

## Temporal Nomad

*The qiqirns were born on the open road, and it is their destiny to travel to farflung locales in search of adventure. The blood of nomads courses through their veins and wanderlust roams in the deepest reaches of their souls. Their magicks reflect their innate desires to seek out new experiences and visit foreign lands.*

The temporal nomad is an archetype of the time mage class, available only to qiqirn time mages.

**Charismatic Knowledge:** The temporal nomad treats all time mage class features and spells using his Charisma modifier instead of Intelligence.

**Fast Movement (Su):** At 1st level, the temporal nomad can touch a creature as a standard action, increasing its base land speed by +10 feet for a number of rounds equal to half his time mage level (minimum 1). This adjustment is treated as an enhancement bonus. The temporal nomad can use this ability a number of times per day equal to 3 + his Charisma modifier.

This ability replaces temporal hiccup.

**Agile Feet (Su):** At 2nd level, as a free action, the temporal nomad can gain increased mobility for 1 round. For the next round, he ignores all difficult terrain and does not take any penalties for moving through it. He can use this ability a number of times per day equal to 3 + his Charisma modifier.

This ability replaces a temporal talent gained at 2nd level.

**Woodland Strike (Ex):** At 3rd level, the temporal nomad can move through any sort of undergrowth (such as natural thorns, briars, overgrown areas and similar terrain) at his normal speed and without taking damage or suffering any other impairment. Thorns, briars, and overgrown areas that have been magically manipulated to impede motion, however, still affect him.

This ability replaces time flicker.

**Dimensional Hop (Su):** At 8th level, the temporal nomad can teleport up to 10 feet per time mage level per day as a move action. This teleportation must be used in 5-foot increments and such movement does not provoke attacks of opportunity. The temporal nomad must have line of sight to his destination to use this ability. He can bring other willing creatures with him, but he must expend an equal amount of distance for each creature brought.

This ability replaces foretell.

**Seen the World (Ex):** At 9th level, whenever the temporal nomad casts *bend space and time* spell and teleports to another location, treat the destination as one step more familiar to you. In addition, when determining whether he successfully teleports to his intended destination, he may roll his percentile dice twice and use either result.

This ability replaces time shift.

**Travel as One (Su):** At 10th level, when the temporal nomad casts a spell with the teleportation descriptor, he treats his caster level as 3 higher for the purpose of determining how many additional creatures he can bring with him. In addition, the temporal nomad and any creatures he teleports with gain a number of temporary hit points equal to his time mage level that disappear after he reaches his destination; these offset any damage he might take from teleportation mishaps or attempting to teleport into a solid body.

This ability replaces a temporal talent gained at 10th level.

**Wanderlust (Ex):** At 13th level, the temporal nomad's base land speed increases by +30 feet.

This ability replaces time sight.

**Unfettered (Sp):** At 20th level, the temporal nomad can teleport via *greater bend space and time* once per day as the spell as a standard action. In addition, he gains immunity to all effects that impede his movement. This ability duplicates the effects of the *freedom of movement* spell.

This ability replaces time wizard.