

## Speedster

*Every speedster is unique. Some develop specific powers early and build them up over time to be better than others with them. Others take a more general approach, gaining flexibility and versatility in many different situations. One thing remains constant, however. All speedsters yearn to be the fastest there is.*

The speedster is an archetype of the time mage class.

**Limited Spellcasting:** A speedster 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>

**Speedster Prowess:** A speedster's base attack bonus increases by one step (from 1/2 BAB to 3/4 BAB). Also increases speedster's hit dice from d6 to d8. In addition, the speedster's Reflex save progression becomes Good, while his Will save progression becomes poor.

**Limit Break (Su):** At 1st level, the speedster receives the Limit Break (Flashpoint).

*Flashpoint (Su):* This Limit Break allows the speedster to reverse the events of the previous round. All other combatants must repeat their actions (if able to) except the speedster, who is the only one aware of the changes to the timeline and can act accordingly.

This ability replaces the Limit Break (Temporal Stasis).

**Greater Quickenings (Su):** At 1st level, a speedster is able to speed his internal processes to a remarkable rate. The speedster is considered to have *Haste* (as the spell) cast upon himself until canceled. At 1st level, a speedster is hasted for a number of rounds per day equal to 4 + his Constitution modifier. For each level after 1st he possesses, the speedster is hasted for 2 additional rounds per day. Temporary increases to Constitution, such as that gained from *dwarf's endurance*, do not increase the total number of rounds that a speedster is

hasted per day. A speedster can enter a quickening as a free action. The total number of rounds of quickening per day is renewed after resting for 8 hours, although these hours need not be consecutive.

A speedster can end his quickening as a free action, and is fatigued for 1 minute after a quickening ends. A speedster can't enter a new quickening while fatigued or exhausted, but can otherwise enter a quickening multiple times per day. If a speedster falls unconscious, his quickening immediately ends.

This ability replaces motes of time.

**Unarmed Strike (Ex):** At 1st level, a speedster gains Improved Unarmed Strike as a bonus feat. A speedster may attack with fists, elbows, knees, and feet. This means that a speedster may make unarmed strikes with his hands full. A speedster applies his full Strength modifier (not half) on damage rolls for all his unarmed strikes. Usually, a speedster's unarmed strikes deal lethal damage, but he can choose to deal nonlethal damage instead with no penalty on his attack roll. He has the same choice to deal lethal or nonlethal damage while grappling. A speedster's unarmed strike is treated as both a manufactured weapon and a natural weapon for the purpose of spells and effects that modify either manufactured weapons or natural weapons. A speedster also deals more damage with his unarmed strikes than others, as shown on the table below. The unarmed damage values listed on that table are for Medium speedsters. A Small speedster deals less damage than the amount given there with his unarmed attacks, while a Large speedster deals more damage; see the following table.

**Table: Small, Medium, or Large Speedster Unarmed Damage**

Level	Damage (Small)	Damage (Medium)	Damage (Large)
1st – 3rd	1d4	1d6	1d8
4th – 7th	1d6	1d8	2d6
8th – 11th	1d8	1d10	2d8
12th – 15th	1d10	2d6	3d6
16th – 19th	2d6	2d8	3d8
20th	2d8	2d10	4d8

This ability replaces temporal hiccup.

**AC Bonus (Ex):** A speedster is super fast, able to dodge attacks with ease. At 1st level, when unarmored, not using a shield, unencumbered, and conscious, the speedster adds his Intelligence modifier (if any) to his AC and CMD. If the speedster gains an attribute bonus to his AC or CMD from some other source, it does not stack. In addition, a speedster gains a +1 bonus to AC and CMD at 7th level. This bonus increases by 1 for every six time mage levels thereafter, up to a maximum of +3 at 19th level.

These bonuses to AC apply even against touch attacks and when the speedster is flat-footed. He loses these bonuses when he is immobilized or helpless. These bonuses do not stack with the monk or similar AC Bonus class features.

This ability replaces spell proficiency and cantrips, but the speedster gains the detect magic and read magic cantrips. He can cast either of these as 1st-level spells.

**Momentum (Su):** At 2nd level, a speedster learns how to build momentum quickly to disperse in many different ways. The amount of momentum a speedster can build up is equal to half his time mage level + his Intelligence modifier.

By spending 1 point of momentum as a swift action, a speedster can extend the duration of quickening by 2 rounds. In addition, a speedster gains additional powers that consume points from his momentum as he gains levels.

Momentum is replenished each morning after 8 hours of rest or meditation; these hours do not need to be consecutive.

This ability replaces ahead of time.

**Speed Power (Su):** At 2nd level and every 2 levels thereafter, a speedster can select one speed power. Once a speed power is selected, it cannot be changed. All speed powers require the speedster to be under quickening and some speed powers require him to be of a specific level or higher before they can be chosen. Unless otherwise noted, a speedster cannot select an individual speed power more than once. Once a speed power is selected, it cannot be changed.

*Aerodynamics (Su):* A speedster with this speed power can spend 1 point of momentum as a swift action to increase the range increment of any thrown speedster weapon by 20 feet. Apply this benefit before doubling the range increment with the Far Shot feat.

*Burst of Speed (Su):* A speedster with this speed power can move so fast as to seemingly disappear from one place only to appear in another, as if using the spell *dimension door*. Using this ability is a move action that consumes 2 points of momentum. The speedster can spend additional points of momentum to include other creatures at a rate of 1 point per Medium creature. **Prerequisite:** A speedster must be at least 8th level before selecting this speed power.

*Evasion (Ex):* A speedster with at least 1 point in his momentum pool can avoid even magical and unusual attacks with great agility. If he makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, he instead takes no damage. Evasion can be used only if the speedster is wearing no armor. A helpless speedster does not gain the benefit of evasion.

*Feather Balance (Ex):* A speedster with this speed power can spend 1 point of momentum as a swift action to achieve perfect balance. While this is active, the speedster treats any Acrobatics attempt made to balance as if he had rolled a 20. This ability lasts for 1 minute.

*High Jump (Ex):* A speedster with this speed power adds his time mage level as a bonus on all Acrobatics checks to jump, both for vertical jumps and horizontal jumps. In addition, he always counts as having a running start when attempting Acrobatics checks to jump. By spending 1 point of momentum as a swift action, the speedster gains a +20 bonus on Acrobatics checks to jump for 1 round.

*Ignore Armor (Ex):* As long as he has at least 1 point of momentum remaining, as a standard action, a speedster with this power can make an unarmed strike against a foe as a touch attack. He adds half his time mage level as a bonus on the damage roll. He can spend 1 additional point of momentum to double this bonus for that attack. **Prerequisite:** A speedster must be at least 12th level before selecting this speed power.

*Immediate Defense (Ex):* By spending 1 point of momentum as an immediate action, a speedster with this speed power can grant himself a +4 dodge bonus to AC until the end of his next turn. The speedster can activate this ability and the formless mastery speed power with the same immediate action for a total cost of 3 points of momentum. **Prerequisite:** A speedster must be at least 8th level before selecting this speed power.

*Improved Evasion (Ex):* This works like evasion, except that while the speedster still takes no damage on a successful Reflex saving throw against attacks, he henceforth takes only half damage on a failed save. A helpless speedster does not gain the benefit of improved evasion. A speedster must have at least 2 points in his momentum pool to gain the benefits of this ability. **Prerequisite:** A speedster must be at least 12th level and have evasion as a class feature or speed power before selecting this speed power.

*Light Steps (Ex):* A speedster with this speed power can move effortlessly across nearly any surface. Whenever the speedster activates his feather balance speed power, he can also ignore all difficult terrain. In addition, while active, he can cross any solid surface, even if it would normally not support his weight. This does not allow him to walk on liquids. **Prerequisites:** A speedster must be at least 8th level and have the feather balance speed power before selecting this speed power.

*Out of Phase (Su):* A speedster with this speed power gains the ability to pass through walls as if he were a ghost. Until the end of his turn, he can pass through a wall or other surface that is up to 5 feet thick per level as if he were incorporeal. He must exit the solid material by the end of his turn. Using this ability is a move action that consumes 3 points from the speedster's speed pool.

*Phase Transition (Su):* A speedster who selects this speed power must select one type of element: earth, fire, ice, lightning, water, or wind. Once this choice is made, it cannot be changed. The speedster can expend 1 point of momentum as a swift action to imbue his attacks with this element, causing them to deal 1d6 points of damage of the chosen type for a number of rounds equal to half his time mage level. **Prerequisite:** A speedster must be at least 6th level before selecting this speed power.

*Rapid Healing (Su):* A speedster with this speed power can heal his own wounds as a standard action. By spending 2 points of momentum, he can heal an amount of damage equal to 1d8 + his time mage level.

*Rapid Recovery (Su):* By spending 1 point of momentum, a speedster with this power can remove one toxin from his body as if using *pancrea*, as per spell. He can remove only one poison or sap in this way per use of this ability. **Prerequisite:** A speedster must be at least 8th level before selecting this speed power.

*Ricochet Magic (Su):* When a targeted spell or spell-like ability fails to overcome the speedster's spell resistance from shunt magic, he can spend 2 points of momentum as an immediate action to send that spell back at its caster as if having *reflect*, as per spell. **Prerequisites:** A speedster must be at least 16th level and possess the shunt magic speed power before selecting this speed power.

*Shunt (Ex):* By spending 1 point of momentum as a swift action, the speedster gains DR 2/—. At 16th level, the damage reduction increases to 4/—. At 20th level, it increases to DR 6/—. This DR lasts for 1 minute. **Prerequisite:** A speedster must be at least 12th level before selecting this speed power.

*Shunt Magic (Ex):* A speedster can spend 2 points of momentum as a swift action to gain spell resistance equal to his time mage level + 10. This spell resistance lasts for a number of rounds equal to his Intelligence modifier. **Prerequisite:** A speedster must be at least 12th level before selecting this speed power.

*Slow Fall (Su):* A speedster within arm's reach of a wall can use it to slow his descent by expending 1 point of momentum. When he uses this ability, he takes no damage from the fall (as if using *choco feather*), but he must be adjacent to a wall for the length of the fall (although this can be used to reduce the damage from a fall if only part of it is adjacent to a wall).

*Speed Guardian (Su):* As an immediate action before the speedster rolls a saving throw against a targeted effect that also targets other allies or an area effect whose area includes other allies, a speedster with this speed power can spend any amount of momentum and designate a number of adjacent allies equal to the amount of momentum spent. The speedster rolls one saving throw for each designated ally, using his bonus instead of the ally's. For each successful saving throw, the corresponding ally treats the effect as if that ally had succeeded at the saving throw, and for each saving throw failed, the corresponding ally treats the effect as if that ally had failed the saving throw. If the speedster fails any of the saving throws (including his own original saving throw), the speedster treats the effect as if he had failed the saving throw. **Prerequisite:** A speedster must be at least 6th level before selecting this speed power.

*Sudden Speed (Su)*: A speedster with this speed power can spend 1 point of momentum as a swift action to grant himself a sudden burst of speed. This increases the speedster's base land speed by 30 feet for 1 minute.

*Time Stop (Sp)*: A speedster with this speed power can spend 5 points of momentum as a standard action to gain the effects of *time stop*. **Prerequisite**: A speedster must be at least 18th level before selecting this speed power.

*Vanish (Sp)*: A speedster with this speed power can spend 2 points of momentum as a standard action to gain the effects of *vanish*. **Prerequisite**: A speedster must be at least 8th level before selecting this speed power.

*Vibrating Palm (Su)*: A speedster can set up vibrations within the body of another creature that can thereafter be fatal if the speedster so desires. Using this ability is a standard action that costs 4 points of momentum, and the speedster must announce his intent to use this ability (and spend the points of momentum) before making the attack roll. Creatures immune to critical hits cannot be affected. Otherwise, if the attack hits and the target takes damage from the blow, the quivering palm attack succeeds. Thereafter, the speedster can try to slay the victim at any time within a number of days equal to his time mage level. To make such an attempt, the speedster merely wills the target to die (a free action); unless the target succeeds at a Fortitude saving throw (DC 10 + half of the time mage's level + his Intelligence modifier), it dies. If the saving throw is successful, the target is no longer in danger from that particular vibrating palm attack, but it can still be affected by another one at a later time. A speedster can have no more than one vibrating palm in effect at one time. If a speedster uses vibrating palm while another is still in effect, the previous one is negated. **Prerequisite**: A speedster must be at least 16th level before selecting this speed power.

*Wall Climb (Sp)*: A speedster with this speed power can spend 1 point of momentum as a standard action to gain the effects of *wall climb*, but only while moving. When standing on a wall or ceiling, if the speedster doesn't move at least 5 feet on his turn, he falls. **Prerequisite**: A speedster must be at least 4th level before selecting this speed power.

*Water Sprint (Sp)*: A speedster with this speed power can spend 1 point of momentum as a swift action to gain the ability to walk on water, as if under the effects of *water walk*. Once activated, this ability lasts for 1 minute per time mage level. **Prerequisite**: A speedster must be at least 6th level before selecting this speed power.

*Wind Jump (Su)*: A speedster with this speed power can spend 1 point of momentum as a move action to grant himself a fly speed (with perfect maneuverability) equal to his base land speed. He must end his movement each round on solid ground (or some other surface that can support his weight) or fall as normal. Once activated, this ability lasts for 1 minute. **Prerequisites**: A speedster must be at least 8th level and have the high jump speed power before selecting this speed power.

These abilities replace temporal talents and advanced temporal talents.

**Fast Movement (Ex)**: At 3rd level, and every 3 levels thereafter, a speedster gains a +10-foot enhancement bonus to his land speed. A speedster in armor or carrying a medium or heavy load loses this extra speed.

This ability replaces time flicker.

**Speed Strike (Ex)**: Beginning at 5th level, as long as he has at least 1 point of momentum, a speedster can make a speed strike. Whenever he is in a quickening, he can designate one of his melee attacks as a speed strike. This attack is resolved as normal, but it has an additional effect depending on the type of strike chosen. At 9th level, and every 4 levels thereafter, a speedster learns an additional speed strike. He must choose which speed strike to apply before the attack roll is made. At 15th level, he can designate up to two of his attacks each round

as a speed strike, and each one can be a different type. The speedster can choose from any of the following strikes.

*Dashing Strike (Ex):* The speedster leaps through the air to strike a foe. Before the attack, the speedster can move a distance equal to his fast movement bonus. This movement is made as part of this speed strike and does not require an additional action. At the end of this movement, the speedster must make an attack against an adjacent foe. This movement may be between attacks. This movement provokes an attack of opportunity as normal.

*Defensive Speed (Ex):* The speedster speeds about, confounding his foe. If the attack hits, the speedster gains a +4 dodge bonus to AC against any attacks made by the target of the speed strike until the start of his next turn. This bonus does not stack with itself. The speedster must attack with a fist to use this speed strike.

*Foot Stomp (Ex):* The speedster stomps on a foe's foot, preventing the opponent from escaping. If the attack hits and the speedster ends his turn adjacent to that foe, the foe's movement is restricted. Until the start of the speedster's next turn, the target of this attack can move only in such a way that the space it occupies is adjacent to the speedster. Alternatively, it can attempt a combat maneuver check (against the speedster's CMD) as a standard action to break free. This strike does not work against foes that cannot be tripped. The speedster must attack with a kick to use this speed strike.

*Hurried Smash (Ex):* The speedster follows up an attack with a strike from his elbow or knee. If the attack hits, the speedster can make an additional unarmed attack using the same attack bonus at a –5 penalty. If this second attack hits, it deals damage as normal, but all of the damage is nonlethal. The speedster must attack with a fist to use this speed strike.

*Knock-Back (Ex):* The speedster attempts to knock his foe back. If the attack hits, the speedster can attempt a free combat maneuver check against the foe (using the base attack bonus of the attack used to hit the foe). If the check is successful, the foe is knocked 10 feet directly away from the speedster. This distance increases by 10 feet for every 5 by which the check exceeds the foe's CMD, to a maximum distance equal to the speedster's fast movement bonus. This movement does not provoke an attack of opportunity. The foe stops moving if it strikes another creature, barrier, or otherwise solid object. The creature is not knocked prone by this movement.

*Shattering Strike (Ex):* The speedster delivers a brutal strike that can penetrate defenses. If the attack hits, it bypasses any damage reduction or hardness possessed by the target of that attack.

*Sudden Strike (Ex):* The speedster delivers a strike his foe did not expect. The speedster makes his attack against the foe's flat-footed AC. Creatures with the uncanny dodge class feature or a similar effect cannot be caught flat-footed by this speed strike.

*Sweep (Ex):* The speedster attempts to sweep his foe's leg, knocking the opponent down. If the attack hits, the speedster can make a free trip attempt against the target of this strike (using the base attack bonus of the attack used to hit the foe). This trip attempt does not provoke an attack of opportunity.

This ability replaces aevum.

**Accelerated Metabolism (Ex):** At 8th level, a speedster gains immunity to all diseases, including supernatural and magical diseases.

This ability replaces foretell.

**Perfect Speed (Ex):** At 20th level, the speedster's speed becomes legendary. As long as he has at least 1 point of momentum, the speedster can take his turn at any point during a round (he still rolls initiative against other speedsters with this speed power) as if he won initiative and held his action. Spells and effects that have duration always last until the end of the final round of their duration, regardless of when the speedster acts. In addition, the speedster can rest for up to 10 minutes to regain 1 point of momentum, to his maximum.

This ability replaces time wizard.