns to make them more suited to combat. All clones he produces have a total Hit Point value equal to his time mage level.

At 6th level, all clones he produces gain DR/- equal to 1/5th his time mage level.

At 9th level, all clones he produces have a total HP value equal to twice his time mage level.

This ability replaces time flicker.

Mirror Manipulations (Su): At 5th level, and every four time mage levels thereafter, the clone master gains a new way to manipulate the appearance and nature of his clones. These clones are clearly different from the clone master and are easily identifiable as such (DC 5 Perception check). Some of these mirror manipulations require multiple uses of the clone class feature to create. These options have the number uses of clones required to utilize it listed after the name of the mirror manipulation. Only one mirror manipulation may be added to a given clone.

Clone Other (Su): At a cost of 2 uses of the clone master's clone ability, the clone he makes mimics a willing ally within 30 feet of him who he is intimately familiar with. The clone is under his control but draws its equipment, abilities, skills, feats, spells (etc.) from his ally. His ally may dismiss the clone as a free action at any point if they so choose. The clones expend resources from a pool shared with the ally they were created from. The clone acts under the control of the clone master and otherwise acts as a normal clone.

Fast Clone (Su): At a cost of 2 uses of the clone master's clone ability, this type of clone has +30 feet bonus to its base movement speed for the duration of its existence. A fast clone has the ability to charge, as opposed to a normal clone (allowing them to move and attack in the same action, but only as a charge). This clone appears as a sleek, skinny, vibrating, hyperactive, spikey-haired, spasmodic version of the clone master who chatters incessantly.

Flying Clone (Su): At a cost of 2 uses of the clone master's clone ability, this clone gains a fly speed equal to the clone master's base movement speed with perfect maneuverability. This clone has great fleshy wings, more aerodynamic features, and a sleeker appearance.

Invisible Clone (Su): At a cost of 2 uses of the clone master's clone ability, the clone created with this mirror manipulation is invisible (as if it was under the effect of a *vanish* spell). Actions that would normally dispel invisibility instead suppress it until the start of the clone's next turn. The clone resembles a plain, color-drained, version of the clone master when visible.

Mirror Trap (Su): At a cost of 2 uses of the clone master's clone ability, if this clone is destroyed, it explodes and deals 1d6 damage for every level of time mage he has + his Intelligence modifier to all creatures within 30 feet of it. Creatures may attempt a Reflex save (DC 10 + half of the time mage's level + his Intelligence modifier) to reduce the damage to minimum damage. The damage dealt may be earth or fire but this distinction must be made when the clone is made. He can trigger the explosion of this clone as a free action. The clone resembles an extremely bloated, shaking, spasmodic version of the clone master. If earth is selected, it has great boils and exposed wounds. If fire is selected the clone has glowing orange eyes and fire red skin.

Super Clone (Su): At a cost of 3 uses of the clone master's clone ability, the clone created with this mirror manipulation is a larger size version of the clone master, and gains a morale bonus on all damage rolls equal to 1/4th his time mage level. This clone has an amount of HP equal to half your total HP value. The clone physically resembles a monstrous, hairy, bestial version of the clone master.

Time Clone (Su): At a cost of 2 uses of the clone master's clone ability, this clone lasts for a number of hours equal to his Intelligence modifier. For abilities that function off number of remaining rounds on a clone, this clone is assumed to always have a number of rounds remaining equal to half his time mage level. This clone appears as an aged version of the clone master but remains as spry and physically able as his younger counterparts.

This ability replaces aevum.

Reinforcements (Su): At 6th level, when using the clone master's clone ability, he can create up to the maximum number of clones that he may have out at a time at once. These still subtract from the total number of clones he can make per day. He must still have enough adjacent squares to house all the new clones.

This ability replaces immunity to slow.

Group Attack (Su): At 8th level, the clone master has achieved a greater sense of control over his clones, and are better able to command his group in combat. When he makes a full attack action, the clone master and all his clones may instead make a single attack at -4. He does not need to all attack the same target.

At 12th level, the clone master is able to control his clone forces with ease, even in combat. When he makes a full attack action, the clone master and all his clones may instead make a single attack at -2. He does not need to all attack the same target.

At 16th level, the clone master's clones are so simpatico that he can use them to attack in a highly coordinated fashion. When he makes a full attack action, the clone master and all his clones may instead make a single attack at no penalty. He does not need to all attack the same target.

At 20th level, the clone master conducts his clones' movements like a conductor at symphony; each strikes setting up the next. When the groundswell comes, his foe never saw it coming. When he makes a full attack action, the clone master and all his clones may instead make a single attack at a +2 bonus. He does not need to all attack the same target.

This ability replaces foretell and advanced temporal talents gained at 12th, 16th, and 20th level.

Clone Army (Su): At 9th level, the clone master can make a maximum number of clones per day equal to 3 + twice his time mage level. This replaces the normal daily restriction imposed on the clone master by his clone class feature.

This ability replaces time shift.

Instant Clone (Su): At 14th level, the clone master can make clones as a free action rather than a swift. Additionally, his clones no longer need to appear adjacent to him, but instead must appear adjacent to him or another clone created as part of the same action.

This ability replaces immunity to countdown and doom.

Sacrificial Clone (Su): At 17th level, if the clone master would be reduced to 0 or fewer hit points by an attack or spell, he may swap places with an active clone, destroying the clone. He still suffers any additional effects, such as stunned or poisoned. This does not trigger any abilities of the clone's that trigger when it is killed.

This ability replaces immunity to stop.

Clone Storm (Su): At 20th level, any time the clone master summons clones, he may spend 3 uses of his clone ability to summon a second copy of each clone. These copies don't count against his daily limit, although they do count against the maximum number of clones he may have active at once. If summoning multiple clones at once, each individual clone receives a copy.

This ability replaces time wizard.