

Temporal Reaper

Tick tock, goes the clock, the temporal reaper comes for your flock. Time has a way of making sure anomalies and paradoxes do not happen, and bestows blessings upon those attuned to time to regulate the flow. Not all time mages are harken to the call, but those that do often get referred to as Death's Assistant.

The temporal reaper is an archetype of the time mage class.

Archetype Main Ability Scores: The temporal reaper mainly focuses on Intelligence for martial and spell combat and Intelligence for their class features.

Archetype Feature Replacements: **1st** – [Weapon and Armor Proficiency](#), [Spells](#), [Spell Proficiency](#), [Cantrips](#), [Temporal Hiccup](#). **2nd** – [Temporal Talent](#). **5th** – [Motes of Time](#), [Clear Mind](#). **6th** – [Temporal Talent](#). **9th** – [Time Shift](#).

Weapon and Armor Proficiency: The temporal reaper is proficient with all simple weapons and the scythe, but not with any type of armor or shield. Heavier armor interferes with a temporal reaper's movements, which can cause his spells with somatic components to fail.

This ability modifies weapon and armor proficiency.

Limited Spellcasting: A temporal reaper 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

Endowment of the Reaper: A temporal reaper's base attack bonus increases by one step (from 1/2 BAB to 3/4 BAB). Also increases temporal reaper's hit dice from d6 to d8.

AC Bonus (Ex): A temporal reaper is tied to the threads of fate, able to dodge attacks with ease. At 1st level, when unarmored, not using a shield, unencumbered, and conscious, the temporal reaper adds his Intelligence

modifier (if any) to his AC and CMD. In addition, a temporal reaper 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 temporal reaper 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 temporal reaper gains the [detect magic](#) and [read magic](#) cantrips. He can cast either of these as 1st-level spells.

Eyes of the Reaper (Su): The temporal reaper is able to perceive the threads of fate around each creature. As a free action, once per turn, the temporal reaper may make an appropriate Knowledge check to determine how many HD the target creature possesses.

Starting at 1st level, and while wielding a scythe, a temporal reaper may announce before his attack that he wishes to Reap his foe. On a successful attack, this forces the target creature to make a Fortitude save DC (10 + half of the time mage's level) or be paralyzed until the end of the temporal reaper's next turn. A temporal reaper must spend MP equal to the amount of HD the creature has, whether it succeeds or fails. A temporal reaper may only use Reap upon creatures that have HD equal to or less than his time mage level.

On a successful attack, a temporal reaper applies a stack of Death Toll, which adds +1 to the DC of Reap. Once a target creature has more stacks of Death Toll than they do HD, the temporal reaper gains a stacking +1 circumstance bonus to attack rolls for each stack higher than their HD. Stacks of Death Toll on the target creature do not reset if Reap succeeds or fails.

This ability replaces temporal hiccup.

Informed Accuracy (Su): Starting at 2nd level, the temporal reaper may apply Intelligence to attack rolls in place of Strength while attacking with a scythe.

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

Motes of Time (Su): A temporal reaper gains the option below with Motes of Time in addition to the standard feature.

At 5th level, by spending a mote, a temporal reaper may make an additional attack at his highest base attack bonus while wielding a scythe. This ability stacks with *haste* and similar effects that add extra attacks to a full attack. Additionally, should a temporal reaper cause a creature to reach 0 HP or below, a mote of time is restored.

This ability modifies motes of time.

Reaping Replenishment (Su): Starting at 5th level, should a temporal reaper cause a creature to reach 0 HP or below, MP is restored based on how this effect is triggered. If the temporal reaper triggers this effect with a coup de grace with a scythe, he is restored MP equal to the creature's HD. If any other method is used, he only gains half as much instead.

This ability replaces clear mind.

Enlightened Blow (Su): Starting at 6th level, the temporal reaper may apply Intelligence to damage rolls in place of Strength while attacking with a scythe.

This ability replaces the temporal talent gained at 6th level.

Threads of Fate (Su): Beginning at 9th level, up to three times per week and no more than once per day, a temporal reaper can manifest the threads of fate of a creature to his allies. For each successful attack roll by an ally, a stack of Death Toll is placed upon the creature, but not to exceed his time mage levels. If his allies would cause the stacks of Death Toll to exceed his own time mage level, he is afforded a chance to Reap as an immediate action. This effect has a duration of 1 round + 1 round for every three time mage levels thereafter, or until the temporal reaper is given the opportunity to Reap.

This ability replaces time shift.