# Chronomancer

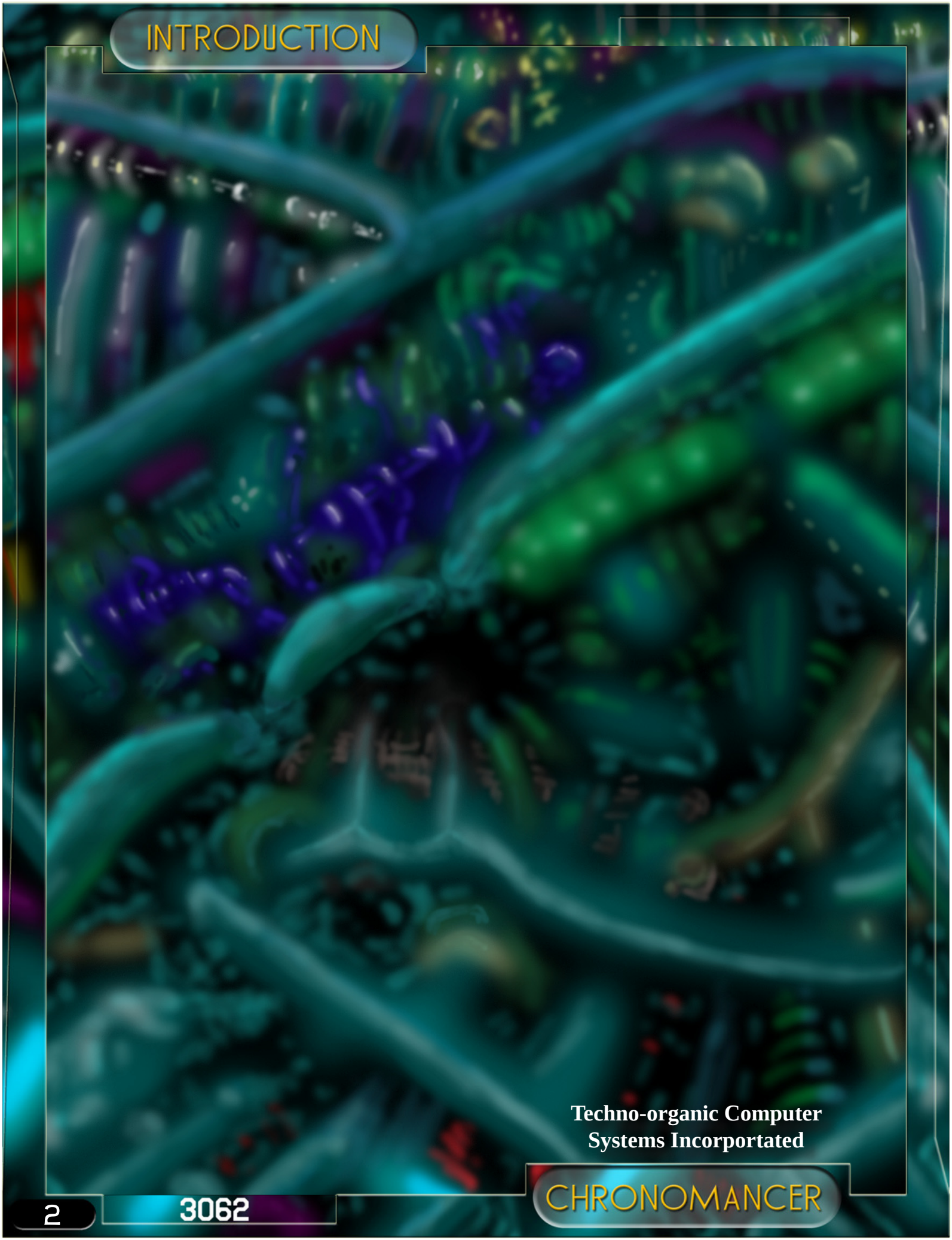
## TIME TRAVEL FOR EVERYONE

3206 1974 1914 1492

2010 1942 1603

Charke Publishing

Michael Short (order #2081358)



Techno-organic Computer
Systems Incorportated



Michael Short (order #2081358)

# Chronomancer

## Time travel for Everyone

*I am. I was. I will be.*
*Time is unbound.*
*I live, lived, will live.*
*All barriers are thrown wide.*
*Dead, dying, will die.*
*I can go anywhere, anywhen.*
*I am nothing and everything.*
*I am not, was not and will never be.*
*Fate hunts me.*
*Time protects me.*
*I am.*

*- One-Less.*



Michael Short (order #2081358)

Slower but more precise and careful, temporal guardians are slightly more tolerant of technological time travel.



Michael Short (order #2081358)

# Credits

**Publisher**
Charke Publishing
www.Charke.ca

**Writing, Layout, Art**
Mark Charke

**Interior Illustrations**
Bryan Fowler
www.bfowler.com
(p91, 109, 131, 141, 149, 165, 189, 300)

Chuck Lucas
(p151)

**Cover and Centerfold (Algon)**
Jason McLellan
www.headstatic.com

**Playtesters**
Chris Adams, Jeremy Baker, Csaba and Nina Bezzegh, Deanna Chattaway, Richard Coles, Chris Glascock, Alex Nixon, Jordan Grayman, Nathan Holmes, Josh Holmes, Adam McCormick, Carey Rossi, Russ Schultz and Esteban Zaragoza.

**Special Thanks**
Gary Gygax and Dave Arneson
The creators of Dungeons and Dragons
Couple O' Days youth hostile in Surfer's Paradise, Australia where I wrote most of the book.
Greyhaven Hobbies in White Rock B.C. Canada
Dr. Derek Charke
Loren Coleman

For Those Who Have Been Forgotten
For Those We Do Not Remember Forgetting
For Those Who Never Were
For Those Who Could Have Been
We Are Without You
Not Knowing That We Miss You



Michael Short (order #2081358)

# Table of Contents

*It's not everyone who can jump in a time machine and double check the history books.*
*Welcome to Chronomancer.*


**Table of Contents**
**Credits** 5
**Table of Contents** 6
**Introduction** 10
- Where Should I Start 10
- What is New? 11
- Older Chronomancy 11

**Chapter 1: Classes** 12
- Ancient Barbarian 13
- Arcane Chronomancer 16
- Chronomancer Sorcerer 21
- Divine Chronomancer 23
- Nega-Psychic 27
- Quantum Mechanic 31
- Temporal Psychic 33
- Other Chronomancers 37
- Story: One Less Love 37

**Chapter 2: Prestige Classes** 38
- Adept of Luck 38
- Dying Star 39
- Elidathanar 41
- Edgewhen 41
- Educated Adept 42
- Eternal Guardian 43
- Forgotten Monk 45
- Forgotten Ninja 47
- Master of the Shuriken 49
- Metamage 50
- National Defender 51
- Necronomancer 52
- Paradox Master 53
- Rage Caster 54
- Shard 55
- Soul of Hatred 56
- Telekineticist 58
- Temporal Rogue 59
- Time Guardian 60
- Time Singer 61
- Wanderer 63
- Western Gunslinger 64
- Quick Reload [General] 67
- Variant Prestige Classes (Playing With The Numbers) 67

**Chapter 3: Skills** 68
- Skill Descriptions 69
- Hit Points for Wood Houses 70
- Story: A Rosetta Stone 74

**Chapter 4: Feats** 76
- Feat Descriptions 77
- Story: Paradoxisis 84

**Chapter 5: Time** 84
**Chapter 6: Troubled Time** 104
**Chapter 7: Temporal Horizon** 120
**Chapter 8: Gaffer's Chaos** 128
**Chapter 9: Equipment** 137
**Chapter 10: Temporal Combat** 142
- Story: Lost Time 148

**Chapter 11: Campaign Settings** 152
- Jerry Rigging Teleport Spells 174

**Chapter 12: Spells** 174
- Time Stop 174
- Arcane Chronomancer and Chronomancer Sorcerer Spells 175
- Bard Spells 177
  - Cleric Spells 177
  - Temporal Domain 177
  - Time Travel Domain 177
    - Divine Chronomancer Spells 177
    - Illusionist Spells 177
    - Necromancer Spells 178
    - Paladin Spells 178
    - Sorcerer and Wizard Spells 178
- Spells 178
- Psionic Powers 208
- Nega-Psychic Powers 208
- Psion Powers 209
- Temporal Psychic Powers 210
- Powers 210
  - Flexible Paradox ***Time Travel*** (Optional) 229
- Power Magic 231
- Power Magic [General] 232
- Story: Fist of the Chronomancer 236
- New Special Abilities 238

**Chapter 13: Magic Items** 238
- Memory Items 239
- Weapons 239
  - Blur Slayer 239
  - Compound Bow 240
  - Black's Left and Right 240
  - Link's Chains 240
  - Lurn's Heart Bow 240
  - The Sword of One-Less 241
- Armor 241
  - Quantum Armor 241
  - Shield of Temporal Cover 241
- Sidebar: Cover, Concealment and Tower Shields 241
  - Shield of the Nega-Psychic 242
- Potions 242




Michael Short (order #2081358)

Backwards Healing Potion 242
Burgeons Bourbon 242
Temporal Hit potion 242
Temporal Miss potion 242
Rings 242
Temporal Hit 242
Temporal Miss 243
Time Leech 243
Lurn's Wedding Band 243
Ring of Null Electric Field 243
Sidebar: Future Warnings 243
Ring of Resist Temporal Resistance 244
Ring Watch 244
Scrolls 244
Wands 246
Dorjes (Psionic Wands) 246
The Shard of Ra 246
Staffs 246
School Staff of Chronomancy 246
Wondrous Items 247
Amulet of Interpretation 247
Burgeons Spellbook 247
Chronosuit 247
Chronosuit of One-Less 247
Circlet of Memory Protection 249
Cloak of the Chronomancer 249
Gem of Forgotten Past 249
Glacial Pan Flutes 249
Glasses of Count James 249
Enumerate 249
Sidebar: Lurn's Chronosuits 249
Headband of Protected Memory 250
Helm of Time Travel 250
Link's Temporal Keys 250
Link's Entry Key 250
Link's Lifeline Key 250
Link's Timestream Key 250
Link's Planar Key 251
Duplicate Link's Keys 251
Cat's Entry Key 251
Cat's Lifeline Key 251
Link's Timestream Key 251
Cat's Planar Key 251
Liquid Spellbook 251
Lurn's Figurine of Wondrous Power [Golden Griffon] 252
Memory Spellbook 252
Morphic Clothing 252
Mummy Dust 252
Temporal Cash-bag 252
Pan Flute of Past, Past 253
Sands of Time 253
Shael's Belt of Contingency 253
Sphere of Non-Paradoxis 253
Stone of Timeslide 253
Skull of the Unknown 253
Swiss Army Knife (magical) 254
Time Bubble 254
Crusher's Hourglass 254
Wrist watch 254
Story: Clocks 254
Psionic Wondrous Items 255
Psionatrix of Chronomancy 255
Skin of the Chronomancer 255
Orb of Guidance 255
Time Machines 255
Craft Time Machine [Temporal] 256
Artifacts 259
Story: One Less's T-117 Crossbow 261
Algon, Algen Gridraden Hikel 263
Lord of Dragons 263
You may call her Death. 263

**Chapter 14: Monsters 264**

Algon, Algen Gridraden Hikel 264
Algon's Fire 266
Dog Familiars 266
Algon's Familiar 267
Ancient Skeleton 267
Ancient Dead Template 269
Blur 269
Chronolichen 269
Cow, Betsy the Flying (Mutant) 270
Mutant Cow Society 271
Dodo, Awakened 271
Dodo, Greater 272
Eternal Guardian 272
Eternal Zombie 273
Gaffer's Phase Spiders 274
Lab Rat 274
Slip Dog 276
Horizon Strands 276
Time Archon (Celestial) 278
Time Eater 279
Endangered Species 280
Colobine Monkey 280
Dodo Bird 280
Ethiopian Wolf 280
Forest Owlet 280
Spotted Owl 280
Three Striped Box Turtle 282
Torrent Tree Frog 282
Wandering Albatross 282
Evolved Creature 282
Devolved Creature 284
Monsters That Time Travel 285
Epic Adept of Luck 286
Epic Ancient Barbarian 286

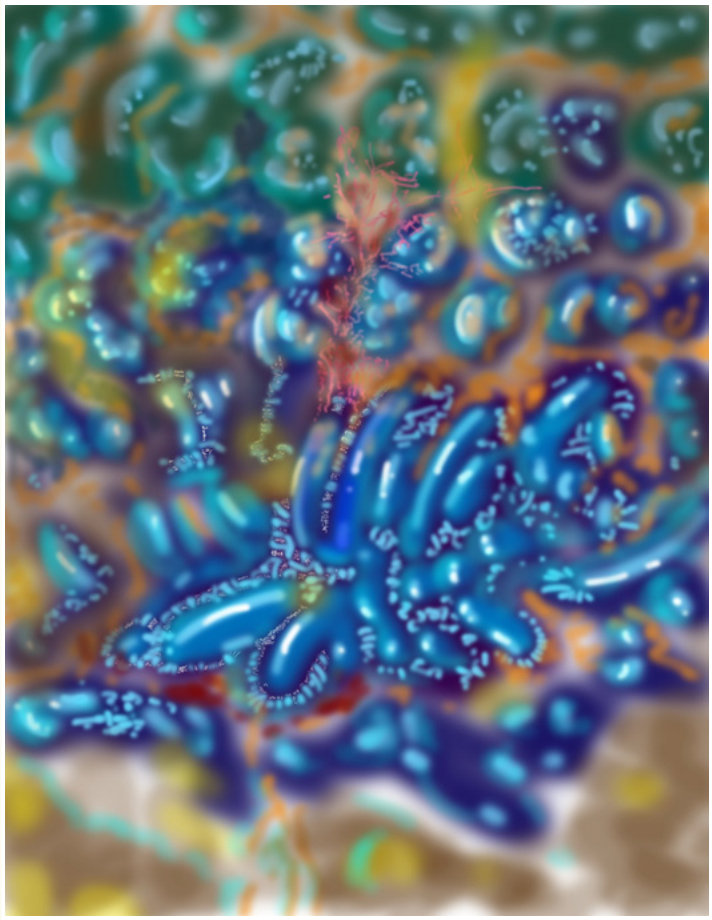
**Chapter 15: Epic Time Travel 286**

Epic Arcane Chronomancer 287
Familiars at Epic Levels 287
Epic Chronomancer Sorcerer 288
Epic Divine Chronomancer 288
Epic Dying Star 289
Epic Edgewhen 290
Epic Eternal Guardian 290
Epic Forgotten Monk 291
Epic Forgotten Ninja 292




Michael Short (order #2081358)

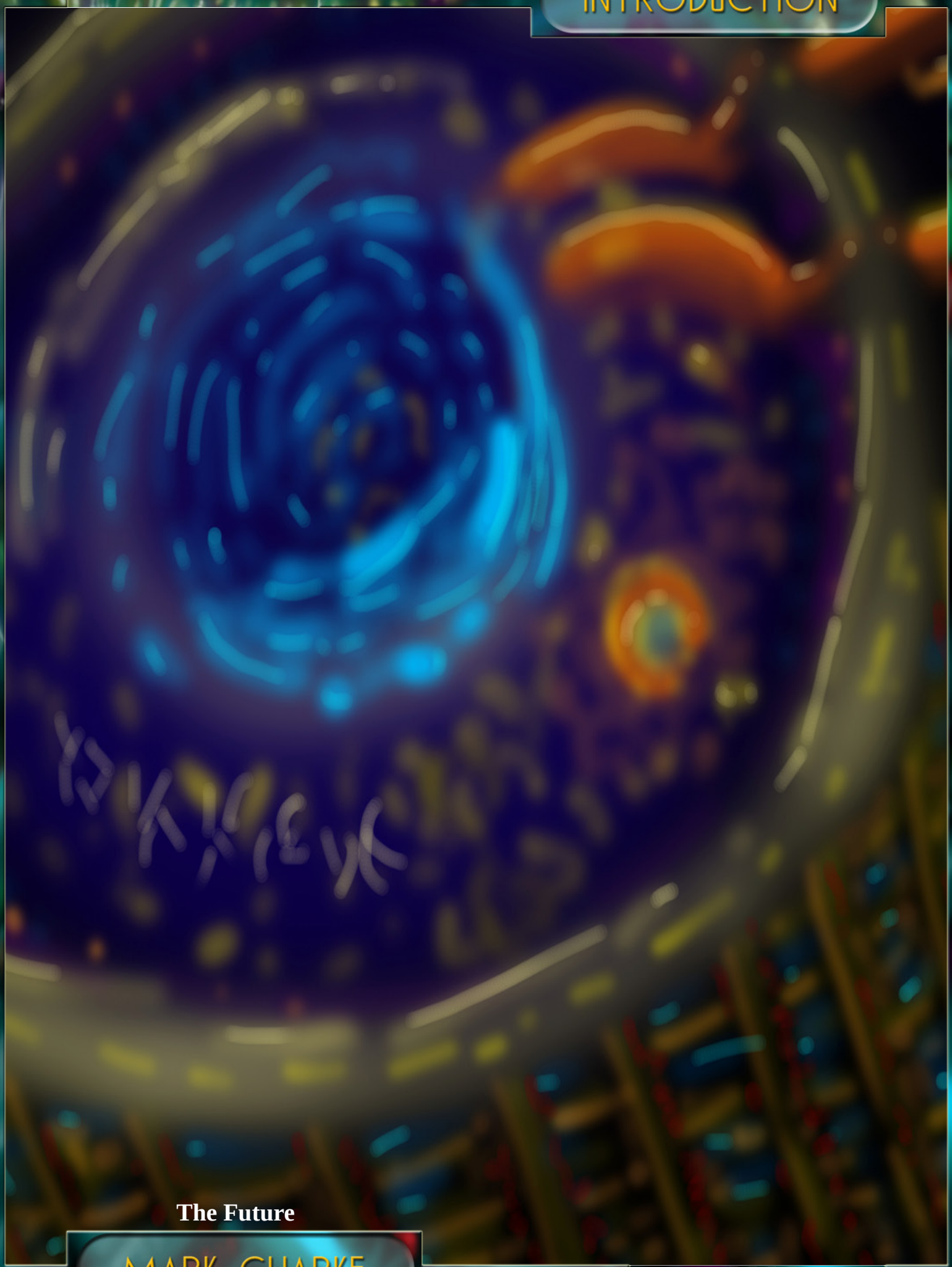
Epic Master of the Shuriken 292
Epic Metamage 292
Epic National Defender 293
Epic Necronomancer 293
Epic Nega-Psychic 294
Epic Paradox Master 295
Epic Quantum Mechanic 295
Epic Rage Caster 296
Epic Shard 296
Epic Soul of Hatred 297
Epic Telekineticist 297
Epic Temporal Psychic 298
Epic Temporal Rogue 298
Epic Time Guardian 299
Epic Wanderer 300
Epic Western Gunslinger 301
Master of Movement 301
Instant Reload [Epic]* 301
Transportation 302
Epic Magic Items 302
Craft Epic Time Machine [Temporal] 303
Epic NPCs 304
Epic NPC Ancient Barbarian 304
Epic NPC Chronomancer 304
Epic NPC Chronomancer Sorcerer 305
Epic NPC Divine Chronomancer 306
Epic NPC Nega-Pyschic 306
Epic NPC Quantum Mechanic 307
Epic NPC Temporal Psychic 307
Individual Epic NPCs 308
Epic Lurn Chaotica 308
Epic One-Less 308
The Eater of Planes 310
The Big Picture 310
**Appendix 312**
Movies About Time Travel 312
Appendix: Glossary 318
0 Δ 1 = 1 Δ ∞ 318



**Organic Circuits**



Michael Short (order #2081358)



The Future



Michael Short (order #2081358)

# Introduction

*Give chronomancers enough to do in the present and they will not be so eager to mess up the past.* - Mark Charke

Time travel is a topic of much apprehension and dread for many Game Masters. From re-writing campaign history, to bringing back automatic weapons, saving themselves and killing arch-villains when they were toddlers, chronomancers have not found a welcome home in medieval role playing.

You hold in your hands, not all the solutions to time travel, but many of those solutions and the tools to craft the rest of the solutions. Beginning with Fate's fee, and stretching across the multitude of times and laws of physics, every Game Master should be able to craft the campaign setting she wants and allow chronomancers without the fear of losing control.

For the players, there are new classes, feats, spells and a new attitude towards time travel. You have much to explore that has been and will be. You WILL be able to time travel and, at your GM's discretion, you will be able to create paradoxes.

Time travel has long been a part of fantasy. A no more classical example can be made than of Merlin, from *King Arthur*, who lives time backwards in exchange for immortality.

*Chronomancer* exists for those who have been waiting to explore time past, present and future.

## Where Should I Start

If you are not playing a chronomancer, you should start by taking a look at the new feats in chapter 4, new equipment in chapter 9, new spells and powers in chapter 12 and new magic items in chapter 13. Many of these items are available to all characters.

If you want to play a chronomancer see chapter 1 for new classes and chapter 2 for new prestige classes.

The Game Master should read Chapter 5: Time and chapter 6: Troubled Time and then decide what kind of time she wants to work with ranging from simple to very complex. Chapter 11 has rules and information for campaigns. Chapter 13 has temporal monsters.

Once you want to start time traveling you will want to know about the Temporal Horizon in chapter 7. This plane is a sort of corridor to the past or future. Chapter 10 gives you rules for adjudicating combat involving time travelers.

When you are familiar with the basics the Game Master may wish to return to chapters 5 and 6 and decide upon a more complex form of time, start worrying about lost time, and introduce paradoxes and other problems into the campaign. Chapter 8: Gaffer's Chaos gives you an example of a complicated time travelling setting.

Finally once you have worn the book out a bit, you may wish to turn to chapter 15: Epic Time Travel.

## What is a Chronomancer

A chronomancer is anyone with one or more levels in any of the following classes: arcane chronomancer, divine chronomancer, chronomancer sorcerer or temporal psychic. These are all considered chronomancers in their own right, although each one manipulates chronomancy in a different way.

## Chapters

This book gives you everything you need to create and play time traveling characters including new classes, prestige classes, feats, skills, spells, magic items and monsters related to chronomancy. This book features the following chapters:

**Classes (Chapter 1):** This chapter describes the new classes including the "chronomancer classes" (the arcane chronomancer, the divine chronomancer, the sorcerer chronomancer and the temporal psychic) which are required to gain **temporal access** and **temporal spells**.

**Prestige Classes (Chapter 2):** This chapter includes many time travel themed prestige classes. Only a few are restricted to characters with temporal access but chronomancers will get the most out of these classes. Some prestige classes grant the class abilities, temporal access and temporal spells.

**Skills (Chapter 3):** Chronomancer introduces only a small number of new skills but provides some new uses for several old skills.

**Feats (Chapter 4):** The addition of feats in the d20 system has greatly improved the customization of characters in order to make them unique. *Chronomancer* expands the number of feats by introducing a number of temporal feats, available to chronomancers, as well as a number of new feats available to everyone.

**Time (Chapter 5):** The soul of *Chronomancer* is time and here is where it is explained, from simple time to 5th dimensional flexible paradox times navigated only by paradox masters and their kin.

**Troubled Time (Chapter 6):** There are a host of problems that are introduced by allowing players to time travel and herein are solutions, tips and guidance. This chapter is primarily for the Game Master but the player aspiring to play the chronomancer would be well advised to study this material too. As much of this material is preemptive, best used before the problem occurs, the Game Master is advised to become familiar with this chapter before problems occur.

**Temporal Horizon (Chapter 7):** Almost the "elemental plane of time", the Temporal Horizon is where most early chronomancers go to time travel. This fascinating plane is difficult to reach and full of its own unique hazards.

**Gaffer's Chaos (Chapter 8):** The most complex mess of different forms of time known to chronomancers. Gaffers Chaos is its own campaign setting for chronomancers.

**Equipment (Chapter 9):** This chapter details some of the unique equipment chronomancers use as well as equipment from



Michael Short (order #2081358)

a variety of different forms of time.

**Temporal Combat (Chapter 10):** What happens when two people who can time travel begin a battle? The results can be messy and can devastate timelines, erase history, and the combatants, if a time guardian does not show up to stop the fight before it begins. This chapter details the special rules for combat when time traveling.

**Campaign Settings (Chapter 11):** The forms of time that exist in the current campaigns. A number of NPCs are listed here such as One-Less and Lurn Chaotica.

**Spells (Chapter 12):** This chapter details jerry rigging teleport spells, chronomancy spells, temporal psionics and power magic.

**Magic Items (Chapter 13):** As chronomancy is a new field of magic, there is a host of new magic items and psionic items related to chronomancy. The Game Master who wishes to only try out chronomancy in her campaign may consider allowing a trinket from this selection to appear in her game.

**Monsters (Chapter 14):** Creatures here can shift through time, appear before, and after, an encounter, use new forms of *haste* and even control the flow of time.

**Epic Time Travel (Chapter 15):** Once characters have explored the past and future and become masters of time travel, they are ready to move on to epic time travel. Herein are described rules for epic versions of the classes and prestige classes in this book. (Epic feats and magic items are listed in the appropriate chapters previously.)

**Appendix: Movies about time travel:** To give a perspective everyone can relate to, a list of movies related to time travel are listed and ranked according to their involvement with time travel and the form of time within the movie is explained.

## What is New?

This book approaches chronomancy in a few new ways. Foremost is the fact that there is something for everyone. Anyone from a thief to a barbarian can participate in time travel and chronomancy and can choose their level of participation. A single level in a chronomancy related class gives characters some small access to the power of time. At the other end of the spectrum, characters can dedicate themselves to a chronomancy related class or prestige class, taking many levels and becoming quite skilled in time travel.

Chronomancy is still separate from the mainstream. Clerics, psions, sorcerers and wizards can not simply change their classes to their chronomancy equivalent. They must begin again in chronomancer classes to gain access to time travel.

Another feature has been recognizing that there are different forms of time and determining how this affects time travel. Previously little discussion has been given to different forms of time across the infinitely complex multiverse. This book explores many different forms of time varying from basic paradox and non-paradox time to the fundamental present and lost time.

**Chronomancy Refined:** Chronomancy has two major problems when used by a player character group; A chronomancer can change the past and a chronomancer can travel back, or forward, in time a seemingly infinite number of times to overcome obstacles and thwart his own demise. This manual addresses these two issues.

In an effort to control changes to history, the Game Master is presented with different options as to how time works (and this can vary from plane to plane or even within a single plane). The Game Master can choose a form or time, or create a new one, that is compatible with her campaign world. Time travel spells are better defined to include the extent to which the chronomancer can effect change.

It used to be that horrible guardians prevented chronomancers from abusing time to save themselves. In certain forms of time, this is no longer necessary as the time itself restricts the chronomancer's ability to save himself.

Fate's Fee now imposes a flexible limit on time travelers. This is a carry over from the cost of experience to make magic items and caster certain spells. Characters must pay Fate experience when they create paradoxes.

Too often the solution to a problem is to deny it completely. Where chronomancy is the problem it has been banned completely, anyone who tries to use it is slain instantly without a chance or chronomancy 'does not work here'. In this book are a far more comprehensive set of rules that allow the Game Master to control the amount of chronomancy in her campaign without simply saying 'no' to chronomancy.

An issue addressed in this book is the unique perspective and attitude of chronomancers. Some can no longer comprehend a world with less then 5 dimensions. Some are obsessed with time itself, the control and manipulation of each second as it passes. Others are quiet humble servants of the cosmos maintaining peace and balance. A good number are fledgling adventurers trying to understand and control their powers of chronomancy.

### *Older Chronomancy*

*Chronomancer* started with a study of time travel, real and fictional, looking at how time travel is portrayed. A small amount of material from 2nd edition was re-written and reinvented so that it could be included.

The concept of a chronomancer has changed. No more is a chronomancer just an unusual wizard with thick spectacles secretly dabbling in an unusual art, checking his forty pocket watches on a regular basis, carefully avoiding time guardians. A chronomancer is a person who knows time inside and out and can manipulate it like flowing water. He is someone who can create history altering paradoxes. He recognizes all too well the cost of his art and exercises the care required to exist in his role of master of time. Chronomancers are not just wizards. All classes may be time travelers in their own way. Finally, many Chronomancers do not require watches, using the Internal Clock feat to always know the time.

## About Fact

What relative little is known about time travel would limit a book on it to little more then an article of speculation. Certainly the math and theory could fill volumes but this manual is also for the heroic adventurer. A good number of liberties have been taken in regards what is known and what has been proposed about time and time travel. At the same time, science has played an important part in the creation of *Chronomancer.*



Michael Short (order #2081358)

# Chapter 1: Classes

*"Barbarians are far too educated."* Kor the Ancient

## Story: Count James

Time moves. It is not something you feel until a great deal of time has passed or until you notice that something is different. It takes a very keen sense to feel the passing of time. You have to notice all the little changes, listen to your heart beat and feel the wind fill your lungs and then escape. And you have to be able to count very well.

James could count. When he was a little boy living in early 10th century England, he learned to count to ten before all the other kids at school. He could count the number of leaves in a clover patch and organized them into sizes and shapes. He sang numbers and counted loudly all day as excited as ever when he reached a new number he had never counted to before. He could count how many seconds a song lasted and later how long a play would take to perform. Finally he could count the seconds from sun up to sun down if nobody disturbed him. It began to scare his parents. They took young James to see a doctor who could only say that James was a particularly bright young lad.

At the age of 14 years, ten days, two hours, five minutes and three seconds, James stopped counting. At first no one else noticed but his silence did become apparent. When asked why he was not counting, James pointed to his head and said, "I'm still counting." His parents thought, perhaps, their son had finally given up his interest in numbers.

Exactly one year later James announced that he had counted to a year for the first time. He said he had reached the number thirty million, seven hundred and fifty eight thousand, and four hundred. His parents smiled and nodded at first but paused at the very serious expression of his face. That day they got him his first job organizing tax money.

James organized the tax money so well, with such accurate counts, that he was promoted and given more responsibility. By the time he was 20 years old, he was a mathematician serving a great lord and had been trained in all sorts of higher learning. Even the King could see that it was only a matter of time until this genius moved on to bigger things.

James began to figure things out rather then just count everything. He started to study probability and use deduction. During his studies in anatomy he discovered how many times a heart would beat in various animals and insects. Here he became infinitely aware of his own limited lifespan, and it terrified him.

He left everything behind and went exploring the world. He was not sure what he was looking for, but he knew he would not find it in the tiny country he had grown up in. He knew it's measurements from coast to coast, how many people and farm animals lived there and how many coins were in print within its boarders.

Four years later, exactly ten years after he had stopped counting aloud, he appeared home. He wore a smile now along with very different attire.

"Where I could only count time before, now I can control it."

His parents were not sure they understood but they saw that their son was happy and they were pleased to see him again. Soon James made ready to leave.

"Where will you go now?" His father asked.

"I have heard of a place where machines count faster then any person can. I shall go there." James replied.

"Where is this place?"

"Right here."

Every year on the same day James would return. Sometimes he would be older. Sometimes he would be younger. His parents looked forward to his visits and the stories he would tell and sometimes repeat. His parents never had any trouble in their lives not matter what they did or who they encountered. People thought them simply lucky. They lived exceptionally long lives and died peacefully exactly one second after the stroke of midnight at the end of the first millennium.

James mourned their passing a thousand years later and watched the dawn of the next millennium from a skyscraper where his farm had been. He would go back and visit his parents many more times, but this was his way of making sense out of his life.

His world was full of fast numbers now. He was an accountant and a programmer and he kept track of numbers all over the world. In his spare time he made clocks, some of most precise clocks ever made. He never sold them, although they were worth a fortune. He gave them away to people who, he thought, cared about time.

Eventually James would move on from this time and explore other times and places, his journeys stretching across the planes. He would never forget his humble beginnings and one could count on finding him counting humble things in his spare time. His clocks became more sophisticated until there was a major demand for them from both chronomancers and scientists working with time.

The last clock James ever made keeps time in the Chronomaster's Guild hall. A very much younger James visits that location from time to time and makes a point of checking the clock, which he has not made yet. James claimed he would die the second he became tired of counting and that this would occur when he could find nothing more to count. There is a certain contentment he finds in the knowledge that his work will eventually be accomplished but it is the same contentment he finds in finishing the counting of anything.

This book has 215 790 words, 321 pages and is currently in print on 45 214 planes of existence across the author's homeblock.



Michael Short (order #2081358)

## Temporal Access

The art of chronomancy is a closely guarded secret. Much damage can be done with chronomancy so chronomancers only pass on their art to a small number of carefully selected students. There are fewer chronomancers then any other kind of spell caster. This makes it easier for them to monitor themselves and stop those who would abuse chronomancy. Temporal access represents the basic training required to understand the complexities of time travel and access the Temporal Horizon.

**Temporal Access:** In order to take a temporal feat, learn chronomancy spells or take certain prestige classes your character must have temporal access. You can only gain temporal access by taking a class that grants it to you (you can not gain it as a feat). These include arcane chronomancers, divine chronomancers, sorcerer chronomancers and psychic chronomancers. These classes are referred to throughout this book simply as chronomancers. References to a chronomancer may include all of these classes.

Once you have temporal access you can always take temporal feats and qualify for prestige classes that require temporal access. Characters with temporal access who have Knowledge (all skills) may take ranks in Knowledge (future history), Knowledge (lost history) and Knowledge (temporal).

**Temporal Spells:** This character can use chronomancy spells as class spells. This ability is only available at the 1st level of a class, or the 1st level of a prestige class with its own spell casting tables which does not have "+1 level of existing class". Temporal Spells does not let a bard, cleric, druid, paladin, ranger, sorcerer or wizard use spells or powers from the chronomancy list. A 10th level wizard who gains 1 level in divine chronomancer can not learn arcane spells as an arcane chronomancer. He can only learn spells on from the wizard's spell list.

Chronomancers are considered specialists. Once a character is created, they can not change their specialty, so normally a non-chronomancer class can not become a chronomancer class. When chronomancy is introduced into the game the Game Master may allow characters to convert (See Existing Characters, in Chapter 5: Time.) The 10th level wizard, for example, can not take any levels in arcane chronomancer because both of these classes are considered the wizard class (the arcane chronomancer, a specialist).

## The Classes

The classes presented here are similar to the classes found in the Core Rulebook. The arcane chronomancer is similar to the wizard, the ancient barbarian is similar to the barbarian and the temporal psychic is similar to the psion. Rather then create these time traveling classes as prestige classes they have been created by re-writing the original classes. The ancient barbarian is a class from the ancient past. The arcane chronomancer is the time-traveling specialist wizard. The temporal psion is a specialist in time travel powers.

See the Classes section of the Core Rulebook for information about Classes, Multiclass Characters, Class and Level Bonuses, Level Dependant Benefits, Class Description and Game Rule Information.

## Ancient Barbarian

In the age before time, before fire and before the wheel, there were men. They dwelt in caves and they hunted for their food. They were without long standing tradition or civilization. They were the true barbarians and their way of life lasted millions of years.

The ancient barbarian is the ultimate survivor from the harshest period in history. Of all the classes, his endurance and toughness are only comparable to his modern day brethren, the barbarian. He leads a simple life without stress but also without education or society. It is only by fluke, chance or necessity for survival that an ancient barbarian improves his world by invention or craft. It is the fate of these warriors to finally grow too old to feed themselves and hope their children live as long and as well as they did.

**Adventures:** Ancient barbarians are primitive even compared to modern barbarians. It is unlikely that they fought for anything more then food and survival. They had little, if any, real social structure or organization. Adventuring ancient barbarians have often traveled a great distance from their home and encountered

**Table 1-1: The Ancient Barbarian**

| Level | Base Attack Bonus | Fort Save | Ref Save | Will Save | Special |
|---|---|---|---|---|---|
| 1st | +1 | +2 | +0 | +0 | Ancient toughness, ancient feet +10, natural toughness, temporal access |
| 2nd | +2 | +3 | +0 | +0 | Endurance |
| 3rd | +3 | +3 | +1 | +1 | Great fortitude |
| 4th | +4 | +4 | +1 | +1 | Lick the rocks |
| 5th | +5 | +4 | +1 | +1 | Stone hurts |
| 6th | +6/+1 | +5 | +2 | +2 | Die Hard |
| 7th | +7/+2 | +5 | +2 | +2 | |
| 8th | +8/+3 | +6 | +2 | +2 | |
| 9th | +9/+4 | +6 | +3 | +3 | Natural strength |
| 10th | +10/+5 | +7 | +3 | +3 | Ancient feet +10 |
| 11th | +11/+6/+1 | +7 | +3 | +3 | Ancient resistance |
| 12th | +12/+7/+2 | +8 | +4 | +4 | Deep rage |
| 13th | +13/+8/+3 | +8 | +4 | +4 | Like one other |
| 14th | +14/+9/+4 | +9 | +4 | +4 | |
| 15th | +15/+10/+5 | +9 | +5 | +5 | Like a rock |
| 16th | +16/+11/+6/+1 | +10 | +5 | +5 | Stone really hurts |
| 17th | +17/+12/+7/+2 | +10 | +5 | +5 | |
| 18th | +18/+13/+8/+3 | +11 | +6 | +6 | Natural strength |
| 19th | +19/+14/+9/+4 | +11 | +6 | +6 | |
| 20th | +20/+15/+10/+5 | +12 | +6 | +6 | Like the mountain |



Michael Short (order #2081358)

some form of society. It is not uncommon that their homeland was without societies and the journey to society has included time or planar travel.

**Characteristics:** Ancient barbarians tend to get along well with others because they needed to. They see working together as important for survival. They are rough and crude but they have the beginning so society in them. They are capable of learning to be civilized to a certain extent, although they will never leave all their traditions behind.

Ancient barbarians are usually honest to a fault. Unfortunately their experiences with society can teach them a distrust that makes them more cautious.

**Alignment:** Tends towards Neutral. An ancient barbarian avoids conflicts that do not threaten himself, his family or friends. Without any real society, the ancient barbarian has never had the resources to be able to protect more then friends and family.

**Religion:** The religions for ancient barbarians are very simple. They may worship gods of food, water, fire, beasts, sun or moon. Often they will worship this single aspect of a god without ever knowing the god's modern name or learning of the god's other aspects.

**Background:** Ancient barbarians come from a wide variety of places. They may be familiar with long extinct plants and animals. Some may have lived during ancient times when gods walked the earth or ancient legends were true.

**Races:** Just about every race had a time when their race was young, their knowledge of things was limited, and they had to hunt. This is the period of the ancient barbarian. Almost any race is suitable for ancient barbarian.

**Other Classes:** Ancient barbarians do not understand the more educated classes, especially the wizard, and can be easily offended by complicated language or innuendo. Ancient barbarians get along best with barbarians, and clerics, who have similar beliefs. Ancient barbarians are fiercely loyal to friends and family.

## Game Rule Information

Ancient barbarians have the following game statistics.

**Abilities:** Strength is important to an ancient barbarian because of its role in combat, and several ancient barbarian skills are based on Strength. Dexterity is also useful to ancient barbarians, especially those who wear light armor. Wisdom is important for several ancient barbarian skills. A high Constitution lets an ancient barbarian live longer, because it gives him more hit points.

**Alignment:** Any

**Hit Die:** d12

### Class Skills

The ancient barbarian's class skills (and the key ability modifier for each skill) are Climb (Str), Craft (Int), Handle Animal (Cha), Intimidate (Cha), Jump (Str), Listen (Wis), Spot (Wis), Survival (Wis) and Swim (Str). See the Skills section of the Core Rulebook and Chapter 4: Skills, in this book, for skill descriptions.

**Skill Points at 1st Level:** (2+Int modifier) x4

**Skill Points at Each Additional Level:** 2 + Int modifier.

### Class Features

All of the following are class features of the ancient barbarian.

**Armor and Weapon Proficiency:** The ancient barbarian is proficient with all simple and martial weapons, light armor, medium armor and shields. Note that armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket and Tumble. Also, Swim checks suffer a -1 penalty for every 5 pounds of armor and equipment carried.

**Ancient Toughness (Ex):** As an immediate action, the ancient barbarian may sacrifice 1 hit point to gain damage reduction 1/- for 1 round per ancient barbarian level. At 2nd level, and every two levels thereafter, he may sacrifice one additional hit point to increase the damage reduction by +1/-. For example, at 10th level he could sacrifice 5 hit points to have DR 5/- for 10 rounds. The ancient barbarian can not sacrifice hit points if this would reduce him to 0 or fewer hit points.

**Ancient Feet (Ex):** The ancient barbarian has a speed faster then the norm for his race, by 10 feet, when wearing no armor, light armor, or medium armor (and not carrying a heavy load). At 10th level his speed increases by another 20 feet. His speed when making a double move is double this amount and his running speed is increased by quadruple this amount.

**Natural Toughness (Ex):** At each level in ancient barbarian, the ancient barbarian gains 2 additional hit points.

**Temporal Access (Ex):** The ancient barbarian may take temporal feats and gain ranks in temporal skills. Temporal access is further explained at the beginning of Chapter 1: Classes.

*Normal*: Characters without temporal access may never gain temporal feats or gain ranks in temporal skills

**Endurance (Ex):** At 2nd level the ancient barbarian gains this feat free, which provides a +4 bonus to checks made for performing a physical activity that extends over a period of time (running, swimming, holding your breath and so on).

**Great Fortitude:** At 3rd level an ancient barbarian gains this feat free, which provides him with a +2 bonus to all Fortitude saving throws.

**Lick the Rocks:** At 4th level, the ancient barbarian can move at his full overland movement while using the Survival skill to get along in the wild while providing for himself and other barbarians or ancient barbarians. If he is providing for non-barbarians, he must move at one-half his overland speed.

**Stone Hurts/Stone Really Hurts:** The ancient barbarians deals +1 damage with primitive weapons made of stone, wood or other native materials. Primitive weapons includes the club, dagger, great club, long bow, short bow, sling, spear, staff, all kinds of axes and thrown rocks. The Game Master may include other weapons at her discretion. At 16th level, this damage increases to +2.

**Die Hard:** At 6th level, an ancient barbarian gains this feat for free.

**Natural Strength:** At 9th and 18th levels, the ancient barbarian adds +2 to his Strength score. Years of survival in the wilderness have made him stronger.

**Ancient Resistance:** Starting at 11th level, as an immediate action the ancient barbarian may sacrifice 5 hit points to gain energy resistance 5 against one type of energy for 1 round per ancient barbarian level. At 12th level, and every two levels there after he may sacrifice one additional hit point and increase his damage reduction by +1. For example, at 16th level, if he chose



Michael Short (order #2081358)

An Ancient Barbarian using a futuristic weapon and equipment



Michael Short (order #2081358)

fire, he could sacrifice 8 hit points to gain fire resistance 8 for 16 rounds. The ancient barbarian can not sacrifice hit points if this would reduce him to 0 or fewer hit points.

**Deep Rage:** Starting at 12th level, once per day, as an immediate action, the ancient barbarian can enter a deep rage, tapping into a well of fury, barely understood and wild. This lasts only one round, granting him +8 Strength, Dexterity or Constitution. Hit points gained from this increase in Constitution are lost first.

**Like One Other:** At 13th level, the ancient barbarian chooses an animal spirit. These animals will always treat the barbarian as friendly unless the ancient barbarian attacks them. This includes animals of this type with templates or other modifications and lycanthropes which change into the same animal.

**Like a Rock:** At 15th level an ancient barbarian gains this feat free. He is immune to non-magical poisons, bleeding effects and can never die from massive damage. He does not lose hit points and can continue to act normally while at negative hit points but still dies at -10 hit points.

**Like the Mountain:** At 20th level, if the ancient barbarian has a 20 Constitution or higher, he gains this feat for free. If he takes damage that would reduce him to -10 hit points or lower, he can apply damage after -9 to ability scores. This heals at 1 ability score point per day and can not be magically healed.

**Illiteracy:** Ancient barbarians do not automatically know how to read or write. An ancient barbarian must spend 2 skill points to gain the ability to read and write. Once he has spent these points, he can read and write in any language he knows.

**Without Language:** Ancient barbarians do not automatically know how to speak any language. An ancient barbarian must purchase every language he knows. Each new language costs 1 skill point. If a character starts play as an ancient barbarian, they lose all racial and bonus languages. If they take a level in ancient barbarian later, they do not lose any languages. See Speak Language, in the Skill section of the Core Rulebook for skill description.

**Ancient:** It is recommended that characters start out as ancient barbarians, or never become one. There is little reason for an educated character to take levels in this class. It is an "uneducated" class that uses instinct and primal skills. The Game Master can wave this restriction if there are mitigating circumstances. For example, a wizard stranded in the ancient past, without his spellbooks, who must survive with a band of ancient barbarians, could take levels in the class eventually. It is reasonable that a character who started out as an ancient barbarian, later return to the class.

**Feats:** An ancient barbarian may purchase the ability to rage once per day, per feat spent, and uncanny dodge, gaining (Dex bonus to AC) with the first feat, (can't be flanked) with the second feat and (+1 against traps) cumulatively with each additional feat. To be able to purchase these feats, the Game Master must approve and the ancient barbarian must be trained by modern barbarians.

**Lawful Ancient Barbarians:** An ancient barbarian who becomes lawful loses the ability to rage, if he purchased it with feats. Unlike a barbarian, an ancient barbarian can become lawful without any other restrictions. He may continue taking levels in ancient barbarian.

**Half-Orc Ancient Barbarian Starting Package**

**Armour:** Studded leather +3 AC, armor check penalty –1, speed 40 ft., 20 lb.
**Weapons:** Greataxe (1d12, crit x3, 20 lb., Large, Slashing).
Club (1d6, crit x2, 3 lb., Medium-size, Bludgeoning)
**Skill Selection:** Pick a number of skills equal to 4 + Int modifier.

| Skill Ranks | Ability | Armor |
|---|---|---|
| Climb | 4 Str | –1 |
| Intimidate | 4 Cha | |
| Jump | 4 Str | –1 |
| Listen | 4 Wis | |
| Ride | 4 Dex | |
| Spot (cc) | 2 Wis | |
| Survival | 4 Wis | |
| Swim | 4 Str | –11* |

*–1 per 5 pounds of equipment.
**Feat:** Weapon Focus (greataxe).
**Gear:** Backpack with waterskin, one day's trail rations, bedroll and sack.
**Gold:** None (2d4gp worth of trade goods)

**Alternative Ancient Barbarian Starting Package**
Same as half-orc ancient barbarian, except
**Race:** Human, dwarf, elf, half-elf.
**Armor:** Speed 30 ft. (dwarf only).
**Skill Selection:** Pick a number of skills equal to 5 + Int modifier (human only).
**Bonus Feat:** Alertness (human only).

**Alternative Ancient Barbarian Starting Package**
Same as half-orc ancient barbarian, except
**Race:** Gnome or halfling.
**Armor:** Speed 30 ft.
**Weapons:** Battleaxe (1d8, crit x3, 6 lb., Medium-size, Slashing) instead of greataxe.
**Skill Selection:** Pick a number of skills equal to 4 + Int modifier.

| Skill Ranks | Ability | Armor |
|---|---|---|
| Swim 4 | Str | –5* |

*–1 per 5 pounds of equipment.
**Feat:** Weapon Focus (battleaxe) instead of Weapon Focus (greataxe).
**Gold:** None (6d4 gp worth of trade goods)

**Ancient Weapons:** Forged metal axes are not normally available in ancient times. You can substitute an obsidian or stone axe instead. These may suffer a penalty to hit and to damage, at your Game Master's discretion, as they are of lesser quality. Further, they will wear out and break faster. Since they are made of simple materials though, repairing or replacing them should not be overly difficult.

## Arcane Chronomancer

**Adventures:** The majority of arcane chronomancers adventure to explore and learn about time. Some absolutely delight in being able to travel to places and times they once thought confined only to history books or their imagination of the future. Some adventure because the risk makes up for the feeling of immortality, control over time gives one.

**Characteristics:** Arcane chronomancers vary. Some are quiet



Michael Short (order #2081358)

and thoughtful while others are more outgoing and charismatic. It is very difficult to find training in chronomancy. Many share similar attitudes because they have had training from the same source. All chronomancers share a fascination with time and are highly dedicated to its study.

**Alignment:** Arcane chronomancers can be of any alignment but most are lawful neutral or lawful good. Arcane chronomancers must be very disciplined to learn the art and must often act in the best interest of the timeline and not the people around them. Many arcane chronomancers are lawful good at heart, but are forced to act in a neutral manor. This is true when they have knowledge, they are forbidden to act upon, about the future that could be used to prevent suffering or death.

**Religion:** Arcane chronomancers either embrace deities of divination, fate and luck or avoid them as much as possible. It is a matter of choosing whether to accept fate or fight against it. Arcane chronomancers are forever dealing with divination, fate and luck.

**Background:** Arcane chronomancers recognize each other as kin, as rare members of a small group of wizards. Generally, they do not tell other wizards of their specialty. Occasionally, where they are known, chronomancers are shunned and feared by other wizards and society.

**Races:** Most arcane chronomancers are human. Longer-lived races, such as elves and dwarves, rarely feel the need to control or manipulate time. Most non-human arcane chronomancers come from shorter-lived races, such as goblins.

**Other Classes:** Arcane chronomancers get along well with wizards and sorcerers if they can find some common ground in their magic. Clerics and druids disapprove of chronomancy as a break from the natural way of things. Paladins conflict with chronomancers where they could help, but will not because of their knowledge of things that should come to be. A paladin who learns of the ways of time may earn a respect for the difficult morals of a chronomancer. Rogues envy the abilities of the chronomancer.

## Game Rule Information

Arcane chronomancers have the following game statistics.

**Abilities:** Intelligence determines how powerful a spell an arcane chronomancer can cast, how many spells he can cast, and how hard those spells are to resist. To cast a spell, an arcane chronomancer must have an Intelligence score of 10 + the spell's level. In addition, an arcane chronomancer gets bonus spells based on Intelligence. The Difficulty Class of a saving throw against an arcane chronomancer's spell is 10 + the spell's level + the arcane chronomancer's Intelligence modifier. High Constitution is very important for an arcane chronomancer as the default saving throw versus chronomancy is Fortitude and Constitution gives an arcane chronomancer extra hit points. A good Dexterity improves the arcane chronomancer's Armor Class but is not as important as for other wizards as arcane chronomancers have earlier access to *haste* and protective chronomancy spells.

**Alignment:** Any.

**Hit Die:** d4

### Class Skills

The arcane chronomancer's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Knowledge (all skills, taken individually) (Int), Prophecy (Wis), Profession (Wis), and Spellcraft (Int). See the Skills section of the Core Rulebook and Chapter 4: Skills, in this book, for skill descriptions.

**Skill Points at 1st Level:** (2+Int modifier) x4

**Skill Points at Each Additional Level:** 2 + Int modifier.

### Class Features

All of the following are class features of the arcane chronomancer.

**Special:** An arcane chronomancer is a specialist wizard. A character can not take levels in arcane chronomancer and wizard because they are the same class. A wizard can not later become

**Table 1-2: The Arcane Chronomancer**

| | | | | | | Spells per Day | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Level | Base Attack Bonus | Fort Save | Ref Save | Will Save | Special | 0 | 1st | 2nd | 3rd | 4th | 5th | 6th | 7th | 8th | 9th |
| 1st | +0 | +0 | +0 | +2 | Summon familiar, temporal access, temporal spells, Scribe Scroll | 3 | 1+1 | — | — | — | — | — | — | — | — |
| 2nd | +1 | +0 | +0 | +3 | | 4 | 2+1 | — | — | — | — | — | — | — | — |
| 3rd | +1 | +1 | +1 | +3 | | 4 | 2+1 | 1+1 | — | — | — | — | — | — | — |
| 4th | +2 | +1 | +1 | +4 | | 4 | 3+1 | 2+1 | — | — | — | — | — | — | — |
| 5th | +2 | +1 | +1 | +4 | Bonus feat | 4 | 3+1 | 2+1 | 1+1 | — | — | — | — | — | — |
| 6th | +3 | +2 | +2 | +5 | | 4 | 3+1 | 3+1 | 2+1 | — | — | — | — | — | — |
| 7th | +3 | +2 | +2 | +5 | | 4 | 4+1 | 3+1 | 2+1 | 1+1 | — | — | — | — | — |
| 8th | +4 | +2 | +2 | +6 | | 4 | 4+1 | 3+1 | 3+1 | 2+1 | — | — | — | — | — |
| 9th | +4 | +3 | +3 | +6 | | 4 | 4+1 | 4+1 | 3+1 | 2+1 | 1+1 | — | — | — | — |
| 10th | +5 | +3 | +3 | +7 | Bonus feat | 4 | 4+1 | 4+1 | 3+1 | 3+1 | 2+1 | — | — | — | — |
| 11th | +5 | +3 | +3 | +7 | | 4 | 4+1 | 4+1 | 4+1 | 3+1 | 2+1 | 1+1 | — | — | — |
| 12th | +6/+1 | +4 | +4 | +8 | | 4 | 4+1 | 4+1 | 4+1 | 3+1 | 3+1 | 2+1 | — | — | — |
| 13th | +6/+1 | +4 | +4 | +8 | | 4 | 4+1 | 4+1 | 4+1 | 4+1 | 3+1 | 2+1 | 1+1 | — | — |
| 14th | +7/+2 | +4 | +4 | +9 | | 4 | 4+1 | 4+1 | 4+1 | 4+1 | 3+1 | 3+1 | 2+1 | — | — |
| 15th | +7/+2 | +5 | +5 | +9 | Bonus feat | 4 | 4+1 | 4+1 | 4+1 | 4+1 | 4+1 | 3+1 | 2+1 | 1+1 | — |
| 16th | +8/+3 | +5 | +5 | +10 | | 4 | 4+1 | 4+1 | 4+1 | 4+1 | 4+1 | 3+1 | 3+1 | 2+1 | — |
| 17th | +8/+3 | +5 | +5 | +10 | | 4 | 4+1 | 4+1 | 4+1 | 4+1 | 4+1 | 4+1 | 3+1 | 2+1 | 1+1 |
| 18th | +9/+4 | +6 | +6 | +11 | | 4 | 4+1 | 4+1 | 4+1 | 4+1 | 4+1 | 4+1 | 3+1 | 3+1 | 2+1 |
| 19th | +9/+4 | +6 | +6 | +11 | | 4 | 4+1 | 4+1 | 4+1 | 4+1 | 4+1 | 4+1 | 4+1 | 3+1 | 3+1 |
| 20th | +10/+5 | +6 | +6 | +12 | Bonus feat | 4 | 4+1 | 4+1 | 4+1 | 4+1 | 4+1 | 4+1 | 4+1 | 4+1 | 4+1 |



Michael Short (order #2081358)

an arcane chronomancer in the same way a wizard can not decide to become a specialist later. The character must choose to be an arcane chronomancer when taking his first level in wizard. A DM may wave this restriction at her discretion.

If there is no instructor to teach the character, he can still take levels in arcane chronomancer and choose temporal feats and skills. Until he receives formal training, however, he can not use chronomancy spells (unless he casts them as a wizard or sorcerer which makes them considerably higher level), nor can he use his chronomancy feats or skills, but he must still abide by the school restrictions for an arcane chronomancer. Between 3rd and 5th level, if an arcane chronomancer has not yet received formal training, another chronomancer will usually show up to teach him. An instructor will never show up for an arcane chronomancer who is incapable of casting *timeslide* because of a low Intelligence score.

**School Specialization (Chronomancy):** An arcane chronomancer is a specialist for a new school of magic. He can cast one additional spell per spell level each day, but it must be a chronomancy spell. The character gains a +2 bonus to Spellcraft checks to learn chronomancy spells.

Arcane chronomancers must choose opposed schools. They may not choose divination as an opposed school. Arcane chronomancers are highly focused and do not study all the traditional schools of magic but they gain access to *universal* spells normally. Chronomancy is a school that the arcane chronomancer specializes in, and as such, he may learn any chronomancy spells that come from his banned schools.

**Temporal Access (Ex):** The arcane chronomancer may take temporal feats and gain ranks in temporal skills. Temporal access is further explained at the beginning of Chapter 1: Classes.

*Normal*: Characters without temporal access may never gain temporal feats or gain ranks in temporal skills

**Temporal Spells (Ex):** The arcane chronomancer may learn spells from the arcane chronomancer and chronomancer sorcerer list as class spells.

*Normal*: Characters without temporal access and may only use chronomancy spells on their class spell list.

**Armor and Weapon Proficiency:** Arcane chronomancers are skilled with the club, dagger, heavy crossbow, light crossbow and quarterstaff. In modern settings, they can substitute a baton for club and side arms for the heavy and light crossbow. Arcane chronomancers are not proficient with any type of armor nor with shields. Armor of any type interferes with an arcane chronomancer's movements, which can cause his spells to fail (if those spells have somatic components).

**Spells:** An arcane chronomancer casts arcane spells. He is limited to a certain number of spells of each spell level per day, according to his class level. An arcane chronomancer must prepare spells ahead of time by getting a good night's sleep and spending 1 hour studying in his spellbook. While studying, the arcane chronomancer decides which spells to prepare. (See the Magic section of the Core Rulebook.) To learn, prepare or cast a spell, an arcane chronomancer must have an Intelligence score of at least 10+ the spell's level. An arcane chronomancer's bonus spells are based on Intelligence (See the Abilities section of the Core Rulebook.) The Difficulty Class for saving throws against arcane chronomancer spells is 10+ the spell's level + the arcane chronomancer's Intelligence modifier.

Unlike bards and sorcerers, arcane chronomancers may know any number of spells. (See Writing a New Spell Into a Spellbook, in the Magic section of the Core Rulebook.)

**Bonus Languages:** An arcane chronomancer may substitute draconic and/or any one future or ancient language for one of the bonus languages available to the character because of his race (See the Races section of the Core Rulebook), since many ancient tomes are written in draconic and the arcane chronomancer may visit different times where languages was, or will, be different.

**Familiar:** An arcane chronomancer can summon a familiar in exactly the same manor as a sorcerer. See the sorcerer description and the accompanying familiars sidebar for in the Classes section of the Core Rulebook. There is no reason a regular sorcerer or wizard can not summon these familiars as well. These are all endangered or extinct species. This could make them harder or impossible to summon however. (See Table 1-3: Chronomancer Familiars.)

**Scribe Scroll:** An arcane chronomancer gains this feat for free, enabling him to create magical scrolls. (See the feat in the Feats section in the Core Rulebook and Magic Item Creation in the GM's Core Rulebook.)

**Bonus Feats:** Every five levels, an arcane chronomancer gains a bonus feat. This feat must be a metamagic feat, an item creation feat, spell mastery (see below) or a temporal feat.

**Spellbooks:** Arcane chronomancers must study their spellbooks each day to prepare their spells (see Preparing Wizard Spells in the Core Handbook.) An arcane chronomancer can not prepare any spell not recorded in his spellbook (except for *read magic*, which all arcane chronomancers can prepare from memory). An arcane chronomancer begins play with a spellbook containing all 0-level spells and three 1st-level spells of the player's choice. For each point of Intelligence bonus the arcane chronomancer has, he starts with an additional 1st-level spell. Each time the arcane chronomancer achieves a new level, he gains two new spells of any level or levels that he can cast (according to his new level). The arcane chronomancer can also add spells found in other wizards' spellbooks. (See Adding Spells to a Wizards Spellbook, in the Magic section in the Core Handbook.)

**Spell Mastery:** An arcane chronomancer can take the special feat Spell Mastery. Each time the arcane chronomancer takes this feat, choose a number of spells equal to the arcane chronomancer's Intelligence modifier (they must be spells the arcane chronomancer already know). From that point on, the arcane chronomancer can prepare these spells without referring to a spellbook. The arcane chronomancer is so intimately familiar with these spells that he does not need a spellbook to prepare them anymore.

**School Specialization:** An arcane chronomancer is already a specialist and may not specialize in another school of magic.

## Human Arcane Chronomancer Starting Package

**Armor:** None, speed 30ft

**Weapons:** Light crossbow (1d8, crit 19-20/x2, 80ft, 6 lb., piercing)

**Weapons:** Club (1d6, critx2, 10ft, 3 lb., Bludgeoning)

**Skill Selection:** Pick a number of skills equal to 3 + Int modifier.

**Feat:** Prodigal Chronomancer



Michael Short (order #2081358)

This Never Happened

## CHRONOMANCER



Michael Short (order #2081358)

**Bonus Feat:** Internal Clock

**School Specialization:** Chronomancy

**Spellbook:** All 0-level spells: plus *detect temporal anomaly, temporal hit* and *temporal miss* plus one of the following spells of your choice per point of Intelligence (if any) *clock, identify universe, lasting breath, precognitive sense* and *slow metabolism*

**Gear:** Backpack with water skin, one day's trail rations, bedroll, sack, and flint and steel. Ten candles, map case, three pages of parchment, ink, ink pen. Spell component pouch, spellbook. Case with 10 bolts,

**Gold:** 3d6gp

## Elvin Arcane Chronomancer Starting Package

**Armor:** None, speed 30ft

**Weapons:** Quarterstaff (1d6, critx4, 4 lb., Large, Bludgeoning).

Short bow (1d6, crit x3, 60ft., 2 lb., Medium-size, Piercing).

**Skill Selection:** Pick a number of skills equal to 2 + Int modifier.

**Bonus Feat:** Internal Clock

**School Specialization:** Chronomancy

**Spellbook:** All 0-level spells: plus *detect temporal anomaly, temporal* and *temporal miss* plus one of the following spells of your choice per point of Intelligence bonus (if any) *clock, identify universe, lasting breath, precognitive sense* and *slow metabolism*

**Gear:** Backpack with water skin, one day's trail rations, bedroll, sack, and flint and steel. Ten candles, map case, three pages of parchment, ink, ink pen. Spell component pouch, spellbook. Case with 10 bolts,

**Gold:** 3d6gp

## Alternative Arcane Chronomancer Starting Package

**Race:** Dwarf, half-elf, half-orc or halfling

**Armor:** speed 20ft (dwarf and Halfling only)

**Weapons:** Light crossbow (1d8, crit 19–20/x2, 80 ft., 6 lb., Piercing) instead of shortbow.

**Weapons:** Club (1d6, crit x2, 10 ft., 3 lb., Bludgeoning) instead of quarterstaff (halfling only).

**Skill Selection:** Pick a number of skills equal to 2 + Int modifier.

**Bonus Feat:** Internal Clock

**School Specialization:** Chronomancy

**Spellbook:** All 0-level spells: plus, *detect temporal anomaly, temporal hit* and *temporal miss* plus one of the following spells of your choice per point of Intelligence bonus (if any) *clock, identify universe, lasting breath, precognitive sense* and *slow metabolism*

**Gear:** Backpack with water skin, one day's trail rations, bedroll, sack, and flint and steel. Ten candles, map case, three pages of parchment, ink, ink pen. Spell component pouch, spellbook. Case with 10 bolts.

**Gold:** 2d4gp

## Familiar Statistics

Here are basic statistics for 1st-level familiars.

### How to Read the Statistics Blocks

Here's what the statistics block entries mean.

**Name**[Creature's name]: CR [Challenge Rating]; [Size and type]; HD [Hit Dice]; hp [hit points]; Init [initiative modifier] ([individual modifiers]); Spd [speed]; AC [Armor Class]; Atk [attack modifier and attack type, melee or ranged] ([damage, attack type]); Face/Reach [if different from 5 ft. by 5 ft./5 ft.]; SA [special attacks]; SQ [special qualities]; SR [spell resistance, if applicable]; AL [alignment]; SV [saving throw modifiers]; [ability scores]. *Skills and Feats:* [Skills and skill modifiers, feats.]

**1st Level Familiar:** These are 1st-level versions of the familiars. Included in their stats is the +1 natural armor class bonus and 6 Intelligence. Players will have to modify these statistics as they gain levels or if they start above 1st-level. See the Familiar Special Abilities Table in the Classes section of the Core Handbook.

**Columbine Monkey:** CR —; Small magical beast; HD 1; hp 1/2 master's; Init +0 (Dex); Spd 30 ft., climb 30.; AC 16; Atk +3 melee (1d3-3, bite); Face/Reach 2 1/2 ft. by 2 1/2 ft./0 ft.; SQ grant +2 bonus on Healing checks, grant Alertness, improved evasion, share spells, empathic link; AL neutral; SV Fort +0, Ref +1, Will +0; Str 4, Dex 16, Con 10, Int 6, Wis 10, Cha 12. *Skills and Feats:* +20 Climb, +6 Listen, +6 Spot, +4 Survival (or master's skills); Weapon Finesse (bite).

**Dodo Familiar:** CR —; Small magical beast; HD 1; hp 1/2 master's; Init +0 (Dex); Spd 20 ft.; AC 14; Atk +0 melee (1d2, bite); Face/Reach 2 1/2 ft. by 2 1/2 ft./0 ft.; SQ grant +1 luck to saves, grant Alertness, improved evasion, share spells, empathic link; AL neutral; SV Fort +0, Ref +1, Will +0; Str 2, Dex 10, Con 10, Int 6, Wis 10, Cha 12. *Skills and Feats:* +4 Listen, +4 Spot, +3 Survival (or master's skills).

**Ethiopian Wolf Familiar:** CR 1; Medium-size magical beast; HD 2, hp 1/2 master's; Init +2 (Dex); Spd 50 ft.; AC 15; Atk +3 melee (1d6+1, bite); Face/Reach 5 ft. by 5 ft./5 ft.; SA Trip; SQ Scent, grant track by scent; AL N; SV Fort +5, Ref +5, Will +1;

### Table 1-3: Chronomancer Familiars

| Familiar | Benefit |
|---|---|
| Columbine Monkey | Master gains +2 inherent bonus on Healing checks. |
| Dodo | Master gains +1 luck bonus to all saving throws. |
| Ethiopian Wolf | Master gains the track by scent ability. |
| Forest Owlet | Master gains the +1 AC bonus for small size (even if he is medium size or larger). |
| Lab Rat | Master gains +2 inherent bonus on Escape Artist checks. |
| Spotted Owl | Master gains +2 inherent bonus on Survival checks. |
| Three Stripped Box Turtle | Master gains +2 inherent bonus to save throws versus disease |
| Torrent Treefrog | Master gains +1 inherent bonus to poison saving throws, +2 vs fungus poisons. |
| Wandering Albatross | Master can reroll any one roll once per day, as per the Luck domain ability. |



Michael Short (order #2081358)

Str 13, Dex 15, Con 15, Int 6, Wis 12, Cha 6. *Skills and Feats:* Hide +3, Listen +6, Move Silently +4, Spot +4, Survival +1 (+4 on Survival checks when tracking by scent); Weapon Finesse (bite).
Trip (Ex): If the wolf hits with its bite, it can attempt to trip as a free action without making the usual touch attack and without the chance to be tripped if it fails.

**Forest Owlet Familiar:** CR —; Tiny magical beast; HD 1; hp 1/2 master's; Init +3 (Dex); Spd 10 ft., fly 40 ft. (average); AC 18; Atk +5 melee (1d2–2, claws); Face/Reach 2 1/2 ft. by 2 1/2 ft./0 ft.; SQ Low-light vision, grant +1 AC for size, grant Alertness, improved evasion, share spells, empathic link; AL any; SV Fort +2, Ref +5, Will +4; Str 6, Dex 17, Con 10, Int 6, Wis 14, Cha 4. *Skills and Feats:* Hide +7, Listen +14, Move Silently +20, Spot +6 (+8 on Spot checks in dusk and darkness) (or master's skills); Weapon Finesse (claws).

**Lab Rat Familiar:** CR —; Tiny magical beast; HD 1; hp 1/2 master's; Init +2 (Dex); Spd 15 ft., climb 15 ft.; AC 15; Atk +4 melee (1d3–4, bite); Face/Reach 2 1/2 ft. by 2 1/2 ft./0 ft.; SQ Scent, change, mutation, grant +2 Escape Artist, grant Alertness, improved evasion, share spells, empathic link; AL any; SV Fort +2, Ref +4, Will +3; Str 2, Dex 15, Con 10, Int 6, Wis 12, Cha 2. *Skills and Feats:* Balance +10, Climb +12, Hide +18, Move Silently +10 (or master's skills); Weapon Finesse (bite). See Lab Rat in Chapter 14: Monsters for information on the change and mutation special qualities. Change modifies one or two of the lab rat's ability scores. These may change his other statistics such as armor class, saving throws etc.

**Spotted Owl Familiar:** CR —; Tiny magical beast; HD 1; hp 1/2 master's; Init +3 (Dex); Spd 10 ft., fly 40 ft. (average); AC 18; Atk +5 melee (1d4–2, claws); Face/Reach 2 1/2 ft. by 2 1/2 ft./0 ft.; SQ Low-light vision, grant +2 on Survival checks, grant Alertness, improved evasion, share spells, empathic link; AL any; SV Fort +2, Ref +5, Will +4; Str 6, Dex 17, Con 10, Int 6, Wis 14, Cha 4. *Skills and Feats:* Hide +7, Listen +14, Move Silently +20, Spot +6 (+8 on Spot checks in dusk and darkness) (or master's skills); Weapon Finesse (claws).

**Three Stripped Box Turtle:** CR —; Small magical beast; HD 1; hp 1/2 master's; Init +0; Spd 10 ft., swim 30; AC 25; Atk +2 melee (1d4, bite); Face/Reach 2 1/2 ft. by 2 1/2 ft./0 ft.; SQ Great Fortitude, grant +2 on save vs disease, grant Alertness, improved evasion, share spells, empathic link; AL any; SV Fort +7, Ref -1, Will +4; Str 8, Dex 8, Con 16, Int 6, Wis 14, Cha 16. *Skills and Feats:* Listen +4, Spot +4, Swim +10, Survival +6 (or master's skills); Weapon Finesse (bite).

**Torrent Tree Frog Familiar:** CR —; Diminutive magical beast; HD 1; hp 1/2 master's; Init +1 (Dex); Spd 5 ft.; AC 16; Atk —; Face/Reach 1 ft. by 1 ft./0 ft.; SQ Grant +1 vs poison, +2 vs fungus, grant Alertness, improved evasion, share spells, empathic link; AL any; SV Fort +2, Ref +3, Will +4; Str 1, Dex 14, Con 11, Int 6, Wis 14, Cha 4. *Skills:* Hide +21, Listen +5, Spot +5 (or master's skills).

**Wandering Albatross:** CR —; Small magical beast; HD 2; hp 1/2 master's; Init +3 (Dex); Spd 10 ft, fly 40ft. (average), swim 20ft.; AC 16; Atk+3 melee (1d3-4 bite) Face/Reach 2 1/2 ft. by 2 1/2 ft./0 ft.; SQ Bad luck, Grant +1 luck domain ability, grant Alertness, improved evasion, share spells, empathic link; AL any; SV Fort +2, Ref +3, Will +4; Str 2, Dex 14, Con 10, Int 6, Wis 12, Cha 12. *Skills:* Listen +10, Spot +10 (or master's skills).

## Chronomancer Sorcerer

These spellcasters feel the call of time. As youths, they may be exceptionally bright or gifted in any field that requires the precise use of time. They develop many of their abilities on their own, only discovering the chronomancy community once they start to time travel. Chronomancer sorcerers enjoy a freedom from

**Table 1-4: The Chronomancer Sorcerer**

| Level | Base Attack Bonus | Fort Save | Ref Save | Will Save | Special | Spells per Day 0 | 1st | 2nd | 3rd | 4th | 5th | 6th | 7th | 8th | 9th |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| 1st | +0 | +0 | +0 | +2 | Temporal access, temporal spells, summon familiar | 5 | 3 | — | — | — | — | — | — | — | — |
| 2nd | +1 | +0 | +0 | +3 | | 6 | 4 | — | — | — | — | — | — | — | — |
| 3rd | +1 | +1 | +1 | +3 | | 6 | 5 | — | — | — | — | — | — | — | — |
| 4th | +2 | +1 | +1 | +4 | | 6 | 6 | 3 | — | — | — | — | — | — | — |
| 5th | +2 | +1 | +1 | +4 | | 6 | 6 | 4 | — | — | — | — | — | — | — |
| 6th | +3 | +2 | +2 | +5 | | 6 | 6 | 5 | 3 | — | — | — | — | — | — |
| 7th | +3 | +2 | +2 | +5 | | 6 | 6 | 6 | 4 | — | — | — | — | — | — |
| 8th | +4 | +2 | +2 | +6 | | 6 | 6 | 6 | 5 | 3 | — | — | — | — | — |
| 9th | +4 | +3 | +3 | +6 | | 6 | 6 | 6 | 6 | 4 | — | — | — | — | — |
| 10th | +5 | +3 | +3 | +7 | | 6 | 6 | 6 | 6 | 5 | 3 | — | — | — | — |
| 11th | +5 | +3 | +3 | +7 | | 6 | 6 | 6 | 6 | 6 | 4 | — | — | — | — |
| 12th | +6/+1 | +4 | +4 | +8 | | 6 | 6 | 6 | 6 | 6 | 5 | 3 | — | — | — |
| 13th | +6/+1 | +4 | +4 | +8 | | 6 | 6 | 6 | 6 | 6 | 6 | 4 | — | — | — |
| 14th | +7/+2 | +4 | +4 | +9 | | 6 | 6 | 6 | 6 | 6 | 6 | 5 | 3 | — | — |
| 15th | +7/+2 | +5 | +5 | +9 | | 6 | 6 | 6 | 6 | 6 | 6 | 6 | 4 | — | — |
| 16th | +8/+3 | +5 | +5 | +10 | | 6 | 6 | 6 | 6 | 6 | 6 | 6 | 5 | 3 | — |
| 17th | +8/+3 | +5 | +5 | +10 | | 6 | 6 | 6 | 6 | 6 | 6 | 6 | 6 | 4 | — |
| 18th | +9/+4 | +6 | +6 | +11 | | 6 | 6 | 6 | 6 | 6 | 6 | 6 | 6 | 5 | 3 |
| 19th | +9/+4 | +6 | +6 | +11 | | 6 | 6 | 6 | 6 | 6 | 6 | 6 | 6 | 6 | 4 |
| 20th | +10/+5 | +6 | +6 | +12 | | 6 | 6 | 6 | 6 | 6 | 6 | 6 | 6 | 6 | 6 |



Michael Short (order #2081358)

the rules of time travel that few others enjoy but they are more closely watched, when discovered, as a result.

Chronomancer sorcerers must know at least one chronomancy spell of each spell level they can cast and they must choose one banned school, which may not be divination. One of their spell slots per spell level can only be used to cast chronomancy spells. These restrictions are similar to a specialist wizard but the chronomancer sorcerer gains no extra known spells or spells per day. They have temporal access and can thus use chronomancy spells and feats as a chronomancer does.

**Adventures:** Chronomancer sorcerers explore for the same reason as chronomancers, to learn about time. However, they are not driven by the need to learn new spells as magic comes to them naturally. There is less risk for them. They have no spell book to lose and may feel more comfortable exploring time without the risk of loosing such an item and becoming stranded in a time. Races that are longer lived may tend toward becoming chronomancer sorcerers rather then chronomancers.

**Characteristics:** Chronomancer sorcerers benefit from high charisma while time traveling. It is easier for them to enjoy the best of any era. (This only adds to their charisma.) A tell tale sign a sorcerer is actually a chronomancer sorcerer may be his superb health, fine clothing, perfect vision, teeth and appearance.

**Alignment:** Chronomancer sorcerers can be of any alignment. Those that have received formal training tend to be lawful and more aware of the chronomancy community. Those that learned on their own are more likely to be chaotic but they tend to have more trouble with the chronomancy community.

**Religion:** Like sorcerers, chronomancer sorcerers have no need to worship any deity. Those that do tend towards deities related to time, or choose a deity based on what is best for their circumstances.

**Background:** Chronomancer sorcerers are recognized as a part of the chronomancy community, even if they choose to be loners. They are just as secretive, if not more so, then chronomancers.

**Races:** Most chronomancer sorcerers are human. Others are from shorter-lived races. Members of longer-lived races who do explore chronomancy tend to become chronomancer sorcerers, rather then chronomancers.

**Other Classes:** Chronomancer sorcerers get along best with sorcerers. Rogues get along with the more chaotic chronomancer sorcerers. Besides because time travel is viewed as unnatural, chronomancer sorcerers who do not worship any deity may not get along well with druids or clerics.

## Game Rule Information

Chronomancer sorcerers have the following game statistics.

**Abilities:** Charisma determines how powerful a spell a chronomancer sorcerer can cast, how many spells he can cast per day, and how hard those spells are to resist. To cast a spell, a chronomancer sorcerer must have a Charisma score of 10+ the spell's level. A chronomancer sorcerer gets bonus spells based on Charisma. The Difficulty Class of a saving throw against a chronomancer sorcerer's spell is 10+ the spell's level + the chronomancer sorcerer's Charisma modifier. Like a chronomancer, a chronomancer sorcerer benefits from high Dexterity and Constitution scores.

**Alignment:** Any.

**Hit Die:** d4

### Class Skills

The chronomancer sorcerer's class skills (and the key ability for each skill) are Bluff (Cha), Concentration (Con), Craft (Int), Knowledge (arcana) (Int), Knowledge (temporal) (Int), Knowledge (any history), Prophecy (Wis), Profession (Wis), and Spellcraft (Int). See the Skills of the Core Handbook and Chapter 4: Skills, in this book, for skill descriptions.

**Skill Points at 1st Level:** (2+Int modifier) x4

**Skill Points at Each Additional Level:** 2+Int modifier.

### Class Features

All of the following are class features of the chronomancer sorcerer.

**Armor and Weapon Proficiency:** Chronomancer sorcerers are proficient with all simple weapons. They are not proficient with any type of armor, nor with shields. Armor of any type interferes with a chronomancer sorcerer's arcane gestures, which can cause his spells to fail (if those spells have somatic components).

**Spells:** A chronomancer sorcerer casts arcane spells which are

**Table 1-5: Chronomancer Sorcerer Spells Known**

| | Spells Known | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|---|
| **Level** | **0** | **1st** | **2nd** | **3rd** | **4th** | **5th** | **6th** | **7th** | **8th** | **9th** |
| 1st | 4 | 2 | — | — | — | — | — | — | — | — |
| 2nd | 5 | 2 | — | — | — | — | — | — | — | — |
| 3rd | 5 | 3 | — | — | — | — | — | — | — | — |
| 4th | 6 | 3 | 1 | — | — | — | — | — | — | — |
| 5th | 6 | 4 | 2 | — | — | — | — | — | — | — |
| 6th | 7 | 4 | 2 | 1 | — | — | — | — | — | — |
| 7th | 7 | 5 | 3 | 2 | — | — | — | — | — | — |
| 8th | 8 | 5 | 3 | 2 | 1 | — | — | — | — | — |
| 9th | 8 | 5 | 4 | 3 | 2 | — | — | — | — | — |
| 10th | 9 | 5 | 4 | 3 | 2 | 1 | — | — | — | — |
| 11th | 9 | 5 | 5 | 4 | 3 | 2 | — | — | — | — |
| 12th | 9 | 5 | 5 | 4 | 3 | 2 | 1 | — | — | — |
| 13th | 9 | 5 | 5 | 4 | 4 | 3 | 2 | — | — | — |
| 14th | 9 | 5 | 5 | 4 | 4 | 3 | 2 | 1 | — | — |
| 15th | 9 | 5 | 5 | 4 | 4 | 4 | 3 | 2 | — | — |
| 16th | 9 | 5 | 5 | 4 | 4 | 4 | 3 | 2 | 1 | — |
| 17th | 9 | 5 | 5 | 4 | 4 | 4 | 3 | 3 | 2 | — |
| 18th | 9 | 5 | 5 | 4 | 4 | 4 | 3 | 3 | 2 | 1 |
| 19th | 9 | 5 | 5 | 4 | 4 | 4 | 3 | 3 | 3 | 2 |
| 20th | 9 | 5 | 5 | 4 | 4 | 4 | 3 | 3 | 3 | 3 |



Michael Short (order #2081358)

drawn from the sorcerer/wizard and chronomancer spell lists. He can cast any spell he knows without preparing it ahead of time, the way a wizard or a cleric must (see below). To learn or cast a spell, a chronomancer sorcerer must have a Charisma score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against a sorcerer's spell is 10 + the spell level + the sorcerer's Charisma modifier. Like other spellcasters, a chronomancer sorcerer can cast only a certain number of spells of each spell level per day. His base daily spell allotment is given on Table 1-4: The Chronomancer Sorcerer. In addition, he receives bonus spells per day if he has a high Charisma score.

A chronomancer sorcerer's selection of spells is extremely limited. A chronomancer sorcerer begins play knowing four 0-level spells and two 1st-level spells of your choice. At each new chronomancer sorcerer level, he gains one or more new spells, as indicated on Table 1-5: Chronomancer Sorcerer Spells Known. (Unlike spells per day, the number of spells a chronomancer sorcerer knows is not affected by his Charisma score; the numbers on Table 1-5: Chronomancer Sorcerer Spells Known are fixed.) These new spells can be common spells chosen from the sorcerer/wizard or chronomancer spell list, or they can be unusual spells that the chronomancer sorcerer has gained some understanding of by study. The chronomancer sorcerer can't use this method of spell acquisition to learn spells at a faster rate, however.

Upon reaching 4th level, and at every even-numbered chronomancer sorcerer level after that (6th, 8th, and so on), a chronomancer sorcerer can choose to learn a new spell in place of one he already knows. In effect, the chronomancer sorcerer "loses" the old spell in exchange for the new one. The new spell's level must be the same as that of the spell being exchanged, and it must be at least two levels lower than the highest-level chronomancer sorcerer spell the chronomancer sorcerer can cast. A chronomancer sorcerer may swap only a single spell at any given level, and must choose whether or not to swap the spell at the same time that he gains new spells known for the level.

Unlike a wizard or a cleric, a chronomancer sorcerer need not prepare his spells in advance. He can cast any spell he knows at any time, assuming he has not yet used up his spells per day for that spell level. He does not have to decide ahead of time which spells he'll cast.

**Temporal Access (Ex):** The chronomancer sorcerer may take temporal feats and gain ranks in temporal skills. Temporal access is further explained at the beginning of Chapter 1: Classes.

*Normal*: Characters without temporal access may never gain temporal feats or gain ranks in temporal skills

**Temporal Spells (Ex):** The chronomancer sorcerer may learn spells from the chronomancer and chronomancer sorcerer list as class spells.

*Normal*: Characters without temporal access and may only use chronomancy spells on their class spell list.

**Familiar:** A chronomancer sorcerer can call a familiar exactly as a sorcerer can (see Familiars in the Classes section of the Core Rulebook). A chronomancer sorcerer can also call chronomancers familiars (See Table 1-3: Chronomancer Familiars)

**Human Chronomancer Sorcerer Starting Package**

**Armor:** None, speed 30 ft.

**Weapons:** Shortspear (1d8, crit x3, 20 ft., 5 lb., Large, Piercing).

Light crossbow (1d8, crit 19–20/x2, 80 ft., 6 lb., Piercing).

**Skill Selection:** Pick a number of skills equal to 3 + Int modifier.

| Skill Ranks | Ability | Armor |
|---|---|---|
| Spellcraft | 4 Int | |
| Concentration | 4 Con | |
| Knowledge (arcana) | 4 Int | |
| Knowledge (temporal) | 4 Int | |
| Gather Information (cc) | 2 Cha | |
| Diplomacy (cc) | 2 Cha | |
| Hide (cc) | 2 Dex | 0 |
| Move Silently (cc) | 2 Dex | 0 |

**Feat:** Toughness.

**Bonus Feat:** Skill Focus (Spellcraft or other skill).

**Spells Known:** 0-level spells—*detect magic*, *ghost sound*, *light*, *read magic*.

1st-level spells—*temporal miss*, *magic missile*

**Gear:** Backpack with waterskin, one day's trail rations, bedroll, sack, and flint and steel. Hooded lantern, 5 pints of oil. Spell component pouch. Case with 10 crossbow bolts.

**Gold:** 3d4 gp.

**Alternative Chronomancer Sorcerer Starting Package**

As human sorcerer, except

**Race:** Dwarf, elf, half-elf, half-orc.

**Armor:** Speed 20 ft. (dwarf only).

**Skill Selection:** Pick a number of skills equal to 2 + Int modifier.

**Bonus Feat:** None.

**Alternative Chronomancer Sorcerer Starting Package**

As human chronomancer sorcerer, except

**Race:** Gnome or halfling.

**Armor:** Speed 20 ft.

**Weapons:** Morning star (1d8, crit x2, 8 lb., Medium-size, Bludgeoning and Piercing) instead of shortspear.

**Skill Selection:** Pick a number of skills equal to 2 + Int modifier.

**Bonus Feat:** None.

**Gold:** 1d4 gp.

## Divine Chronomancer

*I worship time.*

**Adventures:** The divine chronomancer's role is very much defined by which deity he worships. As the deity controls the divine chronomancer's ability to time travel (and the deity could possible be held accountable for the divine chronomancer's actions!) the divine chronomancer rarely time travels without a reason. Chaotic or evil divine chronomancers cause trouble, neutral ones try to maintain a balance and lawful or good ones try to undo problems.

**Characteristics:** Most churches have few divine chronomancers. The ones they have tend to be well prepared and educated. A divine chronomancer can expect aid from his church no matter what time period he is in. He can also expect to be recognized by members of his church regardless of the time period (the deity informs he clerics that the divine chronomancer is of



Michael Short (order #2081358)

the church unless she has reason to hide the divine chronomancer from her church). The divine chronomancer is the most restricted of any kind of time traveler as he must always answer for his actions directly to his deity but he benefits from the aid of his deity and church.

**Alignment:** Most divine chronomancers are lawful, even in chaotic churches. This assures obedience. A chaotic divine chronomancer could be very dangerous to his own church. Otherwise their alignment is greatly governed by which deity they worship.

**Religion:** Most divine chronomancers serve a deity of time, but just about every church has produced a divine chronomancer at one time. Any deity who has need to protect her own church can produce a divine chronomancer for that purpose. Since the divine chronomancer can eventually go anywhen in a given plane, and planeshift to other planes, deities rarely have need for many of them. (see Deities in the Core Handbook.)

**Background:** Divine chronomancers are usually members in good standing with their church, raised and educated there. They may not even be very aware of the problems with time travel, the fear and resulting hatred of those who can manipulate time.

**Races:** A divine chronomancer can be of any race but is usually of the favored race of their deity. As the deity chooses who becomes a divine chronomancer, there is a tendency towards her favorite race.

**Other Classes:** Besides members of their own church, divine chronomancers usually get along with other time travelers, clerics, and paladins of similar religions. Divine chronomancers, especially those that are the only one from their church, often do not see themselves as more then a specialized priest and do not posses the same attitudes or feelings that most chronomancers display. They may be much less secretive and worried about prosecution and thus get along better with others.

## Game Rule Information

The divine chronomancer has the following game statistics.

**Abilities:** Wisdom determines how powerful a spell a divine chronomancer can cast, how many spells the divine chronomancer can cast per day, and how hard those spells are to resist. To cast a spell, a divine chronomancer must have a Wisdom score of 10 + the spell's level. A divine chronomancer gets bonus spells based on Wisdom. The Difficulty Class of a saving throw against a divine chronomancer's spell is 10 + the spell's level + the divine chronomancer's Wisdom modifier. A high Constitution improves a divine chronomancer's hit points and improves his chances of resisting temporal change. A high Charisma improves his ability to turn undead.

**Alignment:** Varies by deity. A divine chronomancer's alignment (good, neutral or evil) must be within one step of his deity's, and it may not be neutral unless the deity's alignment is neutral. Most divine chronomancers are required to be lawful by their church, regardless of the deity's alignment.

**Hit Die:** d8

## Class Skills

The divine chronomancer's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Heal (Wis), Knowledge (any history), Knowledge (arcana) (Int), Knowledge (religion) (Int), Knowledge (temporal) (Int), Prophecy (Wis), Profession (Wis), and Spellcraft (Int). See the Skills section of the Core Handbook and Chapter 4: Skills in this book for skill descriptions.

**Domains and Class Skills:** A divine chronomancer who chooses Animal or Plant as one of his domains also has Knowledge (nature) (Int) as a class skill. A divine chronomancer who chooses Knowledge as one of his domains also has all Knowledge (Int) skills as class skills. A divine chronomancer who chooses Travel as one of his domains also has Survival as a class skill. A divine chronomancer who chooses Trickery as one of his domains

### Table 1-6: The Divine Chronomancer

| | | | | | | Spells per Day | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Level | Base Attack Bonus | Fort Save | Ref Save | Will Save | Special | 0 | 1st | 2nd | 3rd | 4th | 5th | 6th | 7th | 8th | 9th |
| 1st | +0 | +2 | +0 | +2 | Temporal access, temporal domains, temporal healing, turn undead | 3 | 1+1 | — | — | — | — | — | — | — | — |
| 2nd | +1 | +3 | +0 | +3 | | 4 | 2+1 | — | — | — | — | — | — | — | — |
| 3rd | +2 | +3 | +1 | +3 | | 4 | 2+1 | 1+1 | — | — | — | — | — | — | — |
| 4th | +3 | +4 | +1 | +4 | | 5 | 3+1 | 2+1 | — | — | — | — | — | — | — |
| 5th | +3 | +4 | +1 | +4 | | 5 | 3+1 | 2+1 | 1+1 | — | — | — | — | — | — |
| 6th | +4 | +5 | +2 | +5 | | 5 | 3+1 | 3+1 | 2+1 | — | — | — | — | — | — |
| 7th | +5 | +5 | +2 | +5 | | 6 | 4+1 | 3+1 | 2+1 | 1+1 | — | — | — | — | — |
| 8th | +6/+1 | +6 | +2 | +6 | | 6 | 4+1 | 3+1 | 3+1 | 2+1 | — | — | — | — | — |
| 9th | +6/+1 | +6 | +3 | +6 | | 6 | 4+1 | 4+1 | 3+1 | 2+1 | 1+1 | — | — | — | — |
| 10th | +7/+2 | +7 | +3 | +7 | | 6 | 4+1 | 4+1 | 3+1 | 3+1 | 2+1 | — | — | — | — |
| 11th | +8/+3 | +7 | +3 | +7 | | 6 | 5+1 | 4+1 | 4+1 | 3+1 | 2+1 | 1+1 | — | — | — |
| 12th | +9/+4 | +8 | +4 | +8 | | 6 | 5+1 | 4+1 | 4+1 | 3+1 | 3+1 | 2+1 | — | — | — |
| 13th | +9/+4 | +8 | +4 | +8 | | 6 | 5+1 | 5+1 | 4+1 | 4+1 | 3+1 | 2+1 | 1+1 | — | — |
| 14th | +10/+5 | +9 | +4 | +9 | | 6 | 5+1 | 5+1 | 4+1 | 4+1 | 3+1 | 3+1 | 2+1 | — | — |
| 15th | +11/+6/+1 | +9 | +5 | +9 | | 6 | 5+1 | 5+1 | 5+1 | 4+1 | 4+1 | 3+1 | 2+1 | 1+1 | — |
| 16th | +12/+7/+2 | +10 | +5 | +10 | | 6 | 5+1 | 5+1 | 5+1 | 4+1 | 4+1 | 3+1 | 3+1 | 2+1 | — |
| 17th | +12/+7/+2 | +10 | +5 | +10 | | 6 | 5+1 | 5+1 | 5+1 | 5+1 | 4+1 | 4+1 | 3+1 | 2+1 | 1+1 |
| 18th | +13/+8/+3 | +11 | +6 | +11 | | 6 | 5+1 | 5+1 | 5+1 | 5+1 | 4+1 | 4+1 | 3+1 | 3+1 | 2+1 |
| 19th | +14/+9/+4 | +11 | +6 | +11 | | 6 | 5+1 | 5+1 | 5+1 | 5+1 | 5+1 | 4+1 | 4+1 | 3+1 | 3+1 |
| 20th | +15/+10/+5 | +12 | +6 | +12 | | 6 | 5+1 | 5+1 | 5+1 | 5+1 | 5+1 | 4+1 | 4+1 | 4+1 | 4+1 |



Michael Short (order #2081358)

also has Bluff (Cha), Disguise (Cha), and Hide (Dex) as class skills. See Deity, Domains, and Domain Spells, below, for more information.

**Skill Points at 1st Level:** (2+Int modifier) x4

**Skill Points at Each Additional Level:** 2+Int modifier.

## Class Features

All of the following are class features of the divine chronomancer.

**Armor and Weapon Proficiency:** Divine chronomancers are proficient with all simple weapons. Divine chronomancers are proficient with all types of armor (light, medium, and heavy) and with shields.

Some deities have favoured weapons, and divine chronomancers consider it a point of pride to wield them. A divine chronomancer whose deity's favoured weapon is a martial weapon and who chooses War as one of his domains receives the Martial Weapon Proficiency feat related to that weapon for free, as well as the Weapon Focus feat related to that weapon. (See the Feats section of the Core Rulebook.)

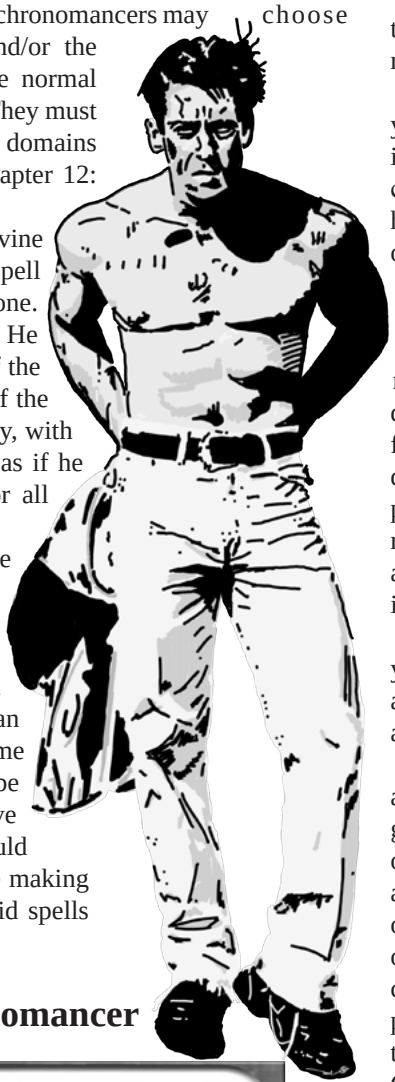
**Temporal Access (Ex):** The divine chronomancer may take temporal feats and gain ranks in temporal skills. Temporal access is further explained at the beginning of Chapter 1: Classes.

*Normal*: Characters without temporal access may never gain temporal feats or gain ranks in temporal skills

**Temporal Domains:** Divine chronomancers may choose the domain of Time Travel and/or the temporal domain instead of the normal domains offered by their deity. They must follow all the normal rules for domains otherwise. (See Domains in Chapter 12: Spells.)

**Temporal Healing** The divine chronomancer increases the spell level of all his healing spells by one. They are harder for him to use. He heals by undoing the damage. If the divine chronomancer heals all of the damage caused by a single injury, with a single spell, it also functions as if he had cast *cure critical injury* for all effects of that injury.

**Temporal Spells:** The divine chronomancer may choose one spell from the chronomancer and chronomancer sorcerer spell list, per spell level, and add it to his list of spells. He can choose these spells at anytime but once chosen, they can not be changed. His deity must approve of the choice and the player should consult his Game Master before making a selection. Deities tend to avoid spells that cause paradoxes.



**A Chronomancer**

**Spells:** A divine chronomancer casts divine spells according to Table 1–6: Divine Chronomancer. A divine chronomancer may prepare and cast any spell on the cleric or divine chronomancer spell list (see the spells section of the Core Rulebook and Chapter 12: Spells in this book), provided he can cast spells of that level. (Alignment restrictions mean that casting some spells may have unpleasant consequences.) The Difficulty Class for a saving throw against a divine chronomancer's spell is 10 + the spell's level + the divine chronomancer's Wisdom modifier.

Divine chronomancer do not acquire their spells from books or scrolls, nor prepare them through study. Instead, they meditate or pray for their spells, receiving them through their own strength of faith or as divine inspiration. Each divine chronomancer must choose a time at which he must spend an hour each day in quiet contemplation or supplication to regain his daily allotment of spells (typically, this hour is at dawn or noon for good divine chronomancers and at dusk or midnight for evil ones). Time spent resting has no effect on whether a divine chronomancer can prepare spells.

In addition to his standard spells, a divine chronomancer gets one domain spell of each spell level, starting at 1st. When a divine chronomancer prepares a domain spell, it must come from one of his two domains (see below for details).

Some chaotic deities may require their divine chronomancers to be lawful. A lawful divine chronomancer of a chaotic deity can not use lawful spells or chaotic spells.

**Deity, Domains, and Domain Spells:** Choose a deity for your divine chronomancer. Information on deities can be found in the Description section of the Core Rulebook and other campaign manuals. The divine chronomancer's deity influences his alignment, what magic he can perform, his values, and how others see him.

If a race is listed under "Typical Worshipers" the divine chronomancer must be of one of those races to choose that deity as his own (the god may have occasional worshipers of other races, but not divine chronomancer). When you have chosen a deity and an alignment for your divine chronomancer, choose two from among the deity's domains for your divine chronomancer's domains. While the clerics and divine chronomancers of a particular religion are united in their reverence for their deity, each religion encompasses different aspects. You can only select an alignment domain (such as Good) for your divine chronomancer if his alignment matches that domain.

If your divine chronomancer is not devoted to a particular deity, you still select two domains to represent his spiritual inclinations and abilities (but the restriction on alignment domains still applies).

Each domain gives your divine chronomancer access to a domain spell at each spell level, from 1st on up, as well as a granted power. Your divine chronomancer gets the granted powers of all the domains selected. With access to two domain spells at a given spell level, a divine chronomancer prepares one or the other each day. If a domain spell is not on the Cleric Spells list or the Divine Chronomancer Spells List, a divine chronomancer can only prepare it in his domain slot. Domain spells and granted powers are listed in Cleric Domains, in the Spells section of the Core Rulebook. The chronomancy domain can be found in Chapter 12.



Michael Short (order #2081358)

For example, Keirra is a divine chronomancer of Link. She chooses Divination and Time Travel as her two domains. She gets both granted powers of her selected domains. The Divination domain allows her to cast all divination spells at +2 caster levels (as if she were two levels higher in experience as a divine chronomancer) as a granted power, and it gives her access to *identify* as a domain spell. The Time Travel domain gives her the Internal Clock feat and it gives her access to *protected memory* as a domain spell.

When Kierra prepares her spells, she gets one 1st-level spell for being a 1st-level divine chronomancer, one 1st-level spell for having a high Wisdom (15), and one domain spell. The domain spell must be one of the two to which she has access, either *identify* or *protected memory*.

Lawful divine chronomancers of chaotic deities may not take the domains of Law or Chaos.

**Spontaneous Casting:** Good divine chronomancers (and neutral divine chronomancers of good deities) can channel stored spell energy into healing spells that they have not prepared ahead of time. The divine chronomancer can "lose" a prepared spell in order to cast any *cure* spell of the same level or lower (a *cure* spell is any spell with "cure" in its name). For example, a good divine chronomancer who has prepared *command* (a 1st-level spell) may lose *command* in order to cast *cure light wounds* (also a 1st-level spell). Divine chronomancers of good deities can cast *cure* spells in this way because they are especially proficient at wielding positive energy.

Remember that divine chronomancers take a 1 level penalty on their healing spells. To spontaneously cast a *cure light wounds* spell they would have to use a 2nd level spell slot. A 1st level slot can only produce a *cure minor wounds* spell.

An evil divine chronomancer (or a neutral divine chronomancer of an evil deity), on the other hand, can not convert prepared spells to *cure* spells but can convert them to *inflict* spells (an *inflict* spell is one with "inflict" in the title). Such divine chronomancer are especially proficient at wielding negative energy.

A divine chronomancer who is neither good nor evil and whose deity is neither good nor evil can convert spells either to *cure* spells or to *inflict* spells (player's choice), depending on whether the divine chronomancer is more proficient at wielding positive or negative energy. Once the player makes this choice, it cannot be reversed. This choice also determines whether the neutral divine chronomancer turns or commands undead (See the Classes section of the Core Rulebook for specific exceptions).

A divine chronomancer can not use spontaneous casting to convert domain spells into *cure* or *inflict* spells. These spells arise from the particular powers of the divine chronomancer's deity, not divine energy in general.

**Chaotic, Evil, Good, and Lawful Spells:** A divine chronomancer can not cast spells of an alignment opposed to his own or to his deity's. For example, a good divine chronomancer or a neutral divine chronomancer of a good deity cannot cast evil spells. Spells associated with the domains of Chaos, Evil, Good, and Law are identified as such on the "Level" line of the spell description.

**Turn or Rebuke Undead:** A good divine chronomancer (or a neutral divine chronomancer who worships a good deity) has the supernatural ability to turn undead, such as skeletons, zombies, ghosts, and vampires, forcing these unholy abominations to recoil from the channelled power of the god the divine chronomancer worships. Evil divine chronomancer (and neutral divine chronomancer who worship evil deities) can rebuke such creatures. Neutral divine chronomancer of neutral deities can do one or the other (player's choice), depending on whether the divine chronomancer is more proficient at wielding positive or negative energy. Once the player makes this choice, it cannot be reversed. This choice also determines whether the neutral divine chronomancer can cast spontaneous *cure* or *inflict* spells (See the Classes section of the Core Rulebook for specific exceptions and Turn and Rebuke Undead in the Combat section of the Core Rulebook).

A divine chronomancer may attempt to turn or rebuke undead a number of times per day equal to three plus his Charisma modifier.

**Extra Turning:** As a feat, a divine chronomancer may take Extra Turning. This feat allows the divine chronomancer

**Table 1-7: The Nega Psychic**

| Level | Base Attack Bonus | Fort Save | Ref Save | Will Save | Special | Power Points/ Day | Powers Known | Maximum Power Level Known |
|---|---|---|---|---|---|---|---|---|
| 1st | +0 | +0 | +0 | +2 | Bonus feat, negativity, resistance | 2 | 3 | 1st |
| 2nd | +1 | +0 | +0 | +3 | — | 6 | 5 | 1st |
| 3rd | +1 | +1 | +1 | +3 | Tough defense | 11 | 7 | 2nd |
| 4th | +2 | +1 | +1 | +4 | — | 17 | 9 | 2nd |
| 5th | +2 | +1 | +1 | +4 | Bonus feat | 25 | 11 | 3rd |
| 6th | +3 | +2 | +2 | +5 | — | 35 | 13 | 3rd |
| 7th | +3 | +2 | +2 | +5 | — | 46 | 15 | 4th |
| 8th | +4 | +2 | +2 | +6 | — | 58 | 17 | 4th |
| 9th | +4 | +3 | +3 | +6 | — | 72 | 19 | 5th |
| 10th | +5 | +3 | +3 | +7 | Bonus feat | 88 | 21 | 5th |
| 11th | +5 | +3 | +3 | +7 | — | 106 | 22 | 6th |
| 12th | +6/+1 | +4 | +4 | +8 | — | 126 | 24 | 6th |
| 13th | +6/+1 | +4 | +4 | +8 | — | 147 | 25 | 7th |
| 14th | +7/+2 | +4 | +4 | +9 | — | 170 | 27 | 7th |
| 15th | +7/+2 | +5 | +5 | +9 | Bonus feat | 195 | 28 | 8th |
| 16th | +8/+3 | +5 | +5 | +10 | — | 221 | 30 | 8th |
| 17th | +8/+3 | +5 | +5 | +10 | — | 250 | 31 | 9th |
| 18th | +9/+4 | +6 | +6 | +11 | — | 280 | 33 | 9th |
| 19th | +9/+4 | +6 | +6 | +11 | — | 311 | 34 | 9th |
| 20th | +10/+5 | +6 | +6 | +12 | Bonus feat | 343 | 36 | 9th |



Michael Short (order #2081358)

to turn undead four more times per day than normal. A divine chronomancer can take this feat multiple times, gaining four extra daily turning attempts each time.

**Bonus Languages:** A divine chronomancer's list of bonus languages includes Celestial (any good outsider), Abyssal (chaotic evil outsiders), and Infernal (lawful evil outsiders), in addition to the bonus languages available to the character because of his race (see Race and Languages in Chapter 2: Races and the Speak Language skill in the Skills section of the Core Rulebook). In addition he can take the ancient or future versions of any language that he can take as a bonus language.

**Ex- Divine Chronomancers:** A divine chronomancer who grossly violates the code of conduct expected by his god (generally acting in ways opposed to the god's alignment or purposes) loses all spells and class features and cannot gain levels as a divine chronomancer of that god until he atones (see the *atonement* spell description, the Spells section of the Core Rulebooks).

**Human Divine Chronomancer Starting Package**

**Armor:** Scale mail +4 AC, large wooden shield +2 AC, armor check penalty –6, speed 20 ft., 40 lb.

**Weapons:** Heavy mace (1d8, crit x2, 12 lb., Medium-size, Bludgeoning).
Light crossbow (1d8, crit 19–20/x2, 80 ft., 6 lb., Small, Piercing).

**Skill Selection:** Pick a number of skills equal to 3 + Int modifier.

| Skill Ranks | Ability | Armor |
|---|---|---|
| Spellcraft | 4 Int | |
| Concentration | 4 Con | |
| Heal | 4 Wis | |
| Knowledge (religion) | 4 Int | |
| Knowledge (temporal) | 4 Int | |
| Diplomacy | 4 Cha | |

**Feat:** Scribe Scroll.

**Bonus Feat:** Alertness.

**Deity/Domains:** Link/Fate and Time Travel

**Gear:** Backpack with waterskin, one day's trail rations, bedroll, sack, and flint and steel. Case with 10 crossbow bolts. Metal holy symbol: chain of Link. Three torches.

**Gold:** 1d4 gp.

**Dwarven Divine Chronomancer Starting Package**

As human divine chronomancer, except

**Armor:** Speed 15 ft.

**Weapons:** Warhammer (1d8, crit x3, 12 lb., Medium-size, Bludgeoning) instead of heavy mace.

**Skill Selection:** Pick a number of skills equal to 2 + Int modifier.

**Feat:** Martial Weapon Proficiency (warhammer).

**Bonus Feat:** None.

**Deity/Domains:** Link/Law and Time Travel.

**Gear:** Metal holy symbol: Chain of Link.

**Elvin Divine Chronomancer Starting Package**

As human cleric, except

**Weapons:** Longsword (1d8, crit 19–20/x2, 4 lb., Medium-size, Slashing) instead of heavy mace.
Shortbow (1d6, x3 crit, 60 ft., 2 lb., Medium-size, Piercing) instead of crossbow.

**Skill Selection:** Pick a number of skills equal to 2 + Int modifier.

**Bonus Feat:** None.

**Deity/Domains:** Link/Law and Time Travel.

**Gear:** Quiver of 20 arrows instead of case of bolts. Metal holy symbol: Chain of Link.

## Nega-Psychic

*No.*

*Atop an outcropping of rock, deep in a mountain range, a man stands straight and tall against a frigid gale wind. His thick, pleated robes, the color of night, stir slightly. His black hair ripples like fire. Granite colored eyes look ahead unblinking, unflinching against the squall. A bead of sweat works its way down from his forehead until it vanishes to the left. He seems heavier somehow, like a diorite statue resting on the granite mountain, unmoving, inured from the ravages of nature. His buckled boots, obsidian-black and polished, are outlined by his short noon-shadow. He is as stone and not a man, not a thing that moved and breathed.*

*Beyond the describing of huge, the color of polished dark blood and greater and larger then other beast, an ancient red dragon hovers glowering before the man. Its massive paw, easily capable of cradling, crushing, the entire man, reaches forward not just to grab, but also to tear and maul, claws extended. Larger*

**Table 1-8: Nega-Psychic Bonus Power Points**

| Ability Score | Bonus Power Points (by Class Level) | | | | | | | | | | | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| | 1st | 2nd | 3rd | 4th | 5th | 6th | 7th | 8th | 9th | 10th | 11th | 12th | 13th | 14th | 15th | 16th | 17th | 18th | 19th | 20th |
| 10–11 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| 12–13 | 0 | 1 | 1 | 2 | 2 | 3 | 3 | 4 | 4 | 5 | 5 | 6 | 6 | 7 | 7 | 8 | 8 | 9 | 9 | 10 |
| 14–15 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 |
| 16–17 | 1 | 3 | 4 | 6 | 7 | 9 | 10 | 12 | 13 | 15 | 16 | 18 | 19 | 21 | 22 | 24 | 25 | 27 | 28 | 30 |
| 18–19 | 2 | 4 | 6 | 8 | 10 | 12 | 14 | 16 | 18 | 20 | 22 | 24 | 26 | 28 | 30 | 32 | 34 | 36 | 38 | 40 |
| 20–21 | 2 | 5 | 7 | 10 | 12 | 15 | 17 | 20 | 22 | 25 | 27 | 30 | 32 | 35 | 37 | 40 | 42 | 45 | 47 | 50 |
| 22–23 | 3 | 6 | 9 | 12 | 15 | 18 | 21 | 24 | 27 | 30 | 33 | 36 | 39 | 42 | 45 | 48 | 51 | 54 | 57 | 60 |
| 24–25 | 3 | 7 | 10 | 14 | 17 | 21 | 24 | 28 | 31 | 35 | 38 | 42 | 45 | 49 | 52 | 56 | 59 | 63 | 66 | 70 |
| 26–27 | 4 | 8 | 12 | 16 | 20 | 24 | 28 | 32 | 36 | 40 | 44 | 48 | 52 | 56 | 60 | 64 | 68 | 72 | 76 | 80 |
| 28–29 | 4 | 9 | 13 | 18 | 22 | 27 | 31 | 36 | 40 | 45 | 49 | 54 | 58 | 63 | 67 | 72 | 76 | 81 | 85 | 90 |
| 30–31 | 5 | 10 | 15 | 20 | 25 | 30 | 35 | 40 | 45 | 50 | 55 | 60 | 65 | 70 | 75 | 80 | 85 | 90 | 95 | 100 |
| 32–33 | 5 | 11 | 16 | 22 | 27 | 33 | 38 | 44 | 49 | 55 | 60 | 66 | 71 | 77 | 82 | 88 | 93 | 99 | 104 | 110 |
| 34–35 | 6 | 12 | 18 | 24 | 30 | 36 | 42 | 48 | 54 | 60 | 66 | 72 | 78 | 84 | 90 | 96 | 102 | 108 | 114 | 120 |
| 36–37 | 6 | 13 | 19 | 26 | 32 | 39 | 45 | 52 | 58 | 65 | 71 | 78 | 84 | 91 | 97 | 104 | 110 | 117 | 123 | 130 |
| 38–39 | 7 | 14 | 21 | 28 | 35 | 42 | 49 | 56 | 63 | 70 | 77 | 84 | 91 | 98 | 105 | 112 | 119 | 126 | 133 | 140 |
| 40–41 | 7 | 15 | 22 | 30 | 37 | 45 | 52 | 60 | 67 | 75 | 82 | 90 | 97 | 105 | 112 | 120 | 127 | 135 | 142 | 150 |



Michael Short (order #2081358)

*then sails, its wings are stretched out to full length in the wind. Its lungs are full, ready to unleash the fury of a volcano. Yet, it does nothing. It does not move except that the membranes of its wings flutter and the muscles around its face grow more tense, angry. And as long as the man looks on, the dragon will continue to do nothing.*

The power of denial is the strength of the nega-psychic. They can stop, absorb and turn away all forms of magic and psionics, countering spells, negating magic items and robbing the strength of those who would use the supernatural.

Some would say this is not power, the ability to stop a thing. Consider the mighty river. A damn can stop the river, slow a river to generate electricity, create lakes or turn desert into irrigated paradise. The nega-psychic uses the power of others.

**Adventures:** Nega-psychics are strong willed persons with a need to control. They adventure to battle chaos in general, or achieve some personal objective that will allow them to better control the world around them. Nega-psychics search for information or psionic items that will enhance their abilities. Nega-psychics are not required or obliged to stop or destroy magic, in fact, it is more to their advantage to encourage its existence. The more people that depend on magic, the stronger the nega-psychic is. Many nega-psychics act in some capacity to stop evil magic users and enforce laws about the use of magic.

**Characteristics:** The nega-psychic can halt and even control supernatural powers and abilities. They are average fighters who gain an advantage in combat by denying an opponent magic and/or psionics while possibly wielding such against the opponent. Opponents of equal strength as the nega-psychic, who do not depend on magic, will have an advantage when facing the nega-psychic.

**Alignment:** Most nega-psychics tend to be lawful because of the discipline required to learn their art. Others are chaotic because of the role in disrupting things. Good nega-psychics are often brought up thinking magic is bad or leads to evil. Evil nega-psychics often revel in the ability to control and manipulate their foes and make them feel helpless.

**Religion:** Nega-psychics usually choose not to worship any deity. Those that do, worship rare and obscure gods of psionics, the void or nothingness. The concept of accepting any blessings from a god goes against the nature of the nega-psychic.

**Background:** Nega-psychics most often appear in psionic communities. When there are enough psionic users around, nega-psychics seem to develop naturally. Smaller, weaker or younger children who were bullied by older siblings or classmates who wielded psionic powers are the most common beginnings for nega-psychics. Having gained some strength by becoming a nega-psychic, even the most evil ones tend to retain sympathetic towards the weak and bullied underdogs.

**Races:** As most psions are human, most nega-psychics are human. Elves develop a fair number of nega-psychics as, occasionally, their chaotic playful nature allows for bullying. Dwarves sometimes become nega-psychics but through stubbornness rather then as a defensive mechanism.

**Other Classes:** It would first seem that clerics, psions, psychic warriors, sorcerers and wizards would not get along with a nega-psychic, and to a certain extent, this is true. However, members of these classes know how dangerous their own powers are and fear the day they must face an opponent within similar powers. If they can put aside their misgivings, they can learn to appreciate the protection offered by a nega-psychic. Barbarians, fighters, rogues and even paladins and rangers, who do not use much magic, may more greatly appreciate the role of the nega-psychic in denying these powers to the enemy. Still there is always the adventurer who cries foul when his magic items cease to work, when the escape teleport is not available and the fly spell suddenly ends.

## Game Rule Information

Nega-psychics have the following game statistics.

**Abilities:** Constitution is important for the nega-psychic because most of his powers are Constitution based. The nega-psychic uses few powers on himself, so the extra hit points are important for survival. Dexterity is important to improve the nega-psychic's armor class for the same reason.

**Alignment:** Any

**Hit Die:** d4

### Class Skills

The nega-psychic's class skills (and the key ability for each skill) are Autohypnosis (Wis), Bluff (Cha), Climb (Str), Concentration (Con), Craft (Int), Diplomacy (Cha), Gather Information (Cha), Hide (Dex), Knowledge (all skills, taken individually) (Int), Move Silently (Dex), Profession (Wis), Psicraft (Int), Sense Motive (Wis), Spellcraft (Int) and Swim (Str). See the Skills section in the Core Rulebook and the Psionic Core Rulebook and Chapter 4: Skills, in this book, for skill descriptions.

**Skill Points at 1st Level:** (4+Int modifier) x4

**Skill Points at Each Additional Level:** 4 + Int modifier.

### Class Features

All of the following are class features of the nega-psychic.

**Weapon and Armor Proficiency:** Nega-psychics are proficient with the club, dagger, heavy crossbow, light crossbow, quarterstaff, and shortspear. They are not proficient with any type of armor or shield. Armor does not, however, interfere with the manifestation of powers.

**Power Points/Day:** A nega-psychic's ability to manifest powers is limited by the power points he has available. His base daily allotment of power points is given on Table 1-7: The Nega-psychic. In addition, he receives bonus power points per day if he has a high Constitution score (see Table 1-8: Nega-Psychic Bonus Power Points). His race may also provide bonus power points per day, as may certain feats and items.

**Discipline:** The nega-psychic does not choose a discipline but instead gains access to nega-psychic powers. He can not learn powers from disciplines. He can't even use such powers by employing psionic items.

**Powers Known:** A nega-psychic begins play knowing three powers of your choice. Each time he achieves a new level, he unlocks the knowledge of new powers.

Choose the powers known from the nega-psychic power list, or from the psion power list. You cannot choose powers from disciplines. (*Exception:* The feats Expanded Knowledge and Epic Expanded Knowledge allow a nega-psychic to learn powers





Michael Short (order #2081358)

from the lists of other disciplines or even other classes.) A nega-psychic can manifest any power that has a power point cost equal to or lower than his manifester level.

The number of times a nega-psychic can manifest powers in a day is limited only by his daily power points.

A nega-psychic simply knows his powers; they are ingrained in his mind. He does not need to prepare them (in the way that some spellcasters prepare their spells), though he must get a good night's sleep each day to regain all his spent power points.

The Difficulty Class for saving throws against nega-psychic powers is 10 + the power's level + the nega-psychic's Constitution modifier.

**Maximum Power Level Known:** A nega-psychic begins play with the ability to learn 1st-level powers. As he attains higher levels, a nega-psychic may gain the ability to master more complex powers. To learn or manifest a power, a nega-psychic must have a Constitution score of at least 10 + the power's level.

**Bonus Feat:** At 1st, 5th, 10th, 15th and 20th level the nega-psychic gains a bonus feat which may be any metamagic, psionic or temporal feat he qualifies for.

**Negativity:** The nega-psychic builds up negativity. This helps negate magic but can cause dark and brooding emotions. Each negative power the nega-psychic manifests gives him 1 point of negativity. When his negativity equals his manifester level he has achieves "negativity". This gives him the following effects;

*Spell Immunity*: He becomes immune to all spells and powers, of equal or lower level then the highest level power he can manifest. He effectively has an unbeatable SR regarding these spells and powers. This does not protect him from spells and powers for which SR does not apply.

*Suppression*: The nega-psychic suppresses the magical and psionic effects of all magical and psionic items on his person. Artifacts and items of significant power, such as those requiring twice the nega-psychic's level to craft, are immune to this effect. He can not activate magical or psionic items.

*Exclusion*: Powers on the nega-psychic list and magical and psionic items emulating these powers are not affected by negativity.

**Removing Negativity:** One hour spent performing 'positive' activities removes 1 point/manifester level. These activities include using the Climb, Craft, Forgery, Perform, Profession or Swim skills. The Game Master may allow other positive activities. Writing scrolls, teaching, cooking, climbing, forging swords, raking a Zen sand garden and similar activities are examples. The nega-psychic can not accumulate "positive points".

**Maximum Negativity:** There is no limit to how many points of negativity a nega-psychic can build up. Remaining in this state for days causes the nega-psychic's mood to sour and he becomes dark and brooding. After months like this, he suffers from depression and his alignment will eventually shift towards neutral. A very few nega-psychics have accumulated hundreds, and thousands, of points of negativity. This causes madness. The nega-psychic becomes immune to magic and radiates *dispel magic*. Restoring a nega-psychic from this condition is difficult. Much counseling is required.

Not all nega-psychics are dark and brooding people. A great number have very out-going personalities in an effort to continually counter their negativity. Bard/nega-psychics are an odd but useful combination.

**Negativity (Magic Items):** Magical and psionic items continuously suppressed by negativity for long periods eventually lose their properties. This takes at least a number of days equal to the level required to make the item. Nega-psychics tend to shy away from magic and psionic items as a result.

**Resistance:** Nega-psychics have both power resistance and spell resistance equal to their level. For example, a 5th level nega-psychic has power resistance: 5 and spell resistance: 5.

**Tough Defense:** At 3rd level, a nega-psychic gains a natural armor bonus equal to his Constitution bonus (if any).

**Human Nega-Psychic Starting Package**

**Armor:** None, speed 30 ft.

**Weapons:** Half spear (1d6, crit x3, 20 ft., 3 lb., Medium-size, Piercing).

Light crossbow (1d8, crit 19-20/x2, so ft., 6 lb., Small, Piercing).

Skill Selection: Pick a number of skills equal to 5 + Int modifier.

**Skill Ranks** **Ability**

**Table 1-9: The Quantum Mechanic**

| Level | Base Attack Bonus | Fort Save | Ref Save | Will Save | Special |
|---|---|---|---|---|---|
| 1st | +0 | +2 | +0 | +2 | Technology, temporal access, temporal spells |
| 2nd | +1 | +3 | +0 | +3 | |
| 3rd | +2 | +3 | +1 | +3 | |
| 4th | +3 | +4 | +1 | +4 | |
| 5th | +3 | +4 | +1 | +4 | Fast craft, bonus feat |
| 6th | +4 | +5 | +2 | +5 | |
| 7th | +5 | +5 | +2 | +5 | |
| 8th | +6/+1 | +6 | +2 | +6 | |
| 9th | +6/+1 | +6 | +3 | +6 | |
| 10th | +7/+2 | +7 | +3 | +7 | Bonus feat |
| 11th | +8/+3 | +7 | +3 | +7 | |
| 12th | +9/+4 | +8 | +4 | +8 | |
| 13th | +9/+4 | +8 | +4 | +8 | |
| 14th | +10/+5 | +9 | +4 | +9 | |
| 15th | +11/+6/+1 | +9 | +5 | +9 | Weapon specialization, bonus feat |
| 16th | +12/+7/+2 | +10 | +5 | +10 | |
| 17th | +12/+7/+2 | +10 | +5 | +10 | |
| 18th | +13/+8/+3 | +11 | +6 | +11 | |
| 19th | +14/+9/+4 | +11 | +6 | +11 | |
| 20th | +15/+10/+5 | +12 | +6 | +12 | One with time, bonus feat |



Michael Short (order #2081358)

**A Quantum Mechanic**

MARK CHARKE



Michael Short (order #2081358)

| | |
|---|---|
| Autohypnosis | 4 Wis |
| Balance | 4 Dex |
| Climb | 4 Str |
| Concentration | 4 Con |
| Jump | 4 Str |
| Knowledge (psionics) | 4 Int |
| Psicraft | 4 Int |
| Stabilize Self | 4 Con |
| Swim | 4 Str |
| Heal (cc) | 2 Wis |
| Tumble (cc) | 2 Dex |

**Feat:** Inertial Armor.

**Bonus Feat:** Two-Weapon Fighting.

**Powers Known:** 0-level—*lesser natural armor*, *talons*, *verve*.

1st-level—*bite of the wolf*.

**Modes Known:** *Ego whip*, *id insinuation*, and *mind thrust*; *empty mind* and *thought shield*.

**Gear:** Backpack with waterskin, one day's trail rations, bedroll, sack, and flint and steel. Hooded lantern, 3 pints of oil. Meditation mat. Case with 10 crossbow bolts. Clothes (including cloak, cap, boots, tunic, and pants).

**Gold:** 1d2 gp.

## Quantum Mechanic

*You can not imagine the infinity of possibilities laid out before me in this collection of parts.*

Quantum mechanics are scientists and explorers who have spent their lives prying into the secrets of time. They do not learn magic and never gain the ability to cast spells but they can reproduce those effects with technological devices: gadgets, tools and the ultimate devices in this field: time machines.

**Adventures:** Quantum mechanics explore time to further their understanding of it. Many are just curious. Others are testing their machines. Some have goals they want to achieve that can only be done through time travel. Good quantum mechanics tend to aid others with their knowledge of time while evil quantum mechanics seek power and wealth through time travel.

**Characteristics:** Quantum mechanics vary from simply bumbling scientists with thick glasses to moderately combative athletic explorers.

**Alignment:** Any alignment is possible for this class, although most are lawful. A great deal of study and discipline is required to be a scientist.

**Races:** Quantum mechanics are rare enough that no single race claims dominance over the class, although if anyone did it would be mankind. Shorter-lived races have more to gain by mastering time travel.

**Other Classes:** Quantum mechanics can get along with the warrior classes as a pseudo warrior able to use their technological devices to allow them to melee along side the others. Their extensive knowledge gives them similar ground to a wizard and cleric although their methods are extremely different. Quantum mechanics get along poorly with thieves, as the many technological devices are tempting targets for theft.

## Game Rule Information

Quantum mechanics has the following game statistics.

**Abilities:** Intelligence determines many of the quantum mechanic's abilities. He must have a minimum Intelligence score of 10 + spell level to learn a spell (as technological knowledge).

**Alignment:** Any

**Hit Die:** d6

### Class Skills

The quantum mechanic's class skills (and the key ability for each skill) are Craft (Int), Decipher Script (Int), Disable Device (Int), Knowledge (all skills taken individually) (Int), Open Lock (Dex), Profession (Wis), Research* (Int), Search (Int), Spellcraft (Int) and Use Magic Device (Cha). See the Skills section in the Core Rulebook, the Skills section in the Modern Core Rulebook and Chapter 4: Skills, in this book, for skill descriptions. (*skills from *d20 Modern* are optional)

**Skill Points at 1st Level:** (2+Int modifier) x4

**Skill Points at Each Additional Level:** 2+Int modifier.

### Class Features

The following are class features of the quantum mechanic class.

**Armor and Weapon Proficiency:** The quantum mechanic is proficient in the use of all simple and martial weapons and all armor (heavy, medium, and light) and shields.

**Spells per Day:** Quantum mechanics can not cast spells. They do not have any spells per day. The spells they know are usable only as prerequisites for the technological items they create (see Technology below).

**Technology:** Quantum mechanics learn spells but understand them as technological information. This knowledge of spells is only usable to create items, which are the technological equivalent of magical items. Levels in quantum mechanics does not grant the ability to cast spells.

For the purposes of making items, treat a quantum mechanic as a sorcerer of the same level. Quantum mechanics have access to the same number of spells as a sorcerer of the same level. To add a new spell to their selection they must research it (Researching spells is covered in the DMG). They must either study a technological device or study a spell, in which case they must have a copy of the spell and must have seen it cast. The quantum mechanic uses his Knowledge (temporal) skill instead of Spellcraft for technology. If he takes levels in a prestige class which grants "+1 level in existing class" to spell casting capability, this applies to the quantum mechanic's technology level.

A quantum mechanic does not need a spell book or technological device once he has learned a spell just like a sorcerer does not need a spellbook.

**Technology (Power Source):** Most technology requires a power source. What kinds of power sources are available is up to the Game Master. The only significance is whether the quantum mechanic uses a magical or non-magical power source. Technology with a magical power source is magical. It can be affect by anti-magic, counterspells and spell resistance. Technology with a non-magical power source can still be affected by *dispel magic* and magic resistance but is immune to antimagic such as an *antimagic field*.

Choosing and using any given power source does not change



Michael Short (order #2081358)

the cost or time required to create a technological item. It is a part of the item creation process. Getting a power source is no harder then collecting components for a magical item.

Each time the quantum mechanic learns a new spell, the player should discuss with the Game Master what power source is available and how the spell will interact with regular magic. Some devices may have magical power sources, while others might not.

Technological *mage armor* could be a force field generated by a magical power-crystal. Alternatively, it could be a very light non-magical synthetic cloth. One can be dispelled for a round but the other is more susceptible to damage.

A technological *fireball* could be created magically by storing elemental fire in a steel ball, magnetically charged to fly to its target. Tightly packed gunpowder in the same steel ball would be a non-magical equivalent. The fire damage from both can be reduced or prevented by spells and magical items that reduce or prevent fire damage. The first can be counterspelled but the second can be triggered early by exposure to flame.

A technological *dispel magic* could affect both technology and magic or only one at the creator's discretion. It could take the form of an electro magnetic pulse, which would only shut down technology, and/or a burst of concentrated negative magic siphoned off the negative plane.

Technology exists today that mimics a variety of spells. Hang gliders mimic *fly*. Night vision goggles mimic *dark vision*. Microwaves mimic *heat metal*. The player should find examples for each spell when he gains it.

**Temporal Access (Ex):** The quantum mechanic may take temporal feats and gain ranks in temporal skills. Temporal access is further explained at the beginning of Chapter 1: Classes.
*Normal*: Characters without temporal access may never gain temporal feats or gain ranks in temporal skills

**Temporal Spells (Ex):** The quantum mechanic may learn spells from the chronomancer and chronomancer sorcerer list as class spells.

*Normal*: Characters without temporal access and may only use chronomancy spells on their class spell list.

**Spells Known:** Quantum mechanics know as many spells as a sorcerer of the same level (see Table: 1-10: Quantum Mechanic Spells Known).

**Fast Craft (Ex):** At 5th level, the quantum mechanic can craft 2000gp worth of magical items per day instead of 1000gp. He may craft two items per day, provided both items cost 1000gp or less.

This increases by 1000gp every five levels. At 10th level, he can craft 3000gp worth of magical items per day and de can craft up to three items that cost less than 1000gp per day or two that cost 1500gp or less. At 15th level he can craft 4000gp/day and up to four items that cost 1000gp or less or two that cost 2000gp or less. At 20th level he can craft 5000gp/day and up to five items that cost 1000gp or less, or two items that cost 2500gp or less.

The Game Master should allow the quantum mechanic flexibility within these price limits. At 20th level, for example, it is acceptable to make a 1000gp item, a 1000gp item and a 3000gp item in one day because that total is under the 5000gp and 5 item limit.

**Bonus Feat:** At 5th, 15th and 20th level, the quantum mechanic gains a bonus feat. This feat can be chosen from the bonus fighter feat list or it may be any craft item or temporal feat.

**Weapon Specialization:** At 15th level, or any time after, the quantum mechanic can specialize in a weapon as if he were a 4th level fighter. At 15th level, he gains a bonus feat, which can only be used for the Weapon Focus or Weapon Specialization feats.

**One with Time:** At 20th level, or any time there after, the quantum mechanic chooses one chronomancy spell he knows that becomes an innate spell-like ability that he can use once per day. (This is an exception to quantum mechanic's inability to cast spells.)

**Spells:** Quantum mechanics learn 'spells' in a way similar to sorcerers. There is no table for spells per day for the quantum mechanic because they never cast spells. (They can take feats to increase the number of spells they know but gain no benefit from metamagic feats.)

**Magic Items:** Quantum mechanics can not use true magic items, which is why the Use Magic Device skill is a class skill for them.

**Dwarven Quantum Mechanic Starting Package**

**Armor:** Scale mail +4 AC, large wooden shield +2 AC, armor

## Table 1-10: Quantum Mechanic Spells known

| | Spells Known | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|---|
| **Level** | **0** | **1st** | **2nd** | **3rd** | **4th** | **5th** | **6th** | **7th** | **8th** | **9th** |
| 1st | 4 | 2 | — | — | — | — | — | — | — | — |
| 2nd | 5 | 2 | — | — | — | — | — | — | — | — |
| 3rd | 5 | 3 | — | — | — | — | — | — | — | — |
| 4th | 6 | 3 | 1 | — | — | — | — | — | — | — |
| 5th | 6 | 4 | 2 | — | — | — | — | — | — | — |
| 6th | 7 | 4 | 2 | 1 | — | — | — | — | — | — |
| 7th | 7 | 5 | 3 | 2 | — | — | — | — | — | — |
| 8th | 8 | 5 | 3 | 2 | 1 | — | — | — | — | — |
| 9th | 8 | 5 | 4 | 3 | 2 | — | — | — | — | — |
| 10th | 9 | 5 | 4 | 3 | 2 | 1 | — | — | — | — |
| 11th | 9 | 5 | 5 | 4 | 3 | 2 | — | — | — | — |
| 12th | 9 | 5 | 5 | 4 | 3 | 2 | 1 | — | — | — |
| 13th | 9 | 5 | 5 | 4 | 4 | 3 | 2 | — | — | — |
| 14th | 9 | 5 | 5 | 4 | 4 | 3 | 2 | 1 | — | — |
| 15th | 9 | 5 | 5 | 4 | 4 | 4 | 3 | 2 | — | — |
| 16th | 9 | 5 | 5 | 4 | 4 | 4 | 3 | 2 | 1 | — |
| 17th | 9 | 5 | 5 | 4 | 4 | 4 | 3 | 3 | 2 | — |
| 18th | 9 | 5 | 5 | 4 | 4 | 4 | 3 | 3 | 2 | 1 |
| 19th | 9 | 5 | 5 | 4 | 4 | 4 | 3 | 3 | 3 | 2 |
| 20th | 9 | 5 | 5 | 4 | 4 | 4 | 3 | 3 | 3 | 3 |



Michael Short (order #2081358)

check penalty –6, speed 15 ft., 40 lb.

**Weapons:** Dwarven waraxe (1d10, crit x3, 15 lb., Medium-size, Slashing).

Shortbow (1d6, crit x3, 60 ft., 2 lb., Medium-size, Piercing).

**Skill Selection:** Pick a number of skills equal to 2 + Int modifier.

| Skill Ranks | Ability | Armor |
|---|---|---|
| Craft (any) | 4 Int | |
| Concentration | 4 Con | |
| Knowledge (temporal) | 4 Int | |
| Profession | 4 Wis | |
| Listen (cc) | 2 Wis | |
| Search (cc) | 2 Int | |
| Spot (cc) | 2 Wis | |

**Feat:** Scribe Scroll

**Spells Known:** 0-level spells—*detect chronomancy*, *future hand*, *light*, *read magic*.

1st-level spells—*magic missile*, *where in time*.

**Gear:** Backpack with waterskin, one day's trail rations, bedroll, sack, and flint and steel. Quiver with 20 arrows.

**Gold:** 4d4 gp.

**Alternate Quantum Mechanic Starting Package**

Same as dwarven quantum mechanic, except

**Race:** Human, elf, half-elf, or half-orc.

**Armor:** Speed 20 ft. instead of 15 ft.

**Weapons:** Bastard sword (1d10, crit 19–20/x2, 10 lb., Medium-size, Slashing) instead of dwarven waraxe.

**Skill Selection:** Pick a number of skills equal to 3 + Int modifier (human only).

| Skill Ranks | Ability | Armor |
|---|---|---|
| Swim | 2 Str | –11 |

**Alternate Quantum Mechanic Starting Package**

Same as dwarven quantum mechanic, except

**Race:** Gnome or halfling.

**Weapons:** Short sword (1d6, crit 19–20/x2, 3 lb., Small, Piercing) instead of waraxe.

**Skill Selection:** Pick a number of skills equal to 2 + Int modifier.

| Skill Ranks | Ability | Armor |
|---|---|---|
| Swim | 2 Str | –5 |

**Feat:** Scribe Scroll

**Gold:** 2d4x5 gp.

## Temporal Psychic

*I think of when and then the when is where I am.*

There are no more natural time travelers then temporal psychics. Divine and arcane chronomancers wrestle with the forces of time in order to control them. A temporal psychic learns to attune himself to the forces of time and through acceptance of the time stream become able to navigate it. While all the chronomancers achieve the same thing, the temporal psychic is so in tune with time that he is most sensitive to the negative influences associated with paradoxes, or more appropriately, damage to the time stream (as paradoxes do not always cause harm).

Temporal psychics study themselves as much as psions do, but they also have interests in their ancestors and descendants as a means of knowing how they would interact with the past and future.

**Adventures:** Temporal psychics explore time for the same reason a ranger explores a forest. It is an unknown and natural environment full of mystery and beauty. Many temporal psychics see time travel as a natural thing the same way a ranger explores the wild while most people stay in cities. A temporal psychic time travels for the joy of it.

As they learn about other times and places temporal psychics eventually become involved in events in these places. Good aligned temporal psychics join adventuring groups to help avoid future disasters they have seen or predicted. Evil ones attempt to create such disasters.

**Characteristics:** The temporal psychic learns and uses powers exactly as a psion, except they have access to temporal powers, which make up their primary discipline. The temporal psychic does not choose one of the six regular disciplines as his primary discipline.

### Table 1-11: The Temporal Pyschic

| Level | Base Attack Bonus | Fort Save | Ref Save | Will Save | Special | Power Points/ Day | Powers Known | Maximum Power Level Known |
|---|---|---|---|---|---|---|---|---|
| 1st | +0 | +0 | +0 | +2 | Bonus feat, temporal access, temporal powers | 2 | 3 | 1st |
| 2nd | +1 | +0 | +0 | +3 | — | 6 | 5 | 1st |
| 3rd | +1 | +1 | +1 | +3 | — | 11 | 7 | 2nd |
| 4th | +2 | +1 | +1 | +4 | — | 17 | 9 | 2nd |
| 5th | +2 | +1 | +1 | +4 | Bonus feat | 25 | 11 | 3rd |
| 6th | +3 | +2 | +2 | +5 | — | 35 | 13 | 3rd |
| 7th | +3 | +2 | +2 | +5 | — | 46 | 15 | 4th |
| 8th | +4 | +2 | +2 | +6 | — | 58 | 17 | 4th |
| 9th | +4 | +3 | +3 | +6 | — | 72 | 19 | 5th |
| 10th | +5 | +3 | +3 | +7 | Bonus feat | 88 | 21 | 5th |
| 11th | +5 | +3 | +3 | +7 | — | 106 | 22 | 6th |
| 12th | +6/+1 | +4 | +4 | +8 | — | 126 | 24 | 6th |
| 13th | +6/+1 | +4 | +4 | +8 | — | 147 | 25 | 7th |
| 14th | +7/+2 | +4 | +4 | +9 | — | 170 | 27 | 7th |
| 15th | +7/+2 | +5 | +5 | +9 | Bonus feat | 195 | 28 | 8th |
| 16th | +8/+3 | +5 | +5 | +10 | — | 221 | 30 | 8th |
| 17th | +8/+3 | +5 | +5 | +10 | — | 250 | 31 | 9th |
| 18th | +9/+4 | +6 | +6 | +11 | — | 280 | 33 | 9th |
| 19th | +9/+4 | +6 | +6 | +11 | — | 311 | 34 | 9th |
| 20th | +10/+5 | +6 | +6 | +12 | Bonus feat | 343 | 36 | 9th |



Michael Short (order #2081358)

A Temporal Psychic

MARK CHARKE



Michael Short (order #2081358)

**Table 1-12: Temporal Psychic Bonus Power Points**

| Ability Score | Bonus Power Points (by Class Level) | | | | | | | | | | | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| | 1st | 2nd | 3rd | 4th | 5th | 6th | 7th | 8th | 9th | 10th | 11th | 12th | 13th | 14th | 15th | 16th | 17th | 18th | 19th | 20th |
| 10–11 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| 12–13 | 0 | 1 | 1 | 2 | 2 | 3 | 3 | 4 | 4 | 5 | 5 | 6 | 6 | 7 | 7 | 8 | 8 | 9 | 9 | 10 |
| 14–15 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 |
| 16–17 | 1 | 3 | 4 | 6 | 7 | 9 | 10 | 12 | 13 | 15 | 16 | 18 | 19 | 21 | 22 | 24 | 25 | 27 | 28 | 30 |
| 18–19 | 2 | 4 | 6 | 8 | 10 | 12 | 14 | 16 | 18 | 20 | 22 | 24 | 26 | 28 | 30 | 32 | 34 | 36 | 38 | 40 |
| 20–21 | 2 | 5 | 7 | 10 | 12 | 15 | 17 | 20 | 22 | 25 | 27 | 30 | 32 | 35 | 37 | 40 | 42 | 45 | 47 | 50 |
| 22–23 | 3 | 6 | 9 | 12 | 15 | 18 | 21 | 24 | 27 | 30 | 33 | 36 | 39 | 42 | 45 | 48 | 51 | 54 | 57 | 60 |
| 24–25 | 3 | 7 | 10 | 14 | 17 | 21 | 24 | 28 | 31 | 35 | 38 | 42 | 45 | 49 | 52 | 56 | 59 | 63 | 66 | 70 |
| 26–27 | 4 | 8 | 12 | 16 | 20 | 24 | 28 | 32 | 36 | 40 | 44 | 48 | 52 | 56 | 60 | 64 | 68 | 72 | 76 | 80 |
| 28–29 | 4 | 9 | 13 | 18 | 22 | 27 | 31 | 36 | 40 | 45 | 49 | 54 | 58 | 63 | 67 | 72 | 76 | 81 | 85 | 90 |
| 30–31 | 5 | 10 | 15 | 20 | 25 | 30 | 35 | 40 | 45 | 50 | 55 | 60 | 65 | 70 | 75 | 80 | 85 | 90 | 95 | 100 |
| 32–33 | 5 | 11 | 16 | 22 | 27 | 33 | 38 | 44 | 49 | 55 | 60 | 66 | 71 | 77 | 82 | 88 | 93 | 99 | 104 | 110 |
| 34–35 | 6 | 12 | 18 | 24 | 30 | 36 | 42 | 48 | 54 | 60 | 66 | 72 | 78 | 84 | 90 | 96 | 102 | 108 | 114 | 120 |
| 36–37 | 6 | 13 | 19 | 26 | 32 | 39 | 45 | 52 | 58 | 65 | 71 | 78 | 84 | 91 | 97 | 104 | 110 | 117 | 123 | 130 |
| 38–39 | 7 | 14 | 21 | 28 | 35 | 42 | 49 | 56 | 63 | 70 | 77 | 84 | 91 | 98 | 105 | 112 | 119 | 126 | 133 | 140 |
| 40–41 | 7 | 15 | 22 | 30 | 37 | 45 | 52 | 60 | 67 | 75 | 82 | 90 | 97 | 105 | 112 | 120 | 127 | 135 | 142 | 150 |

Temporal psychics can create psicrystals just as psions can. Besides the normal crystals, temporal psychics can create any of the temporal psicrystals listed below.

**Alignment:** Temporal psychics can be of any alignment. They tend towards lawful because of the many laws governing time travel and they tend towards neutrality because they often make decisions that benefit the whole timestream rather then just a small number of people.

**Religion:** Temporal psychics are not bound to worship any deity. Like most chronomancers, there is a tendency to avoid deities either altogether or to worship deities associated with time or fate.

**Background:** Those few with a potential for psionic time travel demonstrate some psionic talent in their youth but are distinguished from other potential psions by their understanding of time, probability, fate or another element involved in time travel. Temporal psychics seek out such persons posing as teachers of mathematics. If psionics are permitted, they train their apprentices more openly. They always remain secretive about their teaching of temporal psionics.

**Races:** Races that are naturally psionic tend to appear in this class more often then other races. Unlike other chronomancers, short live races do not dominate this class, as the temporal psychic is motivated more by exploration and discovery. Research and desperation do not improve a temporal psychic's ability but discipline and heart do.

**Other Classes:** Temporal psychics get along well with the other disciplined classes, psions, monks and wizards who train extensively in their art. Many temporal psychics crave freedom and get along well with barbarians, druids and rangers.

## Game Rule Information

Temporal Psychics have the following game statistics.

**Abilities:** Constitution is the most important ability score for the temporal psychic as many temporal abilities are based on Constitution, as is resist temporal change checks. Constitution provides better hit points and saving throws against chronomancy spells. Dexterity provides better defense and bonuses to ranged attacks. As with other psions, all ability scores are potentially useful for their powers.

Temporal psychics can take a feat, which makes all of the powers on their class list based on Constitution. Otherwise, the powers on their class list are based on the ability score associated with its discipline.

Choosing ability scores is important because a defender's saving throw against psionic powers is set by the attacker each time a power is manifested: 1d20 roll + the power's level + the key ability modifier.

**Alignment:** Any

**Hit Die:** d4

### Class Skills

The temporal psychic's class skills (and the key ability for each skill) are Autohypnosis (Wis), Bluff (Cha), Climb (Str), Concentration (Con), Diplomacy (Cha), Gather Information (Cha), Knowledge (all skills, taken individually) (Int), Prophecy (Wis), Psicraft (Int), Sense Motive (Wis), Spellcraft (Int), Swim (Str) and Survival (Wis). See the skills Section in the Core Rulebook, the Skills and Feats section in the Psionic Core Rulebook and Chapter 4: Skills, in this book, for skill descriptions.

**Skill Points at 1st Level:** (2+Int modifier) x4

**Skill Points at Each Additional Level:** 2 + Int modifier.

### Class Features

All of the following are class features of the temporal psychic.

**Weapon and Armor Proficiency:** Temporal psychics are proficient with the club, dagger, heavy crossbow, light crossbow, quarterstaff, and shortspear. They are not proficient with any type of armor or shield. Armor does not, however, interfere with the manifestation of powers.

**Power Points/Day:** A temporal psychic's ability to manifest powers is limited by the power points he has available. His base daily allotment of power points is given on Table 1-11: The Temporal Psychic. In addition, he receives bonus power points per day if he has a high Constitution score (see Table 1-12: Temporal Psychic Bonus Power Points). His race may also provide bonus power points per day, as may certain feats and items.

**Discipline:** The temporal psychic does not choose a discipline but instead gains access to temporal psychic powers. He can not learn powers from disciplines. He can't even use such powers by employing psionic items.

**Powers Known:** A temporal psychic begins play knowing three temporal psychic powers of your choice. Each time he



Michael Short (order #2081358)

achieves a new level, he unlocks the knowledge of new powers.

Choose the powers known from the temporal psychic power list, or from the psion power list. You cannot choose powers from disciplines. (*Exception:* The feats Expanded Knowledge and Epic Expanded Knowledge do allow a temporal psychic to learn powers from the lists of other disciplines or even other classes.) A temporal psychic can manifest any power that has a power point cost equal to or lower than his manifester level.

The number of times a temporal psychic can manifest powers in a day is limited only by his daily power points.

A temporal psychic simply knows his powers; they are ingrained in his mind. He does not need to prepare them (in the way that some spellcasters prepare their spells), though he must get a good night's sleep each day to regain all his spent power points.

The Difficulty Class for saving throws against temporal psychic powers is 10 + the power's level + the temporal psychic's Constitution modifier.

**Maximum Power Level Known:** A temporal psychic begins play with the ability to learn 1st-level powers. As he attains higher levels, a temporal psychic may gain the ability to master more complex powers. To learn or manifest a power, a temporal psychic must have an Constitution score of at least 10 + the power's level.

**Bonus Feats:** A temporal psychic gains a bonus feat at 1st level, 5th level, 10th level, 15th level, and 20th level. This feat must be a psionic feat, a metapsionic feat, or a psionic item creation feat. These bonus feats are in addition to the feats that a character of any class gains every three levels. A temporal psychic is not limited to psionic feats, metapsionic feats, and psionic item creation feats when choosing these other feats.

**Temporal Access (Ex):** The temporal psychic may take temporal feats and gain ranks in temporal skills. Temporal access is further explained at the beginning of Chapter 1: Classes.

*Normal*: Characters without temporal access may never gain temporal feats or gain ranks in temporal skills

**Temporal Powers (Ex):** The temporal psychic may learn powers from the temporal psychic powers list as class powers.

*Normal*: Characters without temporal access and may only use chronomancy spells on their class spell list.

### Table 1-13: Temporal Psicrystals

| Psicrystal Personality | Special |
|---|---|
| Aquatic | Owner gains +2 bonus on Swim checks |
| Non-Linear | Owner gains +2 bonus on Knowledge (temporal) checks |
| Protective | Owner gains +2 bonus on Survival checks. |
| Seeing | Owner gains +2 bonus on Prophecy checks |
| Stubborn | Owner gains +2 bonus on resist temporal change checks* |
| Tough | Owner gains +2 bonus on Fortitude saves against chronomancy. |

(*See Resist Temporal Change in Chapter 6: Troubled Time)

## Human Temporal Psychic Starting Package

**Armor:** None, speed 30 ft.

**Weapons:** Shortspear (1d8, crit x3, 20 ft., 5 lb., large, Piercing).
Light crossbow (1d8, crit 19-20/x2, so ft., 6 lb., Small, Piercing).
Skill Selection: pick a number of skills equal to 5 + Int modifier.

| Skill Ranks | Ability |
|---|---|
| Autohypnosis | 4 Wis |
| Concentration | 4 Con |
| Disable Device | 4 Int |
| Knowledge (psionics) | 4 Int |
| Knowledge (temporal) | 4 Int |
| Open Lock | 4 Dex |
| Pick Pocket | 4 Dex |
| Psicraft | 4 Int |
| Remote View | 4 Int |
| Search | 4 Int |
| Listen (cc) | 2 Wis |
| Spot (cc) | 2 Wis |

**Feat:** Inner Strength

**Bonus Feat:** Inertial Armor.

**Powers Known:** 0-level—*catfall*, *future punch*, *my light*. 1st-level *glimpse of danger*.

**Modes Known:** *Mind thrust* and *psychic crush*; *empty mind*, *mental barrier*, and *thought shield*.

**Gear:** Backpack with waters kin, one day's trail rations, bedroll, sack, and flint and steel. Hooded lantern, 3 pints of oil. Hammer, chisel, 20 nails. Case with 10 crossbow bolts. Clothes (including cloak, cap, boots, tunic, and pants).

**Gold:** 1d2 gp.

## Chronomancers in Your Campaign

There are three general kinds of chronomancers. These are not prestige classes, kits or otherwise. They are simply for role-playing use. There is no specific benefit for being one kind of chronomancer over another, and nothing stopping a chronomancer from changing his type (except the permission of the Game Master).

**Present Chronomancers:** There is a wide array of chronomancy powers that function without any need for the chronomancer to travel forward or back in time. These are the easiest chronomancers to run in a campaign, and least likely to incur the penalties associated with chronomancy. Present chronomancers almost never alter the past or future. They focus on luck, divination, fate and the warping of present time.

**Future Chronomancers:** These chronomancers focus on what is going to happen. They use a great deal of divination. Those who change the future tend to focus on luck abilities. Others will use knowledge of the future as protection. This chronomancer will determine that he is alive next week and thus assume he cannot die until then.

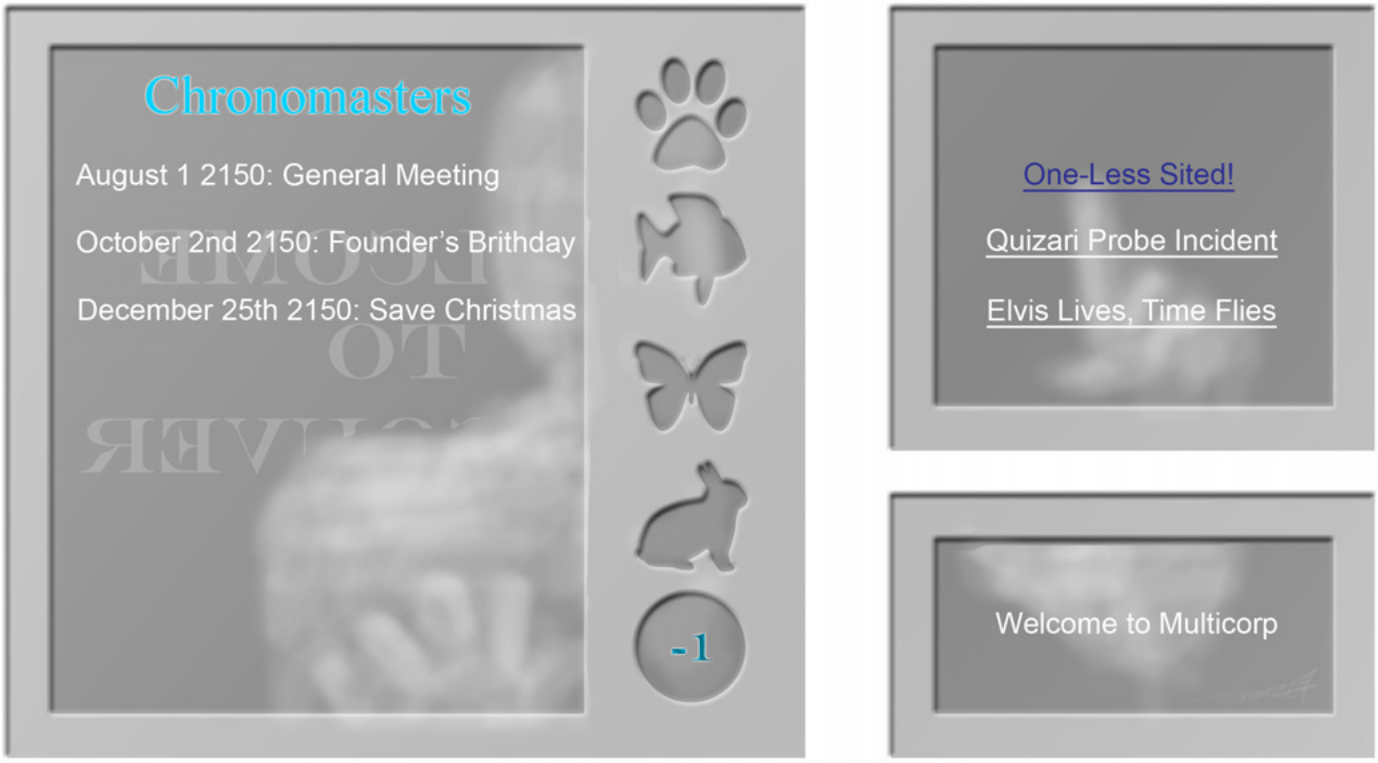
**Past Chronomancers:** This, the classic chronomancer, is the one who can go back and forward in time. They have the greatest fun, impact on the campaign and worst trouble. Past chronomancers have to know all the different forms of time and what impact they are going to have.

## Multiclassing

Most of the new classes in *chronomancer* can be treated the same as an equivalent class from the Core Rulebook for the purposes of multiclassing and favored classes (See Table 1-13: Multiclass Equivalents). There are a couple of exceptions. Arcane



Michael Short (order #2081358)




chronomancer is not a favored class for Elves. Dwarves may include nega-psychic as a favored class in areas where psionics are common.

The quantum mechanic, with no standard equivalent, is the favored class of Gnomes. Any race proficient in tinkering and/or illusions is a candidate to take quantum mechanic as a favored class.

**Table 1-13: Multiclass Equivalents**

| New Class | Equivalent |
|---|---|
| Ancient Barbarian | Barbarian |
| Chronomancer | Wizard |
| Chronomancer Sorcerer | Sorcerer |
| Divine Chronomancer | Cleric |
| Nega-Psychic | Psion |
| Temporal Psychic | Psion |

## Other Chronomancers

AEG's *Magic* d20 manual contains an excellent chapter on chronomancy, which is entirely compatible with *Chronomancer* with the following clarifications; Temporal Scrying is a temporal feat. "Chr" is the same as "Chrono" in spell descriptions.

*Magic's* chronomancer class receives the following clarifications: The temporal scholar class ability is the same as temporal access. *Magic's* chronomancer may learn chronomancy spells from the chronomancer spell list. Chronomancer's from this book may learn chronomancy spells from *Magic*.

*Combat precognition* does not stack with *temporal hit* or *temporal miss* (Insight bonuses do not stack with temporal bonuses).

## Welcome to Multicorp

## Story: One Less Love

Chaotica loved him, who he was, what he represented but she was just one person. She had never met herself the way she met duplicates of other people. She did not know of any of her alternate selves who had become chronomancers. How could she love an entity like One-Less. She could never be sure if she was talking to the same person from one minute to the next. Often she was not. They all seemed to share a collective consciousness. That was probably due to magic and good communication skills. She loved him but she was not sure there was anyone she could love in that.

It frustrated her. Some of the One-Less's loved her back. Some of them were rather indifferent. Some of them felt sorry for her. She felt like she was shopping for a man in a clone factory. She kept looking for the right one. That was sort of a blessing. She loved them all and hoped to find the one who could love her back, completely and without being part of the rest.



Michael Short (order #2081358)

# Chapter 2: Prestige Classes

*Prestige has got nothing to do with it.* - The western gunslinger with no name

### Optional Rules: Too Many Prerequisites

Often prerequisites only make it harder to gain a prestige class, rather then being a logical progression towards them. If a character has shown a commitment towards a prestige class, the Game Master may wave one feat, skill or other prerequisite that the character does not have, or that can be agreed does not seem necessary. Not every character should benefit from this and even then, it should only be for a single prestige class he takes.

For example, Jonathon Stuart uses only fire spells, has maximum ranks in Craft (Fire), studies fire and fire creatures and is well known for setting fires. If he were to take the dying star prestige class, the Game Master could easily wave the Pyro feat requirement. Alternatively, if John wanted to become a flame steward, the Power Attack feat could possibly be the one waved.

## Adept of Luck

*I didn't plan to be here, to do these things or achieve what I have done. It was just a matter of luck.*

Luck is a thing you can only feel. A man can not understand luck. Scientists say that luck is simply an abnormality in the indescribably complicated formulas that explain our existence. But what are we, but creatures living within that very formula? We may not be able to understand it, but we can feel luck as we can feel the wind in our hair or rain on our skin. To begin to understand luck you must first be able to tell where it is and, more importantly, where it is not. From there you can learn how to make it move and understand that it can never stop but only be redirected or changed in course.

Clerics, psions, sorcerers and wizards are the most typical origins for an adept of luck. It is not enough just to be a spellcaster to to qualify though. You need to be lucky. What defines this quality is hard to say. As a player, you might have a lucky die. You might roll a series of unbelievable die rolls. Perhaps your character has walked unscathed through an adventure which has driven the rest of the characters to near death.

The adept of luck is not a temporal class, but rather, represents an attribute of Fate, so very important in time travel. Temporal classes (those in this book) and regular classes benefit equally from taking levels as an adept of luck however.

**Hit Die:** d4

### Requirements

To qualify for adept of luck, a character must fulfill all of the following criteria.

**Skills:** Knowledge (arcana, psionics or religion), Spellcraft or Psicraft 8 ranks.

**Feat:** Luck of Heroes

**Spells:** Ability to cast 3rd level spells or manifest 3rd level psionic powers.

**Special:** While playing this character, the player must have rolled a 100 on a d100 during game play and in a manor relating to the character (not with another character). This includes such rolls as finding treasure, rolling a percentage or miss chance with a d100. (The Game Master should disallow abuse of repeated roles in order to qualify for this class.)

### Class Skills

The adept of luck's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Knowledge (all skills, taken individually) (Int), Profession (Wis), and Spellcraft (Int). See the Skills section of the Core Rulebook and Chapter 4: Skills, in this book, for skill descriptions.

**Skill Points at Each Level:** 2 + Int modifier.

### Class Features

All the following are class features of the adept of luck prestige class.

**Armor and Weapon Proficiency:** Adepts of luck gain no armor or weapon proficiencies.

**Spells Per Day/Powers:** When a new adept of luck level is gained, the character gains new spells per day as if he also gained a level in a spellcasting or psionic class he belonged to before adding the prestige class. He does not, however, gain any other benefit a character of that class would have gained (improved

**Table 2-1: The Adept of Luck**

| Level | Base Attack Bonus | Fort Save | Ref Save | Will Save | Special | Spells per Day |
|---|---|---|---|---|---|---|
| 1st | +0 | +0 | +2 | +2 | Luck, great balance | +1 level of existing class |
| 2nd | +1 | +0 | +3 | +3 | | +1 level of existing class |
| 3rd | +1 | +1 | +3 | +3 | | +1 level of existing class |
| 4th | +2 | +1 | +4 | +4 | | +1 level of existing class |
| 5th | +2 | +1 | +4 | +4 | Evasive saving throws | +1 level of existing class |
| 6th | +3 | +2 | +5 | +5 | | +1 level of existing class |
| 7th | +3 | +2 | +5 | +5 | | +1 level of existing class |
| 8th | +4 | +2 | +6 | +6 | Luck stone | +1 level of existing class |
| 9th | +4 | +3 | +6 | +6 | | +1 level of existing class |
| 10th | +5 | +3 | +7 | +7 | Improved evasive saving throws | +1 level of existing class |



Michael Short (order #2081358)

chance or controlling or rebuking undead, metamagic or item creation feats, hit points beyond those he receives from the prestige class and so on), except for an increased effective level of spellcasting or manifesting. If a character had more then one spellcasting or psionic class before becoming an adept of luck, he must decide to which class he adds the new level for purposes of determining powers and spells per day. (Levels in adept of luck can improve either a psionic or a spell casting level but not both. The character must choose which at each level.)

**Luck (Su):** Adepts of luck get one point of luck every time they gain a level in this class. Each point can be used only once and is then lost. A point of luck can do the following as a luck bonus: Add 50% to a roll that has not been made. Add 25% to a roll that has already been made. Allow the character to reroll any single die roll (The new roll must be kept.) Other uses of luck are at the Game Master's discretion. For example, attract a single encounter. Cause a distraction. Increase a threat to a critical or decrease a fumble to a simple failure and visa versa.

Luck should be considered 'outside' of game play, so that a player can use all of his knowledge when choosing how to use luck (He can metagame with luck). It is just 'lucky' and he does not have to explain why. This would be appropriate if the player wanted to modify the results when finding treasure, rolling new hit points or modifying another event the character would not be aware of.

Luck counts either as modifying the past, present or future and may not be available in certain times. Luck is a supernatural ability.

### Action Points

Players with the *Modern* handbook may consider replacing luck with action points. Adepts of luck gain a number of action points equal to 10 + one half their character level, rounded down, at 1st level and every time they attain a new level in this class.

**Great Balance (Su):** Luck is neither created, nor destroyed, but drawn from somewhere else. Adepts of luck normally draw very small amounts of luck from many different places. It has a minimal impact. It is extremely rare for anyone to notice the loss of his or her luck to an adept of luck, but it does happen. Sometimes these people seek retribution against the character. It becomes much more likely if the adept uses a large amount of luck all at once. If the player rolls a series of amazing, naturally lucky, rolls and/or uses many points of luck all at once, he should expect something bad to happen later. Anyone who can determine which person caused them bad luck and find them represents a significant threat.

**Evasive Saving Throws (Ex):** Starting at 5th level, if the adept of luck succeeds at any saving throw to avoid damage, he takes no damage. If he fails his saving throw there is no benefit. This ability functions exactly as evasion but applies to any saving throw the character makes.

**Luck Stone (Su):** Starting at 8th level, the adept of luck can turn an ordinary stone into a luck stone for 1 day per class level by spending 100xp. This does not stack with the Luck of Heroes ability the character must have. Anyone can use these luckstones.

**Improved Evasive Saving Throws (Ex):** Starting at 10th level, this ability functions as Evasive Saving Throws but the adept of luck takes only half damage if he fails a saving throw against damage. This ability functions exactly as Improved Evasion but applies to any saving throw the Character makes instead of just reflex saves.

**Traditional Luck (Su):** An adept of luck can earn good and bad luck by conforming to tradition. Walking under a ladder, breaking a mirror and crossing the path of a black cat all cause bad luck. Knocking on wood, finding a four-leaf clover and kissing the blarney stone all cause good luck. These forms of luck may be universal or they may only operate in certain areas where the tradition is held to be true.

Traditional luck can modify any d20 roll, even if it is already made, by giving it a +1 luck bonus that stacks with traditional luck but no other form of luck. 20 points of traditional luck can be traded in for a single point of luck.

## Dying Star

*I stink worse then your camel and if you don't get it out of my way chap, so will you.*

When a sun grows older, it lets off a great deal of heat and energy, sometimes in a nova or super nova, often destroying all life in its solar system. The dying star prestige class emulates this.

A grizzled old man with few teeth and a limp in his step looks into the bar with a twinkle in his eye and a smile across the coarse, wrinkled stubble that is his chin. There is a charm to him, like he could still take on the whole world despite the few thin strands of white hair his head now bears. And if you knew who he was, you would realize he could, at least one last time.

The dying stars are rare aging spellcasters who light a spark

**Table 2-2: The Dying Star**

| Level | Base Attack Bonus | Fort Save | Ref Save | Will Save | Special | Spells per Day |
|---|---|---|---|---|---|---|
| 1st | +0 | +2 | +2 | +0 | Burning soul, old age and treachery, temporal access | +1 level of existing class |
| 2nd | +1 | +3 | +3 | +0 | | +1 level of existing class |
| 3rd | +1 | +3 | +3 | +1 | Bonus feat | +1 level of existing class |
| 4th | +2 | +4 | +4 | +1 | | +1 level of existing class |
| 5th | +2 | +4 | +4 | +1 | Fire heart, fire subtype | +1 level of existing class |
| 6th | +3 | +5 | +5 | +2 | | +1 level of existing class |
| 7th | +3 | +5 | +5 | +2 | Too old to care, bonus feat | +1 level of existing class |
| 8th | +4 | +6 | +6 | +2 | | +1 level of existing class |
| 9th | +4 | +6 | +6 | +3 | | +1 level of existing class |
| 10th | +5 | +7 | +7 | +3 | Older then stone | +1 level of existing class |



Michael Short (order #2081358)

within their soul and consume what is left of themselves in order that they live their final years in a spectacular fashion. These dying old men and woman bleed alchemist's fire laugh at danger and possess wisdom, intelligence and a charisma beyond their years. When a dying star finally passes on, he is well remembered.

Clerics, psions, sorcerers and wizards typically become dying stars but rangers and paladins can qualify. The most difficult factor is the age, which younger characters may simply never be able to meet during the campaign.

**Hit Die:** d4

## Requirements

To qualify to become a dying star, a character must fulfill all of the following criteria

**Skills:** Knowledge (Fire) 8 ranks.

**Feats:** Pyro, Iron Will.

**Spells:** Ability to cast 2 fire spells of each spell level or ability to manifest 1 psionic power related to fire of each power level.

**Special:** The character must be in the oldest age category for his race, the venerable age category.

**Old Age:** The total ability score modifications for venerable are -6 Str, Dex and Con and +3 Int, Wis and Cha. A dying star must take these penalties. He loses any abilities, which extend lifespan, halt aging or preserve youth and can not take any new ability which does so.

## Class Skills

The dying star's class skills (and the key ability for each skill) are Bluff (Cha), Concentration (Con), Craft (Int), Diplomacy (Cha), Healing (Wis), Intimidate (Cha), Knowledge (all skills taken individually) (Int), Prophecy (Wis), Profession (Wis), Sense Motive (Wis), Spellcraft (Int). See the Skills section of the Core Rulebook for skill descriptions.

**Skill Points at Each Level:** 2 + Int modifier.

## Class Features

All the following are class features of the dying star prestige class.

**Armor and Weapon Proficiency:** Dying stars gain no armor or weapon proficiencies.

**Spells and Powers per day:** When a new dying star level is gained, the character can choose to improve her spell casting or manifesting ability from a previous class (but not both). The dying star gains new spells or powers per day as if he had also gained a level in the spellcasting or psionic class he belonged to before adding the prestige class. He does not, however, gain any other benefit a character of that class would have gained. (improved chance or controlling or rebuking undead, metamagic, metapsionic or item creation feats, hit points beyond those he receives from the prestige class and so on) except for an increased effective level of spellcasting or manifesting. If a character had more then one spellcasting or psionic class before becoming a dying star, he must decide to which class he adds the new level for purposes of determining spells per day.

**Old age and treachery (Ex):** The dying star gains +2 to inherent bonus to Initiative, Bluff, Diplomacy, Sense Motive and gains +1d6 sneak attack. He suffers a -2 penalty to Listen, Search and Spot.

**Temporal Access (Ex):** The dying star may take temporal feats and gain ranks in temporal skills. Temporal access is further explained at the beginning of Chapter 1: Classes.

*Normal*: Characters without temporal access may never gain temporal feats or gain ranks in temporal skills

**Burning Soul (Su):** The dying star is a fire specialist but the fire slowly consumes him. He can cast one additional spell per spell level each day but two spells of each spell level must be fire spells. (A specialist wizard who becomes a dying star retains his specialist's bonus spell per spell level for a total of 2 bonus spells per spell level. This specialist bonus spell may be a fire spell now instead of a school spell.) A psionic dying star gains enough points to use an extra power of each level each day but must reserve those points for fire powers only.

At each dying star level, he loses 1 point from either Strength, Dexterity or Constitution (of his choice). If any of these ability scores are reduced to zero, in this way, the dying star dies. (A reminder that hit points previously gained are not affected by Constitution loss.)

### Table 2-3: Bonus Power Points

| Power Level | Bonus Points |
|---|---|
| 1st | +1 pts |
| 2nd | +4 pts |
| 3rd | +9 pts |
| 4th | +16 pts |
| 5th | +22 pts |
| 6th | +33 pts |
| 7th | +46 pts |
| 8th | +61 pts |
| 9th | +78 pts |

**Bonus Feat:** At 3rd and 7th level the dying star gains a bonus feat. This may be any feat the dying star qualifies for.

**Fire Subtype (Ex):** At 5th level the dying star gains the Fire Subtype, gaining immunity to fire but taking double damage from cold, except on a successful save.

**Fire Heart (Ex):** At 5th level the dying star's blood physically changes to a fiery liquid similar to alchemist's fire. His type changes to elemental (outsider) and healing magic is no longer effective on him. When exposed to magical fire, he regains hit points equal to the damage, but not more then his dying star level per round.

**Too Old To Care (Ex):** At 7th level the dying star becomes immune to fear.

**Will of Steel (Ex):** At 9th level the dying star improved his will save by +2.

**Pyro Master (Ex):** Damage the dying star inflicts with normal fire is increased from 1d6+1 to 2d6.

**Older then Stone (Ex):** At 10th level the dying star gains +1 Intelligence, Wisdom and Charisma. This is the same bonus as the one for gaining an age category and as such has no bonus type.

**Saving Throws:** Wizard and sorcerer prestige classes usually have Will as their "good" saving throw. The Dying Star has low Constitution and Dexterity but a high Wisdom. The reversed saving throw pattern helps to balance his saving throws.

In game terms, a dying star recognizes his weakness in this area and focuses on overcoming it.



Michael Short (order #2081358)

**Table 2-4: Fire powers**

| Level | Powers |
|---|---|
| 0 | Finger of fire* |
| 1st | Control light, firefall*, rekindle |
| 2nd | Ash consumption, burning ray*, burning touch, control flames* |
| 3rd | Clues of ash, whitefire* |
| 4th | Body of the sun |
| 5th | Brilliant blast* |
| 6th | Flaming shroud* |
| 7th | Energy Wave* (fire only) |
| 8th | Firestarter, swarm of fireflies |
| 9th | Fire breath, solar flare |

*Powers in marked with an asterisk are from the Psionics Core Handbook.

## Elidathanar

Seven hundred and sixty three years old, Elidathanar did not have a good reputation. Now in his later years, he spit, he drank and he had a bad attitude. They called him 'stubborn', 'impotent' and 'rude'. His life had been average, nothing the historians would write volumes about. Then he died.

In that moment, he became a legend and brought respect to a new class of spell casters. From that time on, they referred to him as 'eldest', 'liberator', 'hero' and most importantly 'lich slayer'. His shrine is a tomb. His legacy is hope. His last words were spoken through broken teeth, blood and spit. He laughed.

"It's never too late."

## Edgewhen

*"The blade does not cut. It provides a memory of injury and a scar appears."*

The edgewhen explores the wilderness present, extinct and unborn. He is an expert in twin sword style, capable of hitting before or after he strikes. His weapons are a temporal blur. He vanishes in the wild. The edgewhen is the ranger-chronomancer, an expert in exploration. Most edgewhen are rangers who have become interested in chronomancy. Clerics, divine chronomancer, fighters, paladins and even rogues sometimes become edgewhen.

Edgewhen study temporal magics, gaining a limited ability to use both ranger spells and chronomancy. They never master time shattering powers, but they can track and pursue their prey all across time. Edgewhen gain the unique ability to use attacks they were going to make but didn't and attacks they are going to make, before they do. These forgotten past attacks occur backwards causing healing instead of harm. From many potential future attacks he may choose the best possible one, almost certainly striking his target.

The edgewhen gain an animal companion, often choosing animals that are extinct or ones that do not exist yet. This can jeopardize there secrecy as a time traveler. Some such animal companions, such a new breed of dog, can be explained as an exotic pet but others are more difficult to explain, such as a dinosaur. However, in medieval times most people would not know what a dinosaur was or that it was extinct. It is only in the modern era where the edgewhen's animal companion can cause concern. By future times, he can claim it was cloned.

**Hit Die:** d10

### Requirements

To qualify for edgewhen a character must fulfill all of the following criteria.

**Ability Scores:** Dexterity 13+

**Base attack bonus:** +5

**Feats:** Rapid Shot or Two-Weapon Fighting, Weapon Focus (any slashing or piercing weapon)

### Class Skills

The edgewhen's class skills (and the key ability for each skill) are Climb (Str), Concentration (Con), Craft (Int), Handle Animal (Cha), Heal (Wis), Hide (Dex), Jump (Str), Knowledge (all skills taken individually) (Int), Listen (Wis), Move Silently (Dex), Prophecy (Wis), Profession (Wis), Ride (Dex), Search (Int), Spot (Wis), Survival (Wis), Swim (Str), and Use Rope (Dex). See the Skills section of the Core Rulebook for skill descriptions.

**Skill Points at Each Level:** 4 + Int modifier.

### Class Features

All the following are class features of the edgewhen prestige class.

**Armor and Weapon Proficiency:** Edgewhen are proficient with light armor, shields, and both simple and martial weapons.

**Spells Per Day:** An edgewhen can cast a small number of divine spells. His spells are based on Wisdom, so casting any given spell requires a Wisdom score of at least 10 + the spell's level. The DC for saving throws against these spells is 10 + spell level + the edgewhen's Wisdom modifier. When the table indicates that the edgewhen is entitled to zero spells of a given level (such as 0 1st-level spells at 1st level), he gets only those bonus spells that his Wisdom score allows. An edgewhen prepares and casts spells just like a ranger does and chooses his spells from the ranger and chronomancer sorcerer spell lists. (He may not cast spells on the

**Table 2-5: The Edgewhen**

| | Base Attack | Fort | Ref | Will | | Spells per Day | | | |
|---|---|---|---|---|---|---|---|---|---|
| Level | Bonus | Save | Save | Save | Special | 1st | 2nd | 3rd | 4th |
| 1st | +1 | +2 | +0 | +0 | Animal companion, forestrike, temporal access, temporal spells, unstrike | 0 | — | — | — |
| 2nd | +2 | +3 | +0 | +0 | At home in the forest | 1 | — | — | — |
| 3rd | +3 | +3 | +1 | +1 | | 2 | 0 | — | — |
| 4th | +4 | +4 | +1 | +1 | 1st favored enemy | 3 | 1 | — | — |
| 5th | +5 | +4 | +1 | +1 | | 3 | 2 | 0 | — |
| 6th | +6 | +5 | +2 | +2 | Improved Combat Style | 3 | 3 | 1 | — |
| 7th | +7 | +5 | +2 | +2 | | 3 | 3 | 2 | 0 |
| 8th | +8 | +6 | +2 | +2 | 2nd favored enemy | 3 | 3 | 3 | 1 |
| 9th | +9 | +6 | +3 | +3 | | 3 | 3 | 3 | 2 |
| 10th | +10 | +7 | +3 | +3 | One with time | 3 | 3 | 3 | 3 |



Michael Short (order #2081358)

sorcerer spell list however.) An edgewhen's caster level is his prestige class level.

**Animal Companion:** An edgewhen gains an animal companion as a druid of half his edgewhen level (just like a ranger does).

**Forestrike (Su):** Once per day per level of edgewhen, the character can declare a forestrike as a full round attack action. He makes a single attack and takes 20 on his attack roll, without making any extra attempts. However, the attack is not an automatic hit, nor does it threaten. The character rolls a d20 to determine if the attack is a fumble (in which case he misses) or threat (in which case he rolls to confirm the critical normally).

**Temporal Access (Ex):** The edgewhen may take temporal feats and gain ranks in temporal skills. Temporal access is further explained at the beginning of Chapter 1: Classes.

*Normal*: Characters without temporal access may never gain temporal feats or gain ranks in temporal skills

**Temporal Spells (Ex):** The edgewhen may learn spells from the chronomancer and chronomancer sorcerer list as class spells.

*Normal*: Characters without temporal access and may only use chronomancy spells on their class spell list.

**Unstrike (Su):** Once per day per level of edgewhen, the character can declare an unstrike as a free action. If he hits, this heals the same amount of damage that normally would have been inflicted and the edgewhen loses hit points equal to the amount healed. If he misses, that one use per day has been wasted. An edgewhen can never accidentally deal damage when using an unstrike. Once he declares the attack as an unstrike, it can not deal damage, even if he fumbles.

**At Home in the Forest (Ex):** At 2nd level, the edgewhen gains a +2 concealment bonus to Armor Class whenever he is in the wild.

**Favored Enemy (Ex):** At 4th level, a edgewhen may select a type of creature from among those given on Table: Edgewhen Favored Enemies. The edgewhen gains a +2 bonus on Bluff, Listen, Sense Motive, Spot, and Survival checks when using these skills against creatures of this type. Likewise, he gets a +2 bonus on weapon damage rolls against such creatures.

At 8th level and every four levels thereafter, the edgewhen may select an additional favored enemy from those given on the table. In addition, at each such interval, the bonus against any one favored enemy (including the one just selected, if so desired) increases by 2.

If the edgewhen chooses humanoids or outsiders as a favored enemy, he must also choose an associated subtype, as indicated on the table. If a specific creature falls into more than one category of favored enemy, the edgewhen's bonuses do not stack; he simply uses whichever bonus is higher.

This ability stacks with favored enemies gained from previous classes such as ranger.

**Table 2-5A: Edgewhen Favored Enemies**

| Type (Subtype) | Type (Subtype) |
|---|---|
| Aberration | Humanoid (reptilian) |
| Animal | Magical beast |
| Construct | Monstrous humanoid |
| Dragon | Ooze |
| Elemental | Outsider (air) |
| Fey | Outsider (chaotic) |
| Giant | Outsider (earth) |
| Humanoid (aquatic) | Outsider (evil) |
| Humanoid (dwarf) | Outsider (fire) |
| Humanoid (elf) | Outsider (good) |
| Humanoid (goblinoid) | Outsider (lawful) |
| Humanoid (gnoll) | Outsider (native) |
| Humanoid (gnome) | Outsider (water) |
| Humanoid (halfling) | Plant |
| Humanoid (human) | Undead |
| Humanoid (orc) | Vermin |

**Improved Combat Style (Ex):** At 6th level, an edgewhen's aptitude in his chosen combat style (archery or two-weapon combat) improves. If he selected archery, he is treated as having the Manyshot feat, even if he does not have the normal prerequisites for that feat. If the edgewhen selected two-weapon combat at 2nd level, he is treated as having the Improved Two-Weapon Fighting feat, even if he does not have the normal prerequisites for that feat. The benefits of the edgewhen's chosen style apply only when he wears light or no armor. He loses all benefits of his combat style when wearing medium or heavy armor.

If the edgewhen does not have a combat style he may choose archery if he has the Rapid Shot feat, or two-weapon combat if he has the Two-Weapon Fighting feat. If the edgewhen already has the Improved Combat Style, he may gain the ranger's Combat Style Mastery ability instead.

**One with Time (Sp):** At 10th level, or any time there after, the edgewhen chooses one chronomancy spell that he can cast that becomes an innate spell-like ability that he can use once per day.

## Educated Adept

*"Consider….everything"*

Knowledge is power and for some, all other forms of power are secondary. An educated adept spends all his time and effort bent on the learning of magic, feats and skills in exclusion of what he considers the brutish skills that involve combat and the use of weapons.

Any class can qualify for this prestige class but it is spell casters or psionicists who typically take it. Educated adepts usually appear out of large metropolises where a superior education is available.

**Hit Die:** d4

### Requirements

To qualify for educated adept a character must fulfill all of the following criteria.

**Table 2-6: The Educated Adept**

| Level | Base Attack Bonus | Fort Save | Ref Save | Will Save | Special | Spells/Powers per Day |
|---|---|---|---|---|---|---|
| 1st | +0 | +0 | +0 | +0 | Bonus feat, common sense | +1 level of existing class |
| 2nd | +1 | +0 | +0 | +0 | Bonus feat, instinct | +1 level of existing class |
| 3rd | +1 | +1 | +1 | +1 | Bonus feat, wit | +1 level of existing class |
| 4th | +2 | +1 | +1 | +1 | Bonus feat, unfamiliar | +1 level of existing class |
| 5th | +2 | +1 | +1 | +1 | Bonus feat, education | +1 level of existing class |



Michael Short (order #2081358)

**Special:** A character must have 3 levels in other classes for every level in educated adept they take. (A character could take their first level at 4th, second level at 8th, third level at 12th. Or they could wait and take them at 10th, 11th and 12th etc.) So effectively, you can only take a level in educated adept once every four levels.

## Class Skills

The educated adept chooses a number of skills equal to his Intelligence bonus plus 2, which are treated as class skills. See the Skills section of the Core Rulebook for skills and skill descriptions. (The educated adept may choose skills from other books, such as the Psionic Core Handbook, at the Game Master's discretion.)

**Skill Points at Each Level:** 2 + Int modifier.

## Class Features

All the following are class features of the educated adept prestige class.

**Armor and Weapon Proficiency:** Educated adepts gain no armor or weapon proficiencies.

**Spells Per Day:** When a new educated adept level is gained, the character gains new spells per day as if he also gained a level in a spellcasting class he belonged to before adding the prestige class. He does not, however, gain any other benefit a character of that class would have gained (improved chance or controlling or rebuking undead, metamagic or item creation feats, hit points beyond those he receives from the prestige class and so on), except for an increased effective level of spellcasting. If a character had more then one spellcasting class before becoming an educated adept, he must decide to which class he adds the new level for purposes of determining spells per day.

**Bonus Feat:** At each level, the educated adept may take a bonus feat, which can be any feat he qualifies for, but he must perform a task to gain the feat. Party members can help with the task, but must also obey the restrictions of the task. (Party members gain no special benefit from having done this unless they too are educated adepts.) The exact details of the tasks are up to the Game Master. The tasks are listed below.

**Common Sense:** At 1st level the educated adept is required to learn about the common person. He must spend at least a week posing as a commoner and living with them. During this time, he must solve a problem using the means of a commoner. (For example; living on a farm and defeating a local undead with only farm tools.)

**Instinct:** At 2nd level the educated adept is required to learn about the wilderness. He must spend a week in the wild with no tools crafted by man and survive an encounter with a hostile creature.

**Wit:** At 3rd level the educated adept must learn about wit. He must defeat a foe with cleverness alone. He may not attack, lift a weapon or use a damaging or targeted spell against the foe. Disable Device, Disguise, Bluff, Diplomacy, Stealth, Bribery and similar skills are appropriate to bring about the defeat of the foe. A foe need not be slain, but must no longer pose a threat.

**Unfamiliar:** At 4th level the educated adept must learn about the unfamiliar. He must defeat a foe, or succeed at a quest, using tactics, skills, weapons and/or spells he is not familiar with. These must be skills he has no ranks in, weapons he is not proficient with (preferably wielded in his off hand), spells he does not know (requiring the use of scrolls or magic items) and tactics he does not normally use.

**Education:** At 5th level the educated adept must pass on what he has learned. He must find a student and teach him about the educated adept. During this training, the student must gain at least one level in educated adept. The teacher does not have to participate in any of his students tasks.

*As educated adept does not proceed past 5th level there is no epic educated adept (do not see: Chapter 15: Epic Time Travel).

# Eternal Guardian

*How long the life of a tree?*
*How long the life of the forest?*

The eternal guardian is a druid who approaches time and chronomancy in the more mundane and respected method of eternal vigilance. The eternal guardian plans to guard the land for all time, eventually finding another to take his place when he is gone. Eternal guardians are rewarded with long life and limited temporal powers.

Eternal guardians leave their lands, from time to time, to help other druids or stop those who are defiling the land elsewhere. They leave behind a powerful treant guardian and, because of the eternal guardians temporal abilities, he can appear himself, from the past or future, to guard the land, even when he is away.

Eternal guardians are most often treated and referred to simply as druids.

Most eternal guardians are druids but clerics, divine chronomancers, rangers and even paladins sometimes take up this path.

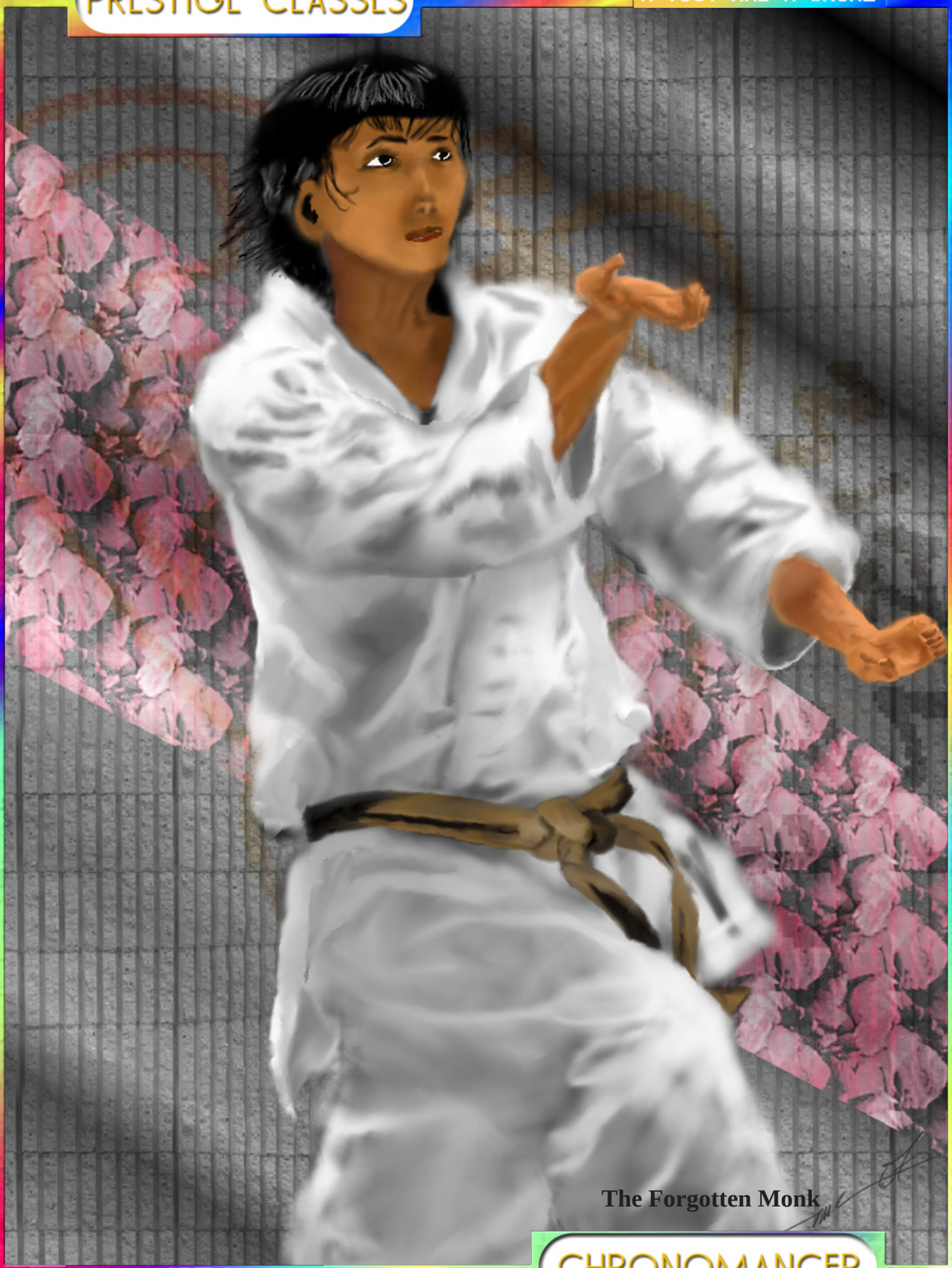
**Hit Die:** d8

**Table 2-7: The Eternal Guardian**

| Level | Base Attack Bonus | Fort Save | Ref Save | Will Save | Special | Spells per Day |
|---|---|---|---|---|---|---|
| 1st | +0 | +2 | +0 | +0 | Lifetime of the tree, temporal access | +1 level of existing class |
| 2nd | +1 | +3 | +0 | +0 | | +1 level of existing class |
| 3rd | +1 | +3 | +1 | +1 | Greater tree | +1 level of existing class |
| 4th | +2 | +4 | +1 | +1 | | +1 level of existing class |
| 5th | +3 | +4 | +1 | +1 | *Wild shape* +1/day | +1 level of existing class |
| 6th | +4 | +5 | +2 | +2 | | +1 level of existing class |
| 7th | +5 | +5 | +2 | +2 | | +1 level of existing class |
| 8th | +6 | +6 | +2 | +2 | Timeless body | +1 level of existing class |
| 9th | +6 | +6 | +3 | +3 | | +1 level of existing class |
| 10th | +7 | +7 | +3 | +3 | Temporal tree stride | +1 level of existing class |



Michael Short (order #2081358)



The Forgotten Monk

CHRONOMANCER





Michael Short (order #2081358)

## Requirements

To qualify for eternal guardian a character must fulfill all of the following criteria.

**Feat:** Iron Will

**Skills:** Survival 8 ranks

**Special:** Nature sense class ability. The eternal guardian must swear an oath to protect an area of wilderness.

## Class Skills

The eternal guardian's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Heal (Wis), Knowledge (nature) (Int), Prophecy (Wis), Profession (Wis), Spellcraft (Int), Survival (Wis) and Swim (Str). See the Skills section of the Core Rulebook for skill descriptions.

**Skill Points at Each Level:** 4 + Int modifier.

## Class Features

All the following are class features of the eternal guardian prestige class.

**Armor and Weapon Proficiency:** Eternal guardians gain no armor or weapon proficiencies.

**Spells Per Day:** When a new eternal guardian level is gained, the character gains new spells per day as if he also gained a level in a spellcasting class he belonged to before adding the prestige class. He does not, however, gain any other benefit a character of that class would have gained (improved chance or controlling or rebuking undead, metamagic or item creation feats, hit points beyond those he receives from the prestige class and so on), except for an increased effective level of spellcasting. If a character had more then one spellcasting class before becoming an eternal guardian he must decide to which class he adds the new level for purposes of determining spells per day.

**Lifetime of the Tree (Ex):** When any character becomes an eternal guardian they must choose an area of land that they will protect and plant a tree, (or possibly another long-lived plant) in that area. The eternal guardian must guard the area as long as the tree lives. If the tree lives longer then the eternal guardian would normally live, the eternal guardian continues to live, in his oldest age category, until the tree dies. As a result, many eternal guardians live hundreds of years.

The eternal guardian can leave his guarded area, but not for very long. He can even leave the plane but only for a short while. If he leaves too long, he will begin loosing the abilities of his class and if he is too old, when he loses his link with his tree, he will die of old age.

**Temporal Access (Ex):** The eternal guardian may take temporal feats and gain ranks in temporal skills. Temporal access is further explained at the beginning of Chapter 1: Classes.

*Normal*: Characters without temporal access may never gain temporal feats or gain ranks in temporal skills

**Greater Tree (Ex):** At 3rd level the eternal guardian's tree becomes a treant. (See the *MM* for details on a treant.) If the eternal guardian has a plant, other then a tree, the Game Master may substitute another form of animation for the plant. The treant will never leave the eternal guardians guarded area unless its life is in danger.

**Wildshape (Su):** At 5th level, if the eternal guardian has the class ability to *wild shape* he can do so an additional time each day.

**Timeless Body (Ex):** After 8th level, the eternal guardian no longer suffers ability penalties for aging and can not be magically aged. (Any penalties he may have already suffered remain in place.) Bonuses still accrue, and the eternal guardian still dies of old age when his time is up (although that time may be extended by his lifetime of the tree ability).

**Temporal Tree Stride (Sp):** The eternal guardian can step into his tree and access the Temporal Horizon. He can travel forward or backward but only within the lifespan of his tree and he always re-appears by the tree. The eternal guardian may use this spell-like ability once per 24 hours.

# Forgotten Monk

*"This martial art? I didn't learn it from anyone. It doesn't exist."*

There are places where people are forgotten from times that once were but now are lost, replace by a new reality, an altered history. The forgotten monks have studied these lost worlds and learn to reach into them spiritually to draw power from these ghost realms. At the same time, the forgotten monks pay homage to these lost souls and doing so avoid the wrath of disturbing the lost. Chronomancers able to visit "erased" times have noted that there is a different attitude there, an unhappy mood that pervades everything. Although this is not always the case, it seems to support the mood of the forgotten monks. Monks who use the void note a similarity between themselves and forgotten monks.

Forgotten monks are aware of many things that could have been. They may cry for events that might have happened. Their world is many layered. Where some monks have concerned themselves with the spirits of the dead, the forgotten monks pray for the lost. Occasionally history will change and what is will become lost, and what was will return to be. The monks may consider this a good thing. They seek the return of the original timeline before any changes were made. By 10th level, a forgotten monk ready to travel time and make changes. They are forbidden to alter history except to undo the changes of others, even if this costs lives or promotes evil. Those who can not abide by these rules are asked to live in their fundamental present. Forgotten monks often work with time guardians but time guardians are more focused on goodness then necessarily undoing changes.

**Hit Die:** d8

## Requirements

To qualify for forgotten monk a character must fulfill all of the following criteria.

**Base Attack Bonus:** +3

**Feats:** Improved Unarmed Strike

**Skills:** Concentration 4 ranks, Hide 4 ranks.

## Class Skills

The forgotten monk's class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Concentration (Con), Craft (Int), Diplomacy (Cha), Escape Artist (Dex), Hide (Dex), Jump (Str), Knowledge (any history) (Int), Knowledge (arcana) (Int), Knowledge (temporal) (Int), Knowledge (religion), Listen (Wis),



Michael Short (order #2081358)

Move Silently (Dex), Perform (Cha), Prophecy (Wis), Profession (Wis), Swim (Str), and Tumble (Dex). See the Skills section of the Core Rulebook for skill descriptions.

**Skill Points at Each Level:** 4 + Int modifier.

## Class Features

All the following are class features of the forgotten monk prestige class.

**Armor and Weapon Proficiency:** Forgotten monks gain no armor or weapon proficiencies.

**Bypass Damage Reduction (Su):** Forgotten monks' unarmed attacks can bypass damage reduction as if they were magic weapons; Treat the monks unarmed attack as if they were +1 for every 2 levels in forgotten monk (rounded down). This does not increase the monks attack bonus or damage bonus. This continues into epic levels to a maximum of +10 at 20th level.

**Temporal Access (Ex):** The forgotten monk may take temporal feats and gain ranks in temporal skills. Temporal access is further explained at the beginning of Chapter 1: Classes.

*Normal*: Characters without temporal access may never gain temporal feats or gain ranks in temporal skills

**Temporal Resistance (Ex):** Forgotten monks get a +5 enhancement bonus to resist temporal change.

**Unarmed Damage (Ex):** A forgotten monk can either use the unarmed damage listed on Table 2-8: Forgotten Monk or he can use the Unarmed Attack Bonus and Unarmed Damage of a monk equal to his monk levels plus his forgotten monk levels. (Forgotten monks do not improve their AC bonus or unarmored speed as a monk normally would.)

**True Strike (Sp):** At 1st level, once per day as a standard action, the forgotten monk can use *true strike* as a supernatural ability to gain a +20 to one attack. Like *true strike* if the future changes or is blocked from divination, this ability does not work.

**Path of Loss:** Beginning at 3rd level and ending when the forgotten monk gains another experience level, he can not use or benefit from magic items of any sort. If he deliberately employs a magic item, allows a magic item to be used upon him, or tolerates other using magic items on him, he loses all experience since beginning 3rd level. This helps them distance themselves from the material world and find enlightenment.

**Glimpse of Danger (Sp):** At 3rd level, once per day, in response to any saving throw, the forgotten monk can use the psionic power *glimpse of danger* as a supernatural ability to gain +20 to one saving throw. Like *glimpse of danger* if the future changes or is blocked from divination, this ability does not work.

**Path of Solitude:** Beginning at 5th level and ending when the forgotten monk gains another experience level, he can not receive assistance from anyone but himself. If he receives assistance, he loses all experience since beginning 5th level. Ultimately, the forgotten monk is by himself and he must learn to be self-sufficient.

**Not Strike (Su):** At 6th level, any number of times per day, the forgotten monk can strike someone with a -4 to hit penalty, so that it never actually happened but the target remembers it. The target is convinced he took the damage unless he can make a Fortitude saving throw DC 40 to resist temporal change. The strike can disrupt spells and psionics like a normal attack. When the target believes, he is at less then 1 hit point he will become unconscious. Not strike damage heals exactly as non-lethal damage (the target is more easily convinced it is gone). The forgotten monk can only make not strikes with unarmed attacks and with monk or martial arts weapons.

**Path of Darkness:** At 7th level the forgotten monk goes blind. (If he is already blind, he loses another sense instead.) This lasts until he reaches 9th level. The blindness reminds the monk of the uncertainty in the world and the worlds that are forgotten and live in darkness. The blindness is a sign of honor to those who are forgotten. While the monk is blind, undead will avoid attacking him.

**Fountain of Youth (Ex):** At 8th level, the forgotten monk gains this feat free. A fountain of youth is revealed to him and he can no longer die of old age.

**Fists of the Chronomancer (Su):** At 9th level on any critical hit with an unarmed attack the target is *slowed* for 1d4 rounds unless he succeeds at a Fortitude save with a DC equal to the forgotten monk's level + his Wisdom modifier + 2.

**One with Time (Su):** At 10th level, or any time there after, the forgotten monk chooses any one chronomancy spell, that he could cast if he were a sorcerer of his character level, that becomes an innate spell-like ability that he can use once per day.

### Forgotten Monks Starting Above 1st Level

If a character begins play with more then 3 or more levels in forgotten monk, missing one or more paths, he must use his current level for any paths he missed. At the Game Master's discretion, the character may stagger multiple missed paths over the next two to three levels but they must be done in order starting with the path of loss, then the path of solitude and finally the path of darkness.

### Table 2-8: The Forgotten Monk (Monk of the Forgotten Path)

| Level | Base Attack Bonus | Fort Save | Ref Save | Will Save | Special | Unarmed Damage |
|---|---|---|---|---|---|---|
| 1st | +0 | +2 | +2 | +2 | Bypass damage reduction, temporal access, temporal resistance | 1d6 |
| 2nd | +1 | +3 | +3 | +3 | True strike | 1d6 |
| 3rd | +2 | +3 | +3 | +3 | Path of loss | 1d6 |
| 4th | +3 | +4 | +4 | +4 | Glimpse of danger | 1d8 |
| 5th | +3 | +4 | +4 | +4 | Path of solitude | 1d8 |
| 6th | +4 | +5 | +5 | +5 | Not strike | 1d8 |
| 7th | +5 | +5 | +5 | +5 | Path of darkness | 1d10 |
| 8th | +6 | +6 | +6 | +6 | Fountain of youth | 1d10 |
| 9th | +6 | +6 | +6 | +6 | Fists of the chronomancer | 1d10 |
| 10th | +7 | +7 | +7 | +7 | One with time | 1d12 |



Michael Short (order #2081358)

**Table 2-9: The Forgotten Ninja (Ninja of the Forgotten Word)**

| Level | Base Attack Bonus | Fort Save | Ref Save | Will Save | Special |
|---|---|---|---|---|---|
| 1st | +1 | +2 | +2 | +2 | Forgotten code, temporal access, unknown |
| 2nd | +2 | +3 | +3 | +3 | Sneak attack +1d6 |
| 3rd | +3 | +3 | +3 | +3 | Whoever |
| 4th | +4 | +4 | +4 | +4 | Sneak attack +2d6 |
| 5th | +5 | +4 | +4 | +4 | Whenever |
| 6th | +6 | +5 | +5 | +5 | Sneak attack +3d6 |
| 7th | +7 | +5 | +5 | +5 | Assault stasis |
| 8th | +8 | +6 | +6 | +6 | Sneak attack +4d6 |
| 9th | +9 | +6 | +6 | +6 | Wherever |
| 10th | +10 | +7 | +7 | +7 | Sneak attack +5d6 |

# Forgotten Ninja

*"I am not here."*

They do not exist. They have never existed. There will never be cause for them to exist. Where other ninja must conceal the fact they are ninja, on pain of death, the forgotten ninja must hide even deeper. They must conceal the fact they are also chronomancers and assassins of the time stream.

On any given plane the forgotten ninja belong to a single clan and serve a single head of that clan, although it is unlikely they will ever meet her. The clan sells its services as temporal assassins and manipulators of time. It is entirely possible to join the clan and never receive an assignment, or alternatively spend your every waking moment on assignment. The clan's highest tenant is that they are never discovered. It is more important then success in missions. It is more important then life and death.

The forgotten ninja are the ones the chronomancers fear. It is believed that a group of deities, worried about the strength of the chronomancers, created the forgotten ninja. The forgotten ninja conduct a wide range of activities from assassination and theft, to political manipulation, the removal of paradoxes and the repairing of time itself.

Their motivations are difficult to access. Chronomancers only hear of them in whispers, and only when the clan wants chronomancers to hear to them. (Usually to deter a chronomancer from an action). It is certain that the clan disguises its motives, going so far as to perform contradictory actions to disguise which of them was important.

**Hit Die:** d6

## Requirements

To qualify for forgotten ninja a character must fulfill all of the following criteria.

**Base Attack Bonus:** +3

**Skills:** Disguise 10 ranks, Hide 10 ranks, Knowledge (Any History) 5 ranks, Knowledge (Any other history) 5 ranks.

**Feats:** Improved Unarmed Combat.

**Special:** A prospective forgotten ninja must agree to the forgotten code (See below).

## Class Skills

A forgotten ninja's class skills (and the key ability for each skill) are Balance (Dex), Bluff (Cha), Climb (Str), Craft (Int), Decipher Script (Int), Diplomacy (Cha), Disable Device (Int), Disguise (Cha), Escape Artist (Dex), Forgery (Int), Gather Information (Cha), Hide (Dex), Jump (Str), Listen (Wis), Knowledge (any history) (Int), Knowledge (temporal) (Int), Move Silently (Dex), Open Lock (Dex), Perform (Cha), Pick Pocket (Dex), Prophecy (Wis), Profession (Wis), Search (Int), Sense Motive (Wis), Spot (Wis), Tumble (Dex), and Use Rope (Dex). See the Skills section of the Core Rulebook and Chapter 4: Skills, in this book, for skill descriptions.

**Skill points at each level:** 6 + Int modifier.

## Class Features

All the following are class features of the forgotten ninja prestige class.

**Armor and Weapon Proficiency:** Forgotten ninja gain no armor or weapon proficiencies.

**Forgotten Code (Su):** Forgotten ninja must swear an unbreakable oath to remain unknown and undergo a *geas*, which is fatal if they are somehow forced or coerced into revealing their affiliation. From that moment on, they are incapable of revealing themselves as a member of the forgotten ninja, except to another forgotten ninja. This includes demonstrating class abilities.

Forgotten ninja add their Intelligence bonus and their prestige class level to any check or save to resist revealing their association with the forgotten ninja. (This would not increase Hide or Disguise checks but it would increase a Bluff check or a Will saving throw against a charm.)

Forgotten ninja must also accept assignments from their superiors. They can recognize a superior because of the *geas* and through codes. These assignments must be completed as soon as it is reasonably possible.

**Unknown (Ex):** A forgotten ninja has the dubious honor of being forgotten. Anyone trying to remember him must make a Will save with a DC equal to the 10 plus his forgotten ninja level, in order to remember him clearly. This very passive effect generally goes unnoticed. This is not a supernatural ability. It can not be dispelled. It is a property of the forgotten ninja disassociating himself with existence and making himself closer to being one with the void. He is actually ceasing to exist to a certain extent. This does not affect the forgotten ninja's own memory of himself or events he has performed. Persons with protected memory are not affected by this ability. If no one remembers the forgotten ninja, he ceases to exist.

**Temporal Access (Ex):** The forgotten ninja may take temporal feats and gain ranks in temporal skills. Temporal access is further explained at the beginning of Chapter 1: Classes.

*Normal*: Characters without temporal access may never gain temporal feats or gain ranks in temporal skills

**Sneak Attack (Ex):** If a forgotten ninja attacks an opponent who is unable to defend himself effectively, the forgotten ninja can strike a vital spot for extra damage. Any time the forgotten ninja's target would be denied his Dexterity bonus to AC (whether he actually has a Dex bonus or not), or when the forgotten ninja flanks the target, the forgotten ninja's attack deals extra damage. The extra damage is listed on Table 2-9: Forgotten Ninja. If the forgotten ninja has another class with sneak attack, add all the sneak attack damage together to determine the bonus damage when sneak attacking. Should the forgotten ninja score a critical hit with a sneak attack, this extra damage is not multiplied. (See



Michael Short (order #2081358)

Forgotten Ninja

CHRONOMANCER



Michael Short (order #2081358)

Initiative [Flat-Footed and Surprise], Flanking, Attack Roll Modifiers and Grappling in the Combat section of the Core Rulebook for situations in which the forgotten ninja flanks an opponent or the opponent loses his Dex bonus to AC.)

Ranged attacks can only count as sneak attacks if the target is within 30 feet. The forgotten ninja can not strike with deadly accuracy from beyond that range.

With a sap (blackjack) or an unarmed strike, the forgotten ninja can make a sneak attack that deals non-lethal damage instead of normal damage. He cannot use a weapon that deals normal damage to deal non-lethal damage in a sneak attack, not even with the usual –4 penalty, because he must make optimal use of his weapon in order to execute a sneak attack.

(See Nonlethal Damage in the Combat section of the Core Rulebook.)

A forgotten ninja can only sneak attack a living creature with a discernible anatomy — undead, constructs, oozes, plants, and incorporeal creatures lack vital areas to attack. Any creature that is immune to critical hits is also not vulnerable to sneak attacks. The forgotten ninja must be able to see the target well enough to pick out a vital spot and must be able to reach a vital spot. The forgotten ninja cannot sneak attack while striking a creature with concealment (See Concealment in the Combat section of the Core Rulebook.) or striking the limbs of a creature whose vitals are beyond reach.

**Whoever (Ex):** At 3rd level, the forgotten ninja may add his prestige class level to his Knowledge (Any History) check when answering questions about his family or Disguise check when disguising himself as a family member.

A forgotten ninja often disguises himself as a family member when he is in other times. He studies his family tree and assumes the identity of a family member when he time travels. This may be an actually family member or a made-up one. If he travels somewhere that his family does not exist, he must come up with another identity before traveling to that time or location.

**Whenever (Sp):** At 5th level the forgotten ninja can *timeslide* up to once per day per class level but this may only be used to accomplish assignments from the guild. Forgotten ninja hide this ability to time travel. While it is permissible for them to travel with a time traveling party their assignments must not be traced back to that party.

***Assault Stasis* (Sp):** Once per day per prestige class level the forgotten ninja can use this spell as a spell-like ability as a sorcerer of his character level. (*Assault stasis* has no saving throw or level dependent abilities.) This ability is discrete but the forgotten ninja is expected never to be seen using it.

### Table 2-10: The Master of the Shuriken

| Level | Base Attack Bonus | Fort Save | Ref Save | Will Save | Special |
|---|---|---|---|---|---|
| 1st | +1 | +2 | +2 | +2 | Not a toy, three as one |
| 2nd | +2 | +3 | +3 | +3 | |
| 3rd | +3 | +3 | +3 | +3 | Two in the dark |
| 4th | +4 | +4 | +4 | +4 | |
| 5th | +5 | +4 | +4 | +4 | One around the corner |
| 6th | +6 | +5 | +5 | +5 | Cut the candles |
| 7th | +7 | +5 | +5 | +5 | Wire star |
| 8th | +8 | +6 | +6 | +6 | Four points |
| 9th | +9 | +6 | +6 | +6 | Blood star |
| 10th | +10 | +7 | +7 | +7 | Storm of throws |

**Wherever (Sp):** At 9th level the forgotten ninja can use *One-Less's timeslide* once per day.

## Master of the Shuriken

*Honor the wind.*

When you look into a whirlpool or study a tornado, you can see what fascinates a master of the shuriken. To fill the air with floating steel is their life's endeavor. A master of the shuriken is well marked by the tiny scars on his hands and forearm caused from years of training with sharp objects. Ninja/fighters or rogue/fighters most commonly pursue this road and at higher levels, it is ideal for a weapons master. Masters of the shuriken generally distain the use of other weapons to concentrate on the study of the shuriken.

**Hit Die:** d6

### Requirements

To qualify to become a master of the shuriken, a character must fulfill all of the following criteria.

**Ability Score:** Dex 18+

**Base Attack Bonus:** +4

**Feats:** Blind Fighting, Exotic Weapon Proficiency (shuriken), Point Blank Shot, Quick Draw, Rapid Shot, Two-Weapon Fighting, Weapon Focus (shuriken).

### Class Skills

The master of the shuriken class skills (and the key ability for each skill) are Balance (Dex), Bluff (Cha), Climb (Str) Concentration (Con), Craft (Int), Disable Device (Int), Disguise (Cha), Escape Artist (Dex), Gather Information (Cha) Hide (Dex), Innuendo (Wis), Jump (Str), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Pick Pocket (Int), Spot (Wis), Tumble (Dex) and Use Rope (Dex)

**Skill Points at Each Level:** 2 + Int modifier.

### Class Features

All the following are class features of the master of the shuriken prestige class.

**Armor and Weapon Proficiency:** Masters of the shuriken gain no armor or weapon proficiencies.

**Not a Toy (Ex):** Using so many throwing stars is dangerous. Unless the master of the shuriken is wearing special gloves, costing 150gp plus the cost of the gloves, he takes 1 point of damage during each round of combat from his own weapons. If he fumbles, he takes 1 point of damage regardless.

**Three as one (Ex):** The master of the shuriken can choose to deal 1d6 dmg, instead of 3, when throwing three shuriken at the same target. They are treated as a single weapon.

The master of the shuriken can also hold three shuriken in his hand and use them as claws, which inflict 1d6 melee dmg. He must put them away or drop them before using his hands for anything else. (Only three shuriken can ever be held in this way even when the character gains Four Points)

**Two in the Dark (Ex):** At 3rd level, the master of the shuriken improves his blind fighting ability. When attacking an opponent, if he misses because his target is invisible or unseen, he can reduce the number of shuriken that hit by 1, and reroll the miss chance a



Michael Short (order #2081358)

third time.

**One Around the Corner (Ex):** At 5th level, the master of the shuriken can ignore cover and concealment bonuses to armor class against his opponents.

**Cut the Candles (Ex):** At 6th level, as a full round action, the master of the shuriken can make a single attack (3 shuriken), at his base attack bonus, against each target in a straight line from the master of the shuriken out to the maximum range of the shuriken. (Normally this is up to six targets, the last one 30 feet away). If there are any allies in the line, they are attacked as well.

**Wired Star (Ex):** At 7th level, the master of the shuriken can use a shuriken attached to a thin metal or cloth line. Although you hold onto the wire (usually attached to a cylinder of wood or metal), treat the wired star as a projectile weapon with a maximum range of 15 feet and no range penalties. It inflicts 1 point of damage.

A wired star can be used as a grapple for climbing or to grab objects at range (this inflicts the weapon's damage on the object). It can hold up to 50lb or 100lb if it is magical.

**Four Points (Ex):** At 8th level, the master of the shuriken can throw four throwing stars per attack instead of three. He gains 'four as one' and can choose to deal 1d8 dmg, instead of 4, when throwing 4 shuriken at the same target. They are treated as a single weapon.

All class abilities that were limited to three shuriken are now increased to four.

**Blood Star (Ex):** At 9th level, master of the shuriken can prepare a blood star. He keeps it with him at all times. If he is killed, at the same time, he can attack his killer with the blood star. (This does not prevent his death and only works if he actually dies.) If the blood star hits, the target must make a Fortitude save, with a DC equal to 10 + the master of the shuriken's level + his Wisdom modifier, or die.

To create a blood star, the master of the shuriken must simply coat a masterwork shuriken with his own blood. He can make more then one, but he can only use one once. If he is raised from the dead, he can perform this ability once more if he dies again (and only if he is still a 9th level master of the shuriken).

**Storm of Throws (Ex):** At 10th level, the master of the shuriken gains this epic feat (even if he is not 21st level or higher). As a full round action he may throw a shuriken (and only a shuriken) at his full base attack bonus at each opponent within 30 feet.

**Shuriken Mastery:** This feat, normally reserved for ninja, is available to the master of shuriken whenever he has an available feat. (See the Shuriken Mastery sidebar.)

**Shuriken Mastery** [General]
You are skilled at throwing shuriken.

**Prerequisites:** Exotic Weapon Proficiency (shuriken)

**Benefit:** When throwing three shuriken as a single attack you may select multiple targets (applying the same attack roll to all three targets, but with a -2 penalty to the roll). When throwing all three shuriken at a single opponent, each shuriken receives a +1 bonus to damage. (This doubles the damage from three as one to 2d6 and four as one to 2d8.)

**Normal:** When throwing three shuriken as a single attack, they must all be targeted at the same opponent.

This feat was originally printed from the *Way of the Ninja*.

## Metamage

*So how else can I cast the spell?*

The metamage is the most controlling spell caster. He has some inner vision of how he believes magic should be and bends his magic to suit. Some use loud and grandiose magic while others institute subtle changes that may go unnoticed until it is too late. Whatever the case, you can never be certain what changes a metamage has made to his spells, only that all of his magic is changed somehow.

The wizard is the ideal metamage. Few sorcerers would consider metamagicing all of their spells. By extension, chronomancers make good metamages. Bards are the only other standard class able to qualify but few pursue this class.

**Hit Die:** d4

### Requirements

To qualify for Metamage, a character must fulfill all of the following.

**Feats:** Any four Metamagic Feats

**Spells:** Ability to cast at least one arcane spell of 2nd level or higher.

### Class Skills

The metamage's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Knowledge (all skills, taken individually) (Int), Profession (Wis), and Spellcraft (Int). See the Skills section of the Core Rulebook and Chapter 4: Skills, in this book, for skill descriptions.

**Skill Points at Each Level:** 2 + Int modifier.

### Class Features

All the following are class features of the metamage prestige

**Table 2-11: The Metamage**

| Level | Base Attack Bonus | Fort Save | Ref Save | Will Save | Special | Spells per Day |
|---|---|---|---|---|---|---|
| 1st | +0 | +0 | +2 | +2 | Metamage, meta-magic | +1 level of existing class |
| 2nd | +1 | +0 | +3 | +3 | | +1 level of existing class |
| 3rd | +1 | +1 | +3 | +3 | Tailor Spell | +1 level of existing class |
| 4th | +2 | +1 | +4 | +4 | | +1 level of existing class |
| 5th | +2 | +1 | +4 | +4 | Hold Spell | +1 level of existing class |
| 6th | +3 | +2 | +5 | +5 | | +1 level of existing class |
| 7th | +3 | +2 | +5 | +5 | Master of cantrips | +1 level of existing class |
| 8th | +4 | +2 | +6 | +6 | | +1 level of existing class |
| 9th | +4 | +3 | +6 | +6 | Favoried spell | +1 level of existing class |
| 10th | +5 | +3 | +7 | +7 | Bonus feat | +1 level of existing class |



Michael Short (order #2081358)

class.

**Armor and Weapon Proficiency:** Metamages gain no armor or weapon proficiencies.

**Spells Per Day:** When a new metamage level is gained, the character gains new spells per day as if he also gained a level in a spellcasting class he belonged to before adding the prestige class. He does not, however, gain any other benefit a character of that class would have gained (improved chance or controlling or rebuking undead, metamagic or item creation feats, hit points beyond those he receives from the prestige class and so on), except for an increased effective level of spellcasting. If a character had more then one spellcasting class before becoming a metamage, he must decide to which class he adds the new level for purposes of determining spells per day.

**Metamage:** At 1st level, the metamage gains this feat free, allowing him to use any metamagic feat. (See Chapter 4: Feats)

**Meta-Magic:** All the metamage's spells must be affected by a metamagic feat. This affects all spellcasting classes the meamage has. If he prepares spells, all of his prepared spell must be modified by a meta-magic feat (even if the level adjustment is +0). If he spontaneously casts spells he must modify them when he casts them. He can not cast spells without applying a metamagic feat.

**Tailor Spell:** At 3rd level, the metamage gains the ability to tailor the appearance of their spells. They can alter the color, brightness, taste, texture, smell and sound of their spells when they are casting their spells. This increases the casting time to a full round action (or +1 round if the casting time is a full round or longer). For example, they could make their fireball very quiet and black. They could make their magic missiles appear as very small dragons. They can not change the size of the spell, nor can they make the spell invisible or otherwise undetectable. The saving throw against such spells is increased by 2.

**Hold Spell:** At 5th level, the metamage can cast a spell and hold it ready as long as he takes only a single move action each round. Any standard action, damage or distraction causes the spell to fail if he fails a Concentration check to maintain his concentration.

**Master of Cantrips:** At 7th level, the metamage chooses one cantrip. Once chosen it can not be changed. Whenever the metamage casts a spell that takes a full round action or longer, he may also casts that cantrip for free without taking any extra time.

**Favored Spell:** At 9th level, the metamage chooses one spell he can cast as his favored spell. He gains several benefits with that spell; Its DC increases by +2. Dispel checks against it suffer a -2 penalty. Caster level checks with this spell gain +2. He may cast the spell once per day without any verbal, somatic or material components. At each never level, the metamage may change his favored spell to a different spell (but he can only have one favored spell at a time).

**Bonus Feat:** At 10th level, the metamage can select a bonus metamagic feat.

### Table 2-12: The National Defender

| Level | Base Attack Bonus | Fort Save | Ref Save | Will Save | Special | Spells per Day 1 | 2 | 3 | 4 |
|---|---|---|---|---|---|---|---|---|---|
| 1 | +1 | +2 | +0 | +0 | Code of conduct, defend the flag | 0 | - | - | - |
| 2 | +2 | +3 | +0 | +0 | | 1 | - | - | - |
| 3 | +3 | +3 | +1 | +1 | Raise the flag | 1 | 0 | - | - |
| 4 | +4 | +4 | +1 | +1 | | 1 | 1 | - | - |
| 5 | +5 | +4 | +1 | +1 | | 1 | 1 | 0 | - |
| 6 | +6 | +5 | +2 | +2 | See the flag | 1 | 1 | 1 | - |
| 7 | +7 | +5 | +2 | +2 | | 2 | 1 | 1 | 0 |
| 8 | +8 | +6 | +2 | +2 | | 2 | 1 | 1 | 1 |
| 9 | +9 | +6 | +3 | +3 | | 2 | 2 | 1 | 1 |
| 10 | +10 | +7 | +3 | +3 | Carry the flag | 2 | 2 | 2 | 1 |

## National Defender

*Do thy nation proud.*

National defenders are nothing short of paladins sworn to serve their nation. There is a variety of reasons for a paladin to choose this path. Some find this calling through pain and suffering caused to their nation. Others fall into the role naturally out of a desire to help their country. Some national defenders are very active in seeking out troubles in their homeland, while others quietly maintain order and seek peace. Most national defenders are paladins. Barbarians, clerics, fighters, rangers and monks (especially in the oriental setting) make up most of the rest of the national defenders.

For the same reasons as the paladin, the national defender can find adventuring difficult. Often the focus of an adventure has nothing to do with the defender's country and might take place outside of that country. It is acceptable for a national defender to leave his country and pursue other interests, especially at higher levels. He will be called for when he is needed, but he should check in from time to time. It is only inappropriate for him to explore other interests if there is a major problem in his country that he could help solve. Some national problems may required the national defender to leave his country, even for extended periods.

**Hit Die:** d10

### Requirements

To qualify for national defender a character must fulfill all of the following criteria.

**Alignment:** Lawful Good.

**Base Attack Bonus:** +5

**Nation:** The national defender must be devoted to a single nation, which he has sworn to defend.

### Class Skills

The national defender's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Heal (Wis), Knowledge (religion) (Int), Knowledge (any history) (Int), Profession (Wis), and Ride (Dex). See the Skills section of the Core Rulebook and Chapter 4: Skills, in this book, for skill descriptions.

**Skill Points at Each Level:** 2 + Int modifier.

### Class Features

All the following are class features of the national defender prestige class.

**Armor and Weapon Proficiency:** National defenders are proficient with all simple and martial weapons, and all types of armor, and with shields.

**Spells Per Day:** A national defender can cast a small number



Michael Short (order #2081358)

of divine spells. His spells are based on Wisdom, so casting any given spell requires a Wisdom score of at least 10 + the spell's level. The DC for saving throws against these spells is 10 + spell level + the national defender's Wisdom modifier. When the table indicates that the national defender is entitled to 0 spells of a given level (such as 0 1st-level spells at 1st level), he gets only those bonus spells that his Wisdom score allows. A national defender prepares and casts spells just like a paladin does and chooses his spells from the paladin spell list.

**Code of Conduct:** The national defender must be of lawful good alignment and loses all special class abilities if he ever willingly commits an act of evil. Additionally, the national defender's code requires that he respect legitimate authority, act with honor (not lying, not cheating, not using poison, sneak attacks, etc.), help those who need help (provided they do not use the help for evil or chaotic ends), and punish those that harm or threaten innocents.

**Associates:** While he may adventure with characters of any good or neutral alignment, the national defender will never knowingly associate with evil characters. The national defender will not continue an association with someone who consistently offends his moral code. The national defender may only hire henchmen or accept followers who are lawful good.

The national defender is in no way required to only associate with, or hire, people from his own country. Alignment is the only consideration.

**Defend the Flag (Ex):** While the national defender is protecting his country from hostile invaders, he gains a +2 moral bonus to attacks and saving throws. The national defender must always answer his country's call for assistance.

**Raise the Flag (Ex):** At 2nd level, the national defender can raise a fallen flag, or raise a flag where none was standing before to boost moral in his countrymen. Allies from his country who see him raise the flag are affected by *remove fear*, cast at the national defenders level, and anyone who had recently failed a moral check can check again with a +4 moral bonus.

**See the Flag (Sp):** At 6th level, the national defender can cast *light* upon any flag from his country by touching it. This is a free action usable once per day, per national defender level.

**Carry the Flag (Su):** At 10th level if the national defender carries a standard bearing his country's flag into battle, allies from his country who can see the flag are immune to fear, gain a +1 moral bonus to attack rolls and saving throws, and gain 1d8 temporary hit points. These benefits last as long as the flag flies, even if another holds it. If the flag touches the ground, while it does so the benefits are negated and the same persons suffer a -1 moral penalty to attack rolls and saving throws.

## Necronomancer

*"I'm not alive. I'm not undead. I'm simply not."*

Chronomancers seek to cheat death. Necromancers seek to master death. Where the two overlap the necronomancer is born. Necronomancers cheat death with paradox and when death draws again too close, they fold themselves in deeper paradox until they teeter one the edge between non-existence and death. All necronomancers are arcane chronomancers or chronomancer sorcerers. A necromancer will occasionally convert to a arcane chronomancer in order to take this prestige class. (See Existing Characters, Converting Characters in Chapter 5: Time.)

Like negapsychics and some chronomancers, necronomancy can be a lonely path spiraling into insanity. Successful necronomancers find something to hang onto such as a hobby, quests, duties or other activities. It is not uncommon for them to protect their living family members, who are usually unaware of the necronomancer. On rare occasions necronomancers find a partner who is another necronomancer creating a functional, if forgotten, union.

**Hit Die:** d4

### Requirements

To qualify for necronomancer a character must fulfill all of the following criteria.

**Base Attack Bonus:** +2

**Skills:** Spellcraft 8 ranks

**Spells:** Ability to cast *timeslide*

**Special:** Temporal access and temporal spells class abilities. Ability to create undead. Ability to cast spells from the schools of both necromancy and divination.

### Class Skills

The necronomancer's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Heal (Wis), Knowledge (all skills, taken individually) (Int), Prophecy (Wis), Profession (Wis), and Spellcraft (Int). See the Skills section of the Core Rulebook for skill descriptions.

**Skill Points at Each Level:** 2 + Int modifier.

### Class Features

All the following are class features of the necronomancer prestige class.

**Armor and Weapon Proficiency:** Necronomancers gain no

**Table 2-13: The Necronomancer**

| Level | Base Attack Bonus | Fort Save | Ref Save | Will Save | Special | Spells per Day |
|---|---|---|---|---|---|---|
| 1st | +0 | +0 | +0 | +2 | Bonus spells, unknown | +1 level of existing class |
| 2nd | +1 | +0 | +0 | +3 | | +1 level of existing class |
| 3rd | +1 | +1 | +1 | +3 | | +1 level of existing class |
| 4th | +2 | +1 | +1 | +4 | Unreal | +1 level of existing class |
| 5th | +2 | +1 | +1 | +4 | | +1 level of existing class |
| 6th | +3 | +2 | +2 | +5 | Non-dead | +1 level of existing class |
| 7th | +3 | +2 | +2 | +5 | | +1 level of existing class |
| 8th | +4 | +2 | +2 | +6 | Borrowed time | +1 level of existing class |
| 9th | +4 | +3 | +3 | +6 | | +1 level of existing class |
| 10th | +5 | +3 | +3 | +7 | Temporal Horizon native | +1 level of existing class |



Michael Short (order #2081358)

armor or weapon proficiencies.

**Spells Per Day:** When a new necronomancer level is gained, the character gains new spells per day as if he also gained a level in a spellcasting class he belonged to before adding the prestige class. He does not, however, gain any other benefit a character of that class would have gained (improved chance or controlling or rebuking undead, metamagic or item creation feats, hit points beyond those he receives from the prestige class and so on), except for an increased effective level of spellcasting. If a character had more then one spellcasting class before becoming a necronomancer, he must decide to which class he adds the new level for purposes of determining spells per day.

**Specialist:** A necronomancer is both a chronomancer and a necronomancer and can learn spells restricted to those classes.

**Bonus spells (Ex):** The necronomancer gains 1 additional spell of each spell level he can cast. This must be a chronomancy or necromancy spell. Each day one spell of each level must be a chronomancy spell and one spell of each level must be a necromancy spell.

**Unknown (Ex):** A necronomancers has the dubious honor of being forgotten. Anyone trying to remember him must make a Will save with a DC equal to the 10 plus his necronomancer level, in order to remember him clearly. This is not a supernatural ability. It can not be dispelled. It is a property of the necronomancer disassociating himself with existence. He is actually ceasing to exist to a certain extent. This does not affect the necronomancer's own memory of himself or events he has performed. Persons with protected memory are not affected by this ability. If no one remembers the necronomancer, he ceases to exist.

**Unreal (Su):** At 4th level, the necronomancers is no longer a real person. He gains one or more of the following traits usually associated with an undead; He does not cast a shadow. He does not have a reflection. Animals instinctively ignore or fear him. Technology does not recognize him; cameras can not record his image. People forget about him. He leaves no footprints. People feel cold around him. He can not enter a dwelling without permission. He can not cross running water. Sunlight hurts his eyes. This results in a penalty of -4 to his Diplomacy checks.

**Non-dead (Sp):** At 6th level, once per day, a necronomancer can raise the dead by creating a paradox that avoids the death that occurred. This costs the necronomancer 1000xp and costs the subject 1 level. A character raised by a necronomancer in this manor picks up an unreal trait.

**Borrowed Time (Ex):** At 8th level or any time later, when a necronomancer dies, he gains his true powers. He becomes a paradox, a temporal undead, neither determinable as undead, but neither truly a living being. Unlike many undead, which draw their power from the negative energy plane, the necronomancer draws his energies from the Temporal Horizon so he can not be turned. The necronomancer becomes immune to paradox. Since he does not really exist, changes to his past do not affect him. He also gains the abilities from the undead type but he is not actually undead.

**Temporal Horizon Native (Ex):** At 10th level, the necronomancer becomes a native of the Temporal Horizon. His type changes to outsider. Chronolichen and similar creatures no longer affect him. Once per round as a standard action he can *timeslide*.

## Paradox Master

*"I didn't do it."*

The world is not a matter of what can be but rather, what could have been, what is not and what may come to have been. The places of change that count most are the ones that go unnoticed when changed. Addressing the issue of time takes a pencil and an eraser.

The paradox master can tie the past into knots, hiding secrets in forgotten history and determining the course of what can not be. Experienced paradox masters live so much in the "what could have been" and other such unusual states that many consider them insane, genius or both. How else can one be who can consider not only an infinite potential for the future, but for the past as well? Of all the types of chronomancers, the paradox masters are feared the most. They do not only change the past, but they are experts at manipulating the positive and negative consequences of altering time.

Paradox masters have destroyed whole civilizations and others have saved civilizations from the oblivion, from being erased from history. They wield power but are forced to assume an equal responsibility, unable to ignore the consequences of their actions.

Most paradox masters are chronomancers with a high Intelligence score. The skill requirements keep many chronomancer sorcerers and divine chronomancers from joining this prestige class.

**Hit Die:** d4

### Requirements

To qualify for paradox master, a character must fulfill all of the following.

**Skills:** Knowledge (arcane) 8 ranks, Knowledge (any 2: ancient history, future history, history), Knowledge (any 2 planar*) 8

**Table 2-14: The Paradox Master**

| Level | Base Attack Bonus | Fort Save | Ref Save | Will Save | Special | Spells/Powers per Day/Known |
|---|---|---|---|---|---|---|
| 1st | +0 | +0 | +0 | +2 | Controlled paradox | +1 level of existing class |
| 2nd | +1 | +0 | +0 | +3 | Life without a line | |
| 3rd | +1 | +1 | +1 | +3 | | +1 level of existing class |
| 4th | +2 | +1 | +1 | +4 | Find fundamental present | |
| 5th | +2 | +1 | +1 | +4 | | +1 level of existing class |
| 6th | +3 | +2 | +2 | +5 | Jump to fundamental present | |
| 7th | +3 | +2 | +2 | +5 | | +1 level of existing class |
| 8th | +4 | +2 | +2 | +6 | Lost time travel | |
| 9th | +4 | +3 | +3 | +6 | | +1 level of existing class |
| 10th | +5 | +3 | +3 | +7 | Lurn's timereaver, deal with fate | |



Michael Short (order #2081358)

ranks, Knowledge (temporal) 8 ranks.

**Special:** Temporal access and temporal spells class abilities. This character must have caused at least one paradox of any kind and studied the results.

*See Knowledge in the Skills section of the Core Rulebook.

## Class Skills

All Intelligence based skills are class skills for the paradox master. The paradox master's class skills (and the key ability for each skill) are Appraise (Int), Concentration (Con), Craft (Int), Decipher Script (Int), Disable Device (Int), Forgery (Int), Knowledge (arcana) (Int), Knowledge (all skills taken individually) (Int), Prophecy (Wis), Profession (Wis), Search (Int), Sense Motive (Wis) and Spellcraft (Int). See the Skills section of the Core Rulebook and Chapter 4: Skills, in this book, for skill descriptions.

**Skill Points at Each Level:** 2 + Int modifier.

## Class Features

All the following are class features of the paradox master prestige class.

**Armor and Weapon Proficiency:** Paradox masters gain no armor or weapon proficiencies.

**Spells or Powers Per Day:** At 1st, 3rd, 5th, 7th and 10th levels, the character gains new spells, or powers, per day as if he also gained a level in a spellcasting, or manifesting, class he belonged to before adding the prestige class. He does not, however, gain any other benefit a character of that class would have gained (improved chance or controlling or rebuking undead, metamagic or item creation feats, hit points beyond those he receives from the prestige class and so on), except for an increased effective level of spellcasting, or manifesting. If a character had more then one spellcasting, or manifesting, class before becoming a paradox master, he must decide to which class he adds the new level for purposes of determining spells per day.

**Controlled Paradox (Ex):** The paradox master can add or subtract his level from results on Table 6-1: Random Paradox Events in Chapter 6. Even if the Game Master is not rolling on the table, she can assign any given paradox a level on the table (blessing, best possible results, positive, neutral, negative, worst possible result or catastrophe) and a number (the Game Master can choose a number or roll randomly until the result falls into the decided range) so that the paradox master can adjust the results appropriately.

If the Game Master does not wish to use the table, simply allow the paradox master to make the event slightly better or slightly worse. The exact amount of change would be 1% per prestige class level. This percent can be useful when accessing damage, loss and gain, area of effect or number of affected.

**Life without a line (Ex):** At 2nd level paradox masters warp their past so that, not only do they sever their lifeline, but they wrap time around that past so that they never had a lifeline. The only way to find a paradox master's lifeline is to search lost time.

**Find Fundamental Present (Ex):** At 4th level a paradox master can determine when the fundamental present, the "proper" present time, is in the location he is in. This is a full round action in normal time. It takes up to a minute to determine in different forms of time. If the fundamental present changes, the paradox master will not be aware, although normally the fundamental present moves along with the native time flow at the normal rate of time. Someone in the fundamental present should normally remain there unless they time travel.

**Jump to Fundamental Present (Sp):** At 6th level, once per day the paradox master may travel to the fundamental present using *Elvinshire's time travel*.

**Lost Time Travel (Ex):** At 8th level, a paradox master can travel into lost pasts. If a location has a past that has been erased because that past was changed, the paradox master can time travel to that lost past. The paradox master must travel either back or forward to the point when the time was lost, or he has to use *plane shift* to get to the lost time. In some areas there will be many lost times. They occur naturally in such forms of time as flexible paradox.

**Lurn's Timereaver (Sp):** At 10th level, the paradox master can use *Lurn's timereaver* once per day. He may also learn *Lurn's timereaver*, as a bonus spell and/or power known, if he is capable of casting or manifesting it. This is an exception to the rule that is must be learned from Lurn's spellbook.

**Deal with Fate:** At 10th level, the paradox master can literally make a deal with Fate. This may involve becoming a worshiper of fate, a quest or a short adventure. Afterwards the paradox master only pays half the xp cost for Fate's Fee.

# Rage Caster

*"Magic is……Anger."*

A sorcerer once educated his barbarian companion, trying to teach him magic to make him more civilized. Instead the barbarian made magic uncivilized. The benefit of this merger was not lost on them and the art of rage magic was created and passed on. A rage caster draws upon his fury to power his spells. Every rage caster must have a cause to drive their rage. Any form of inner

**Table 2-15: The Rage Caster**

| Level | Base Attack Bonus | Fort Save | Ref Save | Will Save | Special | Spells per Day |
|---|---|---|---|---|---|---|
| 1st | +0 | +2 | +0 | +0 | Rage magic | |
| 2nd | +1 | +3 | +0 | +0 | Rage +1/day | +1 level of existing class |
| 3rd | +1 | +3 | +1 | +1 | Cast attack I | |
| 4th | +2 | +4 | +1 | +1 | | +1 level of existing class |
| 5th | +3 | +4 | +1 | +1 | Tough defense | |
| 6th | +4 | +5 | +2 | +2 | Rage +2/day | +1 level of existing class |
| 7th | +5 | +5 | +2 | +2 | Cast attack II | |
| 8th | +6 | +6 | +2 | +2 | Greater rage | +1 level of existing class |
| 9th | +6 | +6 | +3 | +3 | Rage +3/day | |
| 10th | +7 | +7 | +3 | +3 | Cast attack III, tireless rage | +1 level of existing class |



Michael Short (order #2081358)

peace only subtracts from their strength. Evil rage casters are unresting instruments of terror while good rage casters are tireless bastions of righteousness. Their unorthodox combat capabilities are capable of instilling terror and confusion in foes.

Barbarians/sorcerers make up the bulk of rage casters. Bards and a few odd prestige classes which cast spells without preparation make up the rest of the rage casters. Their combination of rage and magic makes up for their lower caster level and attack bonus progression.

**Hit Die:** d12

## Requirements

To qualify for rage caster a character must fulfill all of the following criteria.

**Base Attack Bonus:** +3

**Feats:** Any one: Eschew Material Components, Still Spell, Silent Spell or Quicken Spell.

**Skills:** Intimidate 4 ranks, Spellcraft 4 ranks

**Spells:** Ability to cast 1st level arcane, or divine, spells without memorization.

**Special:** Class ability to rage.

## Class Skills

The rage caster's class skills (and the key ability for each skill) are Climb (Str), Concentration (Con), Craft (Int), Handle Animal (Cha), Intimidate (Cha), Jump (Str), Knowledge (all skills taken individually) (Int), Listen (Wis), Profession (Wis), Ride (Dex), Spellcraft (Int), Survival (Wis) and Swim (Str). See the Skills section of the Core Rulebook and Chapter 4: Skills, in this book, for skill descriptions.

**Skill Points at Each Level:** 4 + Int modifier.

## Class Features

All the following are class features of the rage caster prestige class.

**Armor and Weapon Proficiency:** Rage casters gain no armor or weapon proficiencies.

**Spells Per Day:** Starting at second level, at every other level gained in the rage caster class, the character gains new spells per day as if he also gained a level in a spellcasting class he belonged to before adding the prestige class. He does not, however, gain any other benefit a character of that class would have gained (improved chance or controlling or rebuking undead, metamagic or item creation feats, hit points beyond those he receives from the prestige class and so on), except for an increased effective level of spellcasting. If a character had more then one spellcasting class before becoming a rage caster, he must decide to which class he adds the new level for purposes of determining spells per day.

**Rage Magic (Su):** A rage caster uses the power of his rage to cast spells. He can only cast spells when raging. He loses 1 hit point per spell level he casts but this hit point loss is subtracted from his bonus hit points from raging first. A rage caster is unable to combat cast but he can make Concentration checks to resist spell failure caused by damage. (Quickened spells, and spells with no components, using eschew components, silent spell, and/or still spell feats, do not provoke attacks of opportunity.)

**Rage:** At 2nd, 6th and 9th levels, the rage caster can rage an additional time each day.

**Cast Attack:** Starting at 3rd level, while raging, the rage caster can cast a 1st level spell with a casting time of one standard action as a move action if he attacks as a standard action during the same round. At 6th level, he can cast 2nd level spells this way. At 9th level he can cast 3rd level spells this way. This action provokes an attack of opportunity.

**Tough Defense (Ex):** At 5th level, a rage caster gains a natural armor bonus equal to his Constitution bonus (if any).

**Greater Rage (Ex):** At 8th level the rage caster gains this barbarian ability; The rage bonuses become +6 to Strength, +6 to Constitution and a +3 morale bonus to Will saves. (The AC penalty remains at -2).

**Tireless Rage (Ex):** At 10th level and higher, a rage caster no longer becomes fatigued at the end of his rage.

### Table 2-17: The Shard

| Level | Base Attack Bonus | Fort Save | Ref Save | Will Save | Special |
|---|---|---|---|---|---|
| 1st | +0 | +0 | +0 | +2 | Divided, shard level, multiple personality |
| 2nd | +1 | +0 | +0 | +3 | Shard level |
| 3rd | +2 | +1 | +1 | +3 | Shard level |
| 4th | +3 | +1 | +1 | +4 | Shard level |
| 5th | +3 | +1 | +1 | +4 | Shard level, slippery mind |
| 6th | +4 | +2 | +2 | +5 | Shard level |
| 7th | +5 | +2 | +2 | +5 | Shard level |
| 8th | +6 | +2 | +2 | +6 | Shard level |
| 9th | +6 | +3 | +3 | +6 | Shard level |
| 10th | +7 | +3 | +3 | +7 | Shard level, internal realm |

## Shard

*"Dear boy I do believe-*
*LasT sTinKiNg TuESday-*
*sans Denver-*
*Denver?*
*Oui.*
*Me'n m'mates spotted-*
*a most striking example of pygathrix nemaeus."*

The shard is a person with multiple personalities. However unlike multiple personality disorder, these personalities work together as a single person. Further each of the personalities is the same person, from different alternate realities. Generally if a person is a shard, all shared personalities are shards.

Shards share parts of their personality with their alternate reality selves and gain parts of the other personalities in return. Each level a shard can take any class or prestige class, even if they do not qualify for it. (Whatever level they would normally have gained is given to someone else.) They pay a steep price for this power though. They become bonded to their alternate selves. If something happens to the alternate self, shards have been known to go insane, suffer level losses, loose hit points or other abilities.

Even shards have little idea what class they are. Any class can become a shard, which ends their being a single class of any kind. It is impossible to say what most shards are, except that they are shards.

**Hit Die:** As per shard level



Michael Short (order #2081358)

## Requirements

To qualify for the shard prestige class, a character must fulfill all of the following.

**Feats:** Iron Will

**Special:** The character must either be in a time stream as it is broken into shards or be the subject of a shard spell. Temporal access class ability.

## Class Skills

Shards use the skills and skill points from the class level they take as their shard level.

## Class Features

All the following are class features of the shard prestige class.

**Armor and Weapon Proficiency:** Shards gain the armor and weapon proficiencies associated with their shard level.

**Divided:** The shard loses any favored classes.

**Shard Level:** At each level, the shard must select a level from a class or prestige class (other then shard). It must be the same level as the level of shard. The shard gains all the special abilities, including hit dice, skill points and skill selection, normally associated with taking a level in that class. (He uses the base attack bonus and saving throws from his shard level though.)

Class abilities that are improved at each level are gained. This includes bardic music, bardic knowledge, turn or rebuke undead, unarmed strike, lay on hands and summon familiar. (These abilities only count the number of levels in that class the shard has, not the level of the class taken.) The shard gains class restrictions such as the paladin's code of honor and the wizard's spell failure in armor.

Abilities gained at 1st level such as fast movement, nature sense, animal companion, bonus feats, stunning attack, evasion, detect evil, divine grace, divine health, track and sneak attack are not gained unless the character actually takes the 1st level in the appropriate class.

The shard does not have to qualify for any class or prestige class. It is possible for him to gain feats granted by a class, and class abilities, without first getting their prerequisites. (He does not automatically gain prerequisites.) The shard only gains the abilities granted for the level he takes.

*For Example*: Fletch takes 3 levels in shard. He takes the 1st level of barbarian, the 2nd level of bard and the 3rd level of cleric. This gives him a +3 base attack bonus, +2 fort, +2 reflex and +1 will. He gains rage 1/day, fast movement from barbarian. He can cast 1 bard cantrip and 0 bard 1st level spells. (He does not get bardic music or bardic knowledge because these abilities are gained at 1st level.) He can cast 1 2nd-level cleric spell and 1 2nd-level domain spell as a cleric. (He can not turn or rebuke undead because that was gained at 1st level, but he does get 2 domains.)

**Multiple Personality (Ex):** The shard shares his mind with alternate reality versions of himself and it can get a little confusing. Whenever he rolls a d20, on a natural 1 or 2, the activity is considered a failure. This includes attack rolls, skill checks and saving throws. He also has a 10% spell failure chance (this stacks with any other chance of spell failure he has).

**Slippery Mind (Ex):** At 5th level, the shard gains the ability to shrug off magical effects that would otherwise control or compel him. If a shard with slippery mind is affected by an enchantment and fails his saving throw, one round later he can attempt his saving throw again. He only gets this one extra chance to succeed at his saving throw.

**Internal Realm (Ex):** At 10th level, the shard can hold discussions with his other personalities. He can take 10 on any knowledge skill. However, his reaction time drops and he takes a -4 penalty on all initiative checks.

### Table 2-18: The Soul of Hatred

| Level | Base Attack Bonus | Fort Save | Ref Save | Will Save | Special |
|---|---|---|---|---|---|
| 1st | +1 | +2 | +2 | +2 | Weapon focus, 1st favored enemy |
| 2nd | +2 | +3 | +3 | +3 | Weapon specialization |
| 3rd | +3 | +3 | +3 | +3 | Alignment change |
| 4th | +4 | +4 | +4 | +4 | |
| 5th | +5 | +4 | +4 | +4 | Consuming power attack, 2nd favored enemy |
| 6th | +6 | +5 | +5 | +5 | Reckless |
| 7th | +7 | +5 | +5 | +5 | Improved unarmed combat |
| 8th | +8 | +6 | +6 | +6 | Iron will, undying hatred |
| 9th | +9 | +6 | +6 | +6 | Strain |
| 10th | +10 | +7 | +7 | +7 | All consuming hatred, 3rd favored enemy |

# Soul of Hatred

*"You can't stop me. If you shoot away my legs, I'll crawl on the stumps. When those fail, I'll drag myself along with my arms. If you cut those off I'll pull myself with my chin and latch my jaws around your leg until you bleed to death."*

For some there is no reasoning their loss, no respite from grief, guilt or anger and all that is left in life is vengeance or revenge. Every soul of hatred is different. They have suffered some great pain and seek to destroy the source of it above all else. They forsake family, friends, love, peace, honor and everything else to pursue this one goal. They are often fanatical and coldly detached. They may retain their moral code, but that too is lost if it conflicts with their goal.

The soul of hatred often has a special weapon with which they intend to exact their revenge. Souls of hatred may act irrational, perhaps insisting they destroy their target in a very specific manor that actually makes the task much harder. They may set for themselves a virtually impossible task such as the destruction of an entire race. This prestige class is better suited for the villain of a campaign, then the heroes but even heroes can fall.

Most souls of hatred are a combination barbarian or barbarian and another class: cleric, paladin (fallen), fighter, ranger, or even rogue. Monks typically never become souls of hatred.

**Hit Die:** d12

## Requirements

To qualify for soul of hatred a character must fulfill all of the following criteria.

**Alignment:** Either non-lawful or non-good

**Feats:** Power attack

**Base Attack Bonus:** +5

**Special:** Class ability to rage. The character must have reason to hate something more then anything else and be willing to give up everything to destroy it.



Michael Short (order #2081358)

## Class Skills

The soul of hatred's class skills (and the key ability modifier for each skill) are Climb (Str), Gather Information (Cha), Intimidate (Cha), Jump (Str), Listen (Wis), Spot (Wis), Survival (Wis), Swim (Str), and Use Rope (Dex). See the Skills section of the Core Rulebook for skill descriptions.

**Skill Points at Each Level:** 4 + Int modifier.

## Class Features

All the following are class features of the soul of hatred prestige class.

**Armor and Weapon Proficiency:** Souls of hatred gain no armor or weapon proficiencies.

**Weapon Focus (Ex):** The soul of hatred gains this feat free.

**Favored Enemy (Ex):** At 1st level, a soul of hatred may select a type of creature from among those given on Table 2-18B: Soul of Hatred Favored Enemies. The soul of hatred gains a +2 bonus on Bluff, Listen, Sense Motive, Spot, and Survival checks when using these skills against creatures of this type. Likewise, he gets a +2 bonus on weapon damage rolls against such creatures.

At 5th level and every five levels thereafter (10th, 15th, and 20th level), the soul of hatred may select an additional favored enemy from those given on the table. In addition, at each such interval, the bonus against any one favored enemy (including the one just selected, if so desired) increases by 2.

If the soul of hatred chooses humanoids or outsiders as a favored enemy, he must also choose an associated subtype, as indicated on the table. If a specific creature falls into more than one category of favored enemy, the soul of hatred's bonuses do not stack; he simply uses whichever bonus is higher.

This ability stacks with favored enemies gained from previous classes such as edgewhen and ranger.

**Weapon Specialization (Ex):** At 2nd level, the soul of hatred gains this feat for one weapon, which he has Weapon Focus for.

**Alignment Change:** At 3rd level if the soul of hatred is not evil, he takes a step closer, changing from good to neutral or from neutral to evil.

**Hatred (Ex):** The soul of hatred can not be magically or psionically influenced to like or even tolerate the object of his hatred. He is immune to mind altering affects that would deter him from his quest to destroy the object of his hatred.

**Consuming Power Attack (Su):** At 5th level when using power attack, the soul of hatred can sacrifice a number of hit points up an amount equal to his base attack bonus, and increase his power attack damage by that much. This does not reduce his attack bonus and stacks with power attack.

**Table 1-18b: Soul of Hatred Favored Enemies**

| Type (Subtype) | Type (Subtype) |
|---|---|
| Aberration | Humanoid (reptilian) |
| Animal | Magical beast |
| Construct | Monstrous humanoid |
| Dragon | Ooze |
| Elemental | Outsider (air) |
| Fey | Outsider (chaotic) |
| Giant | Outsider (earth) |
| Humanoid (aquatic) | Outsider (evil) |
| Humanoid (dwarf) | Outsider (fire) |
| Humanoid (elf) | Outsider (good) |
| Humanoid (goblinoid) | Outsider (lawful) |
| Humanoid (gnoll) | Outsider (native) |
| Humanoid (gnome) | Outsider (water) |
| Humanoid (halfling) | Plant |
| Humanoid (human) | Undead |
| Humanoid (orc) | Vermin |

**Reckless (Ex):** At 6th level, the soul of hatred permanently lowers his armor class by 4 points (his base armor class becomes 6 instead of 10) and gains +2 to his attack bonus.

**Improved Unarmed Combat (Ex):** At 7th level the soul of hatred gains this feat for free and increases his hand damage to 1d6.

**Iron Will (Ex):** At 8th level the soul of hatred gains this feat for free gaining a +2 bonus to his Will saving throws.

**Undying Hatred (Ex):** At 8th level, the soul of hatred does not die until he reaches -20 hit points, instead of -10. When he is between -10 and -19 hit points treat him exactly as if he was between -1 and -9.

**Strain:** At 9th level, the soul of hatred permanently decreases his Strength, Dexterity and Constitution by 1 as the years of hatred begin to take their toll on him.

**All Consuming Hatred (Su):** At 10th level, the soul of hatred can temporarily decrease any of his ability scores by 1 to gain a +1 to hit or damage. This is a free action that can be performed any number of times per round. Although the character may not recognize it, this ability comes from a divine source. This ability score damage can not be healed by anything short of a wish but returns at the normal rate of 1 point per ability score per day of rest. If an ability score is reduced to 0, the character is unconscious. If Constitution is reduced to 0, the character dies instead.

**Completion:** The path of hatred is an exhausting and morally disturbing road. Even if the soul of hatred finally destroys the thing he hates, he is left with very little. When the soul of hatred destroys the object of his hate, he loses hatred, consuming power attack, undying hatred and all consuming hatred and may choose to give up reckless. He may also now change his alignment to lawful or good. (Someone who has been a soul of hatred can

**Table 2-19: The Telekineticist**

| Level | Base Attack Bonus | Fort Save | Ref Save | Will Save | Special | Powers |
|---|---|---|---|---|---|---|
| 1st | +0 | +0 | +0 | +2 | Conversion, specialist | +1 level of existing class |
| 2nd | +1 | +0 | +0 | +3 | Telekinesis | +1 level of existing class |
| 3rd | +1 | +1 | +1 | +3 | Power specialization | +1 level of existing class |
| 4th | +2 | +1 | +1 | +4 | Extend power | +1 level of existing class |
| 5th | +2 | +1 | +1 | +4 | Extend concentration, tougher | +1 level of existing class |
| 6th | +3 | +2 | +2 | +5 | | +1 level of existing class |
| 7th | +3 | +2 | +2 | +5 | Persist power | +1 level of existing class |
| 8th | +4 | +2 | +2 | +6 | | +1 level of existing class |
| 9th | +4 | +3 | +3 | +6 | Improved telekinesis | +1 level of existing class |
| 10th | +5 | +3 | +3 | +7 | Tougher | +1 level of existing class |



Michael Short (order #2081358)

never become a paladin.)

## Telekineticist

*Psychokinesis is a school. Telekinesis is an attitude.*

A man in the desert has held a rock above the ground for a week now, without food or sleep, because he will not let gravity win. At some point, he will either transcend the situation or pass out from starvation but he will not give up. It is no longer a matter or skill or physical endurance. This man sustains himself and the floating rock by raw willpower. Some say that the telekineticist might die, but the rock will never fall.

Psychokineticists struggle towards a common goal; permanency, not only the ability to change the rules but rewrite the rules so they stay that way. They don't like things that are temporary. If they buy a house, they want something made of stone that will last for all time. When they marry, they mean it absolutely and till the end of existence, or at least till the end of their lifetime. They prefer permanent or unlimited use magical items such as the hand of the mage, cloak of charisma or a tomb of understanding, They avoid dojres, potions and other charged or single use items. When choosing powers they prefer powers that last longer or which can be maintained indefinitely with concentration. Powers that damage or heal are also appealing to psychokineticists because these effects are essentially permanent.

Most psychokineticists are telekineticists. Only a handful of other psionicists or psychic warriors take up this class. The requirements are not especially difficult for entry. Without access to the powers reserved for psychokineticists you can not get the most out of the class and this class is all about getting the most out of psychokinesis.

**Hit Die:** d4

### Requirements

To qualify for telekineticist a character must fulfill all of the following criteria.

**Ability Score:** Constitution 10+, Wisdom 10+

**Feat:** Iron Will.

**Skills:** Concentration 8 ranks.

**Powers:** Ability to manifest at least one 1st, 2nd and 3rd level psychokinetic power.

### Class Skills

The telekineticist's class skills (and the key ability for each skill) are Autohypnosis (Wis)*, Concentration* (Con), Disable Device (Int), Knowledge (psionics)* (Int), Open Lock (Dex), Pick Pocket (Dex), Psicraft* (Int), Remote View* (Int), and Search (Int).

**Skill Points at Each Level:** 2 + Int modifier.

### Class Features

All the following are class features of the telekineticist prestige class.

**Armor and Weapon Proficiency:** Telekineticists gain no armor or weapon proficiencies.

**Powers:** When a new telekineticist level is gained, the character increases powers per day, powers discovered, power points per day and bonus power points as if he had gained another level in a psionic class he belonged to before adding the prestige class. He does not, however, gain any other benefit a character of that class would have gained (psionic combat modes, improved psicrystal, bonus feats, weapon specialization and so on), except for an increased effective manifestor level. If the character had more then one psionic class before becoming a telekineticist, he must decide to which class he adds the new level for purposes of determining his manifestor level.

**Constitution or Intelligence:** The Telekineticist may use his Constitution score in place of his Intelligence score for the purposes of manifesting powers (setting the power's DC, bonus power points and maximum power level known).

**Conversion:** Once at each level of telekineticist, the character may choose a power they know from a discipline other then psychokinesis. They may treat that power as a psychokinesis power from now on. The Game Master may make minor changes to the power as it is converted from its normal discipline to psychokinesis. She may also not allow certain powers to be converted.

**Specialist:** For each power level, the psychokineticist must know one power from psychokinesis before choosing any powers from another discipline for that power level.

**Telekinesis:** At 2nd level the telekineticist gains *telekinesis* as a bonus power that does not count towards the number of powers he knows.

**Power specialization:** At 3rd level the telekineticist increases the duration for telekinesis to 2 rounds per level. (This does not increase the cost, nor does it count as a metapsionic adjustment. This does not affect the instantaneous use.)

**Extend Power:** At 4th level, telekineticists gain this metapsionic power free.

**Extend Concentration (Ex):** At 5th level when the telekineticist stops concentrating on a power with a duration of 'concentration' the power gains a bonus duration equal to the amount of time the character had been concentrating to maintain

### Table 2-20: The Temporal Rogue

| Level | Base Attack Bonus | Fort Save | Ref Save | Will Save | Special | Spells/Powers per Day/Known |
|---|---|---|---|---|---|---|
| 1st | +0 | +0 | +2 | +2 | | +1 level of existing class |
| 2nd | +1 | +0 | +3 | +3 | Sneak attack +1d6 | +1 level of existing class |
| 3rd | +1 | +1 | +3 | +3 | | +1 level of existing class |
| 4th | +2 | +1 | +4 | +4 | Sneak attack +2d6 | +1 level of existing class |
| 5th | +2 | +1 | +4 | +4 | | +1 level of existing class |
| 6th | +3 | +2 | +5 | +5 | Sneak attack +3d6 | +1 level of existing class |
| 7th | +3 | +2 | +5 | +5 | | +1 level of existing class |
| 8th | +4 | +2 | +6 | +6 | Sneak attack +4d6 | +1 level of existing class |
| 9th | +4 | +3 | +6 | +6 | | +1 level of existing class |
| 10th | +5 | +3 | +7 | +7 | Sneak attack +5d6, one with time | |



Michael Short (order #2081358)

it. (For example, if a telekineticist held a rock above the ground for an hour with telekinesis and then stopped concentrating, the rock would stay there for another hour, plus the standard 2 rounds/level.)

**Tougher:** Unlike other psionicists, the telekineticist focuses on internal strength, sacrificing actual strength. At 5th and 10th level, he decreases his Strength score by 2 and adds 2 to his Constitution score.

**Improved Telekinesis:** At 9th level the telekineticist gains *improved telekinesis* as a bonus power that does not count towards the number of powers he knows. The duration for this power is increased by power specialization. If the telekineticist can not normally use 7th level powers, he may use this power if he can pay the manifestation cost. Treat it as a 7th level power.

## Temporal Rogue

*"But your honor, the statute of limitations has run out on this crime!"*

To steal a thing before there was cause to guard it. Perhaps that is how they started. Temporal rogues specialize in thieving, assassination, stealth, spying and all the other things rogues do, plus temporal rogues have the advantage of time travel. Rather then face a problem directly, they use time travel to circumvent the problem, waiting until a warrant has expired or traveling to a time before it was issued.

Most temporal rogues are rogues with levels in cleric, psion, sorcerer or wizard. Of any other class or prestige class, they are best known for abusing the rules of time travel for profit or gain. That is, after all, what they specialize in. Some temporal rogues are very concerned with paradoxes and avoid creating them. Others don't mind at all leaving the timestream in a mess if they can profit from it.

**Hit Die:** d4

### Requirements

To qualify for temporal rogue, a character must fulfill all of the following.

**Alignment:** Any nonlawful

**Feats:** Internal Clock

**Skills:** Disable Device 7 Ranks, Search 7 Ranks, Knowledge (arcana, psionics or religion) 4 ranks, Knowledge (Any History): 5 ranks, Psicraft or Spellcraft 4 ranks.

**Spells and Powers:** Ability to cast or manifest at least one 3rd level spell or power.

**Special:** Sneak attack +2d6, temporal access and temporal spells class abilities.

### Class Skills

The temporal rogue's class skills (and the key ability for each skill) are Appraise (Int), Balance (Dex), Bluff (Cha), Climb (Str), Concentration (Con), Craft (Int), Decipher Script (Int), Diplomacy (Cha), Disable Device (Int), Disguise (Cha), Escape Artist (Dex), Forgery (Int), Gather Information (Cha), Hide (Dex), Jump (Str), Knowledge (all skills, taken individually) (Int), Knowledge (temporal) (Int), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Pick Pockets (Dex), Profession (Wis), Prophecy (Wis), Sense Motive (Wis), Search (Int), Speak Language (Int), Spot (Wis), Swim (Str), Tumble (Dex) and Use Rope (Dex).

As temporal rogues may have different prerequisite spellcasting/manifesting classes, they may choose one of the following packages of skills to add to their class skills.

Psionic Package: Autohypnosis* (Wis), Psicraft* (Int), Remote View* (Int), Stabilize Self* (Str)

Arcane Package: Spellcraft (Int)

Divine Package: Heal (Wis), Spellcraft (Int)

See the Skills section of the Core Rulebook for skill descriptions and the Skills section in the Psionic Core Handbook for skill descriptions.

**Skill Points at Each Level:** 6 + Int modifier.

### Class Features

All the following are class features of the temporal rogue prestige class.

**Armor and Weapon Proficiency:** Temporal rogues gain no armor or weapon proficiencies.

**Spells Per Day:** When a new temporal rogue level is gained, the character gains new spells per day as if he also gained a level in a spellcasting class he belonged to before adding the prestige class. He does not, however, gain any other benefit a character of that class would have gained (improved chance or controlling or rebuking undead, metamagic or item creation feats, hit points beyond those he receives from the prestige class and so on), except for an increased effective level of spellcasting. If a character had more then one spellcasting class before becoming a temporal rogue, he must decide to which class he adds the new level for purposes of determining spells per day.

**Synergy:** The temporal rogue gets a +2 synergy bonus to all class skills when dealing with chronomancy. When using skills in relation to any trap, lock, device or item that comes from the distant future or ancient past he gains this bonus.

**Sneak Attack:** If a temporal rogue attacks an opponent who is unable to defend himself effectively, the temporal rogue can strike a vital spot for extra damage. Any time the temporal rogue's target would be denied his Dexterity bonus to AC (whether he actually has a Dex bonus or not), or when the temporal rogue flanks the target, the temporal rogue's attack deals extra damage. The extra damage is listed on Table 2-20: The Temporal Rogue. If the temporal rogue has another class with sneak attack, add all the sneak attack damage together to determine the bonus damage when sneak attacking. Should the temporal rogue score a critical hit with a sneak attack, this extra damage is not multiplied. (See Initiative [Flat-Footed and Surprise], Flanking, Attack Roll Modifiers and Grappling in the Combat section of the Core Rulebook for situations in which the temporal rogue flanks an opponent or the opponent loses his Dex bonus to AC.)

Ranged attacks can only count as sneak attacks if the target is within 30 feet. The temporal rogue can not strike with deadly accuracy from beyond that range.

With a sap (blackjack) or an unarmed strike, the temporal rogue can make a sneak attack that deals non-lethal damage instead of normal damage. He cannot use a weapon that deals normal damage to deal non-lethal damage in a sneak attack, not even with the usual –4 penalty, because he must make optimal use of his weapon in order to execute a sneak attack.



Michael Short (order #2081358)

**Table 2-21: The Time Guardian**

| Level | Base Attack Bonus | Fort Save | Ref Save | Will Save | Special | Spells per Day 1st | 2nd | 3rd | 4th |
|---|---|---|---|---|---|---|---|---|---|
| 1st | +1 | +2 | +0 | +0 | Code of conduct, temporal access, temporal spells, truth | 0 | - | - | - |
| 2nd | +2 | +3 | +0 | +0 | *Detect chronomancy* | 1 | - | - | - |
| 3rd | +3 | +3 | +1 | +1 | | 1 | 0 | - | - |
| 4th | +4 | +4 | +1 | +1 | | 1 | 1 | - | - |
| 5th | +5 | +4 | +1 | +1 | *Timeslide* and *teleport lock* | 1 | 1 | 0 | - |
| 6th | +6/+1 | +5 | +2 | +2 | | 1 | 1 | 1 | - |
| 7th | +7/+2 | +5 | +2 | +2 | | 2 | 1 | 1 | 0 |
| 8th | +8/+3 | +6 | +2 | +2 | | 2 | 1 | 1 | 1 |
| 9th | +9/+4 | +6 | +3 | +3 | | 2 | 2 | 1 | 1 |
| 10th | +10/+5 | +7 | +3 | +3 | Absolute truth | 2 | 2 | 2 | 1 |

(See Non-lethal Damage in the Combat section of the Core Rulebook.)

A temporal rogue can only sneak attack a living creature with a discernible anatomy — undead, constructs, oozes, plants, and incorporeal creatures lack vital areas to attack. Any creature that is immune to critical hits is also not vulnerable to sneak attacks. The temporal rogue must be able to see the target well enough to pick out a vital spot and must be able to reach a vital spot. The temporal rogue cannot sneak attack while striking a creature with concealment (See Concealment in the Combat section of the Core Rulebook) or striking the limbs of a creature whose vitals are beyond reach.

**One with Time (Su):** At 9th level, or anytime there after, the temporal rogue chooses one chronomancy spell he knows that becomes an innate spell-like ability that he can use once per day.

## Time Guardian

*The past does not make the law not exist. The future does not make it obsolete. You are going to jail.*

The time guardian is the police officer of time travel, maintaining the laws of the timestreams and apprehending those who would break them. Many other beings, proxies especially, are incorrectly called time guardians. Only these persons are licensed by chronomancers to police chronomancers and other time travelers. These time guardians have a very good reputation among the chronomancy community and are highly respected.

Time guardians are recognized and authorized by many major guilds that exist in the future. They have a policy that "everyone has a right to exist" and have defended even the corrupt and morally suspect from being erased from time.

All time guardians are paladins. Some also have levels in cleric, fighter, ranger or monk.

**Hit Die:** d10

### Requirements

To qualify for time guardian, a character must fulfill all of the following criteria.

**Alignment:** Lawful Good

**Base Attack Bonus:** +5

**Special:** Divine grace and aura of courage class abilities or *paladin soul*.

### Class Skills

The time guardian's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Heal (Wis), Knowledge (Religion) (Int), Knowledge (all skills) (Int), Prophecy (Wis), Profession (Wis), Spellcraft (Int), and Ride (Dex). See the Skills section of the Core Rulebook for skill descriptions.

**Skill Points at Each Level:** 2 + Int modifier.

### Class Features

All the following are class features of the time guardian prestige class.

**Armor and Weapon Proficiency:** Time guardians are proficient with all simple and martial weapons, and all types of armor, and with shields.

**Spells Per Day:** A time guardian can cast a small number of divine spells. His spells are based on Wisdom, so casting any given spell requires a Wisdom score of at least 10 + the spell's level. The DC for saving throws against these spells is 10 + spell level + the time guardian's Wisdom modifier. When the table indicates that the time guardian is entitled to 0 spells of a given level (such as 0 1st-level spells at 1st level), he gets only those bonus spells that his Wisdom score allows. A time guardian prepares and casts spells just like a paladin does and chooses his spells from the paladin and chronomancer spell lists.

**Code of Conduct:** A time guardian must be of lawful good alignment and loses all special class abilities if he ever willingly commits an act of evil. Additionally, a time guardian's code requires that he respect legitimate authority, act with honor (not lying, not cheating, not using poison, sneak attacks, etc.), help those who need help (provided they do not use the help for evil or chaotic ends), and punish those that harm or threaten innocents.

Time guardians are forbidden to alter history except where this is unavoidable. A time guardian prefers to apprehend targets which they are in the Temporal Horizon. (Higher level time guardians investigate 5th dimensional time travel to be able to do so.) Time guardians have a keen understanding of temporal mechanics and are more willing to alter the history of paradox time.

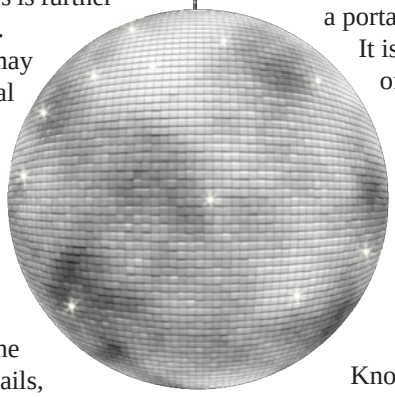
**Associates:** While he may adventure with characters of any good or neutral alignment, a time guardian will never knowingly associate with evil characters. A time guardian will not continue an association with someone who consistently offends his moral code. A time guardian may only hire henchmen or accept followers



Michael Short (order #2081358)

who are lawful good.

**Temporal Access:** The time guardian may take temporal feats and gain ranks in temporal skills. Temporal access is further explained at the beginning of Chapter 1: Classes.
*Normal*: Characters without temporal access may never gain temporal feats or gain ranks in temporal skills



**Temporal Spells:** The time guardian may learn spells from the chronomancer and chronomancer sorcerer list as class spells.
*Normal*: Characters without temporal access and may only use chronomancy spells on their class spell list.

**Truth:** Time guardians must always speak the truth. They can never lie, but they can omit details, although to do so deliberately is out of character for them. If they can not reveal information, such as future history, they will say that they can not. (They will not cause a paradox by being forced to reveal information about the future.)

***Detect Chronomancy* (Su):** At 2nd level, as a standard action usable at will, the time guardian can cast *detect chronomancy*.

***Timeslide* and *Teleport Lock*:** At 5th level the time guardian can use *timeslide* and *teleport lock* each once per day each as if they were divine spells.

**Absolute Truth (Su):** At 10th level time guardians can use the following spells at will, as spell-like abilities; *discern lies* and *true seeing*.

**Multiclass Note:** A paladin who becomes a time guardian may continue advancing as a paladin.

## Time Singer

*"Time sings a song but you kind of half to turn sideways and listen to it along a different dimension."*
*"Why is that?"*
*"The song echoes through time, not space."*

Time singers learn that time is a song and that the right notes can unlock the secret of time travel and allow them access to the Temporal Horizon. Time singers explore time to see for themselves the events they have been put into song and legend. Time singers are famous for their descriptions, often having witnessed first hand the historical event they speak of. They are also notorious diviners, portending the future they have seen, but hiding these truths within clever lyrics. They are careful not to abuse their art and maintain a reputation of historians.

Time singers record history in musical manuscripts, or as songs where that technology is available. It is not uncommon to find a time singer who has quietly skipped ahead to purchase a portable music device to record music or even video. It is their love of music and art that drives them and often they get a little slack from the time guardians for it.

**Hit Die:** d6

### Requirements

To qualify for time singer a character must fulfill all of the following criteria.

**Base Attack Bonus:** +3

**Skills:** Knowledge (history) 8 ranks, Knowledge (ancient history) 8 ranks, Perform 5 ranks.

**Special:** Bardic music class ability

### Class Skills

The time singer's class skills (and the key ability for each skill) are Appraise (Int), Balance (Dex), Bluff (Cha), Climb (Str), Concentration (Con), Craft (Int), Decipher Script (Int), Diplomacy (Cha), Disguise (Cha), Escape Artist (Dex), Gather Information (Cha), Hide (Dex), Jump (Str), Knowledge (all skills, taken individually) (Int), Listen (Wis), Move Silently (Dex), Perform (Cha), Pick Pocket (Dex), Profession (Wis), Prophecy (Wis), Sense Motive (Wis), Speak Language (Int), Spellcraft (Int), Swim (Str), Tumble (Dex), and Use Magic Device (Cha). See the Skills section of the Core Rulebook for skill descriptions.

**Skill Points at Each Level:** 2 + Int modifier.

### Class Features

All the following are class features of the time singer prestige class.

**Armor and Weapon Proficiency:** Time singers gain no armor or weapon proficiencies.

**Spells Per Day:** When a new time singer is gained, the character gains new spells per day as if he also gained a level in a spellcasting class he belonged to before adding the prestige class. He does not, however, gain any other benefit a character of that class would have gained (improved chance or controlling or rebuking undead, metamagic or item creation feats, hit points beyond those he receives from the prestige class and so on), except for an increased effective level of spellcasting. If a character had more then one spellcasting class before becoming a time singer, he must decide to which class he adds the new level for purposes

**Table 2-22: The Time Singer**

| Level | Base Attack Bonus | Fort Save | Ref Save | Will Save | Special | Spells/Powers per Day/Known |
|---|---|---|---|---|---|---|
| 1st | +0 | +0 | +0 | +2 | Bardic music, the call of time, Temporal access, temporal notes | +1 level of existing class |
| 2nd | +1 | +0 | +0 | +3 | | +1 level of existing class |
| 3rd | +1 | +1 | +1 | +3 | Song slide (1/day), | +1 level of existing class |
| 4th | +2 | +1 | +1 | +4 | | +1 level of existing class |
| 5th | +2 | +1 | +1 | +4 | Persistent note | +1 level of existing class |
| 6th | +3 | +2 | +2 | +5 | | +1 level of existing class |
| 7th | +3 | +2 | +2 | +5 | Song slide (2/day) | +1 level of existing class |
| 8th | +4 | +2 | +2 | +6 | | +1 level of existing class |
| 9th | +4 | +3 | +3 | +6 | | +1 level of existing class |
| 10th | +5 | +3 | +3 | +7 | Song slide (3/day) | +1 level of existing class |



Michael Short (order #2081358)

Dr. Derek Charke,
Time Singer

# CHRONOMANCER





Michael Short (order #2081358)

of determining spells per day.

**Bardic Music (Sp):** Once per day per level, a time singer can use his song or poetics to produce magical effects on those around him. Depending on the ranks he has in the Perform skill, he can inspire courage in allies, sing a countersong to protect those around him from sound-based magic, *fascinate* a creature, make a magical *suggestion* to a *fascinated* creature, help others perform skills better, or inspire greatness. While these abilities fall under the category of bardic music, they can include reciting poetry, chanting, singing lyrical songs, singing melodies (fa-la-la, etc.), whistling, playing an instrument, or playing an instrument in combination with some spoken performance. As with casting a spell with a verbal component (see Components, page 151), a deaf time singer suffers a 20% chance to fail with bardic music. If he fails, the attempt still counts against his daily limit.

The complete list of bardic musical effects can be found in the Classes section of the Core Rulebook.

**The Call of Time:** Time singers are the only ones who can hear it, the song that is time. It calls them from place to place. Other chronomancers believe it is the actions of some deity or other power but time singers believe that time is an entity of its own. Time singers receive a calling. They are compelled to travel to a certain time period. The reasons are never explained but there is always a problem that need solving when they arrive, although it may not be obvious at first. The call of time does not affect the time singer in any pattern. He may only be called once during his life, or many times.

**Temporal Access (Ex):** The time singer may take temporal feats and gain ranks in temporal skills. Temporal access is further explained at the beginning of Chapter 1: Classes.

*Normal*: Characters without temporal access may never gain temporal feats or gain ranks in temporal skills

**Temporal Spells (Ex):** The time singer may learn spells from the chronomancer and chronomancer sorcerer list as class spells.

*Normal*: Characters without temporal access and may only use chronomancy spells on their class spell list.

**Temporal Notes (Su):** A time singer can produce some new song effects with his bardic music. Using these or other bardic music counts towards his total daily limit (his bard levels plus his time singer levels).

*Faster then a slow song*: A time singer with 8 or more ranks in perform can *haste* or *slow* listeners within 30 feet by manipulating time flow around him. This affect allies and opponents equally; everyone is affect by *haste* or everyone is affected by *slow*. The time singer makes a Perform check, and each target can negate the effect with a Will saving throw equal to or greater than the time singer's check. If the saving throw succeeds, the time singer can not attempt to *haste* or *slow* that creature again for 24 hours. If the saving throw fails the target is affected by either *haste* or *slow* for as long as the time singer plays, up to 1 round per bardic music level (the character's bard level plus his time singer level). This form of bardic music can only be used once per day.

*Hint at the Future, remind the past*: By hinting at some failure or tragedy in the future, or some mistake of the past that is about to be repeated, the time singer can convince someone, or a small group (no more then 1 person for each bardic music level), not to perform an action in the near future. This functions similar to a *suggestion* spell but can only prevent an action. The time singer must have 10 or more ranks in Perform and must play for 1d10 rounds. The time singer makes a Perform check, and each target can negate the effect with a Will saving throw equal to or greater than the time singer's check. Those who did not hear the entire performance gain a +4 circumstance bonus to their Will save.

**Persistent Note (Su):** At 5th level the time singer can make his bardic music last up to 24 hours. As long as he does nothing except move-equivalent actions and continues to perform his music, he can maintain the song. He can stop at any time. This counts heavily against his number of uses of bardic music per day. This counts as a number of uses equal to the required Perform ranks plus 4. To use *inspire courage*, which requires 3 ranks in Perform, it would count as 7 uses of bardic music for that day.

**Song Slide (Su):** At 3rd level, once per day, the time singer can use his musical instrument to *timeslide* to the Temporal Horizon. He can use this ability an additional time per day at 7th and 10th levels.

## Wanderer

*Where does the horizon end?*

Those who seek without pause are the wanderers. They stay only long enough to learn of a place and then to move on to a new place, somewhere they have never been. Their world is a road. Their life is marked by milestones. They can not stay in one place. Too soon does the road call them back. Anyone can become a wanderer but bards and rangers are best suited to the class. The mixture of classes makes it a poor choice for those interested in spell casting.

Wanderer can seem like a difficult class for an adventuring group. However adventuring groups rarely explore the same dungeon twice, confront the same opponent twice or often explore areas the wanderer could not survive alone. A campaign that settles down into one area could eventually become boring for the wanderer but any wanderer can join a group of adventurers at least for a spell.

**Hit Die:** d8

**Table 2-23: The Wanderer**

| Level | Base Attack Bonus | Fort Save | Ref Save | Will Save | Special | Spells/Powers per Day/Known |
|---|---|---|---|---|---|---|
| 1st | +0 | +0 | +2 | +2 | See the worlds, multicultural | — |
| 2nd | — | — | — | — | Wander | — |
| 3rd | +1 | +0 | +3 | +3 | — | +1 level of existing class |
| 4th | — | — | — | — | Wander | — |
| 5th | +2 | +1 | +3 | +3 | One with the locals | — |
| 6th | — | — | — | — | Wander | — |
| 7th | +2 | +1 | +4 | +4 | Friendly doorstep | +1 level of existing class |
| 8th | — | — | — | — | Wander | — |
| 9th | +2 | +2 | +4 | +4 | — | — |
| 10th | +3 | +2 | +5 | +5 | Swashbuckling charm | +1 level of existing class |



Michael Short (order #2081358)

**Table 2-25: The Western Pistol**

| *Exotic Weapon* | Cost | Damage | Critical | Range Increment | Weight | Type |
|---|---|---|---|---|---|---|
| Western Pistol | 200gp | 1d6 | x3 | 50ft | 3 lb. | Piercing |
| Bullets (10) | 3gp | - | - | - | 2 lb. | - |

## Requirements

To qualify for wanderer, a character must meet the following requirements.

**Skills:** Diplomacy 5 ranks, Knowledge (any 2) 5 ranks, Survival 5 ranks.

**Special:** Ability to speak at least 3 languages, bardic knowledge class ability.

## Class Skills

The wanderer's class skills (and key ability for each skill) are Appraise (Int), Balance (Dex), Bluff (Cha), Climb (Str), Concentration (Con), Craft (Int), Decipher Script (Int), Diplomacy (Cha), Disguise (Cha), Escape Artist (Dex), Gather Information (Cha), Hide (Dex), Jump (Str), Knowledge (all skills) (Int), Listen (Wis), Move Silently (Dex), Perform (Cha), Pick Pocket (Dex), Profession (Wis), Sense Motive (Wis), Speak Language (Int), Spellcraft (Int), Swim (Str), Tumble (Dex) and Use Magic Device (Cha). See the Skills section of the Core Rulebook for skill descriptions.

**Skill Points at Each Level:** 6 + Int modifier.

## Class Features

All the following are class features of the wanderer prestige class.

**Armor and Weapon Proficiency:** Wanderers gain no armor or weapon proficiencies.

**See the Worlds (Ex):** Whenever the wanderer is in a place he has never been before, he receives a +4 circumstance bonus to Listen, Search, Spot and Survival. Each time the character wishes to gain another level in wanderer, he must travel to a new place.

**Multicultural (Ex):** The wanderer considers all classes as favored and never suffers an experience penalty for being more then 2 experience levels apart in any class. Whenever the wanderer takes a prestige class for his wander ability, he may ignore one prerequisite for that class (the Game Master must approve the prerequisite which is waved).

**Temporal Access (Ex):** The wanderer may take temporal feats and gain ranks in temporal skills. Temporal access is further explained at the beginning of Chapter 1: Classes.

*Normal*: Characters without temporal access may never gain temporal feats or gain ranks in temporal skills

**Wander:** At 2nd, 4th, 6th and 8th level, the wanderer must take a level in a class, or prestige class, he has never had before instead of taking a level in wanderer. When he takes that level, he increases his level in wanderer by 1, although he gains no benefit from the wanderer class when he does so.

**Spells:** At 3rd level, the wanderer gains the ability to cast spells. He can either improve a previous spell casting class or start a new one as if he was 1st level in it. The wanderer can choose to use his Charisma now to determine his maximum spell level, bonus spells and DC for his spells if he previously used his Intelligence or Wisdom. At 7th and 10th level, his spell casting ability improves or he can start a new spell casting class.

**One with the locals (Ex):** At 5th level the wanderer counts as a member of any race which he has lived with for more then 3 months. This qualifies him for prestige classes only available to that race and makes him susceptible to spells, abilities and magical items that are race specific. This includes bane weapons and the rangers favored enemy ability. (A non-dwarven wanderer could qualify for dwarven defender after three months in a dwarven community.)

**Friendly Doorstep (Ex):** At 7th level, the wanderer may add his wanderer level to his Diplomacy checks when meeting people for the first time.

**Swashbuckling Charm (Ex):** At 10th level, the wanderer adds his Charisma bonus to his armor class.

**Table 2-24: The Western Gunslinger**

| Level | Base Attack Bonus | Fort Save | Ref Save | Will Save | Special |
|---|---|---|---|---|---|
| 1st | +1 | +0 | +0 | +2 | Presence |
| 2nd | +2 | +0 | +0 | +3 | — |
| 3rd | +3 | +1 | +1 | +3 | Uncanny dodge (Dex bonus to AC) |
| 4th | +4 | +1 | +1 | +4 | — |
| 5th | +5 | +1 | +1 | +4 | Gun specialization |
| 6th | +6 | +2 | +2 | +5 | Uncanny dodge (can't be flanked) |
| 7th | +7 | +2 | +2 | +5 | — |
| 8th | +8 | +2 | +2 | +6 | — |
| 9th | +9 | +3 | +3 | +6 | Uncanny dodge (+1 bonus against traps) |
| 10th | +10 | +3 | +3 | +7 | Deadly presence |

# Western Gunslinger

*"So, you gotta ask yourself, are you feeling like an adept of luck?"*

In any campaign world where there are firearms, there are bound to be gunslingers. The mysterious stranger, the sinister dead-shot villain, the high noon shooter; these figures inspire awe when they wield their iron. They are immortal legends who live a hard, dangerous life. They never really die, just vanish, but fill many graves in their passing. Some are lawmen, out for justice, some are villains, killing men until they find a worthy challenger to take them down and some just live for the adrenaline, the thrill of the gunfight, the smell of smoke and fear.

Fighters and rangers make up the bulk of western gunslingers. A rare paladin or barbarian may turn to this road but few other classes do so. A handful of sorcerers armed with enchanted weapons become western gunslingers at higher levels.

**Hit Die:** d10

## Requirements

To qualify for western gunslinger, a character must fulfill all of the following criteria. A western gunslinger must own at least one firearm and be proficient with it. (In a modern setting, anyone proficient in light crossbow should instead be proficient in small arms as part of their class abilities. Firearms remain exotic



Michael Short (order #2081358)

weapons in a medieval setting.)

**Base Attack Bonus:** +5

**Skill:** Handle Animal 3 ranks, Ride 5 ranks

**Feats:** Improved Initiative, Two-Weapon Fighting, Quick-draw

**Special:** The Quick Reload is not a requirement for the western gunslinger but it is highly recommended. (See sidebar)

## Class Skills

The western gunslinger's class skills are (and the key ability for each skill) Bluff (Cha), Climb (Str), Concentration (Con), Craft (Firearms) (Int), Gather information (Cha), Handle Animal (Cha), Heal (Wis), Intimidate (Cha), Innuendo (Wis), Jump (Str), Move Silently (Dex), Ride (Dex), Search (Int), Sense Motive (Wis), Spot (Wis), Survival (Wis), Swim (Str), and Use Rope (Cha).

**Skill Points at Each Level:** 2 + Int modifier.

## Class Features

**Armor and Weapon Proficiency:** Western gunslingers gain no armor or weapon proficiencies.

**Presence:** If a western gunslinger stands in plain sight during a battle, he adds his levels in western gunslinger as a circumstance bonus to his armor class and saving throws.

If the western gunslinger appears to be badly injured, he loses this bonus. Whenever he is injured, he can make a Concentration check, with a Difficulty Class equal to the damage dealt, to act as if he was not injured and keep his presence. If the western gunslinger retreats, flees a battle or performs cowardly he loses presence for the next 24 hours.

**Uncanny Dodge (Ex):** A western gunslinger has the ability to react to danger before his senses would normally allow him to even be aware of it. At 3rd level, he retains his Dexterity bonus to AC (if any) regardless of being caught flat-footed or struck by an invisible attacker. (He still loses his Dexterity bonus to AC if immobilized.)

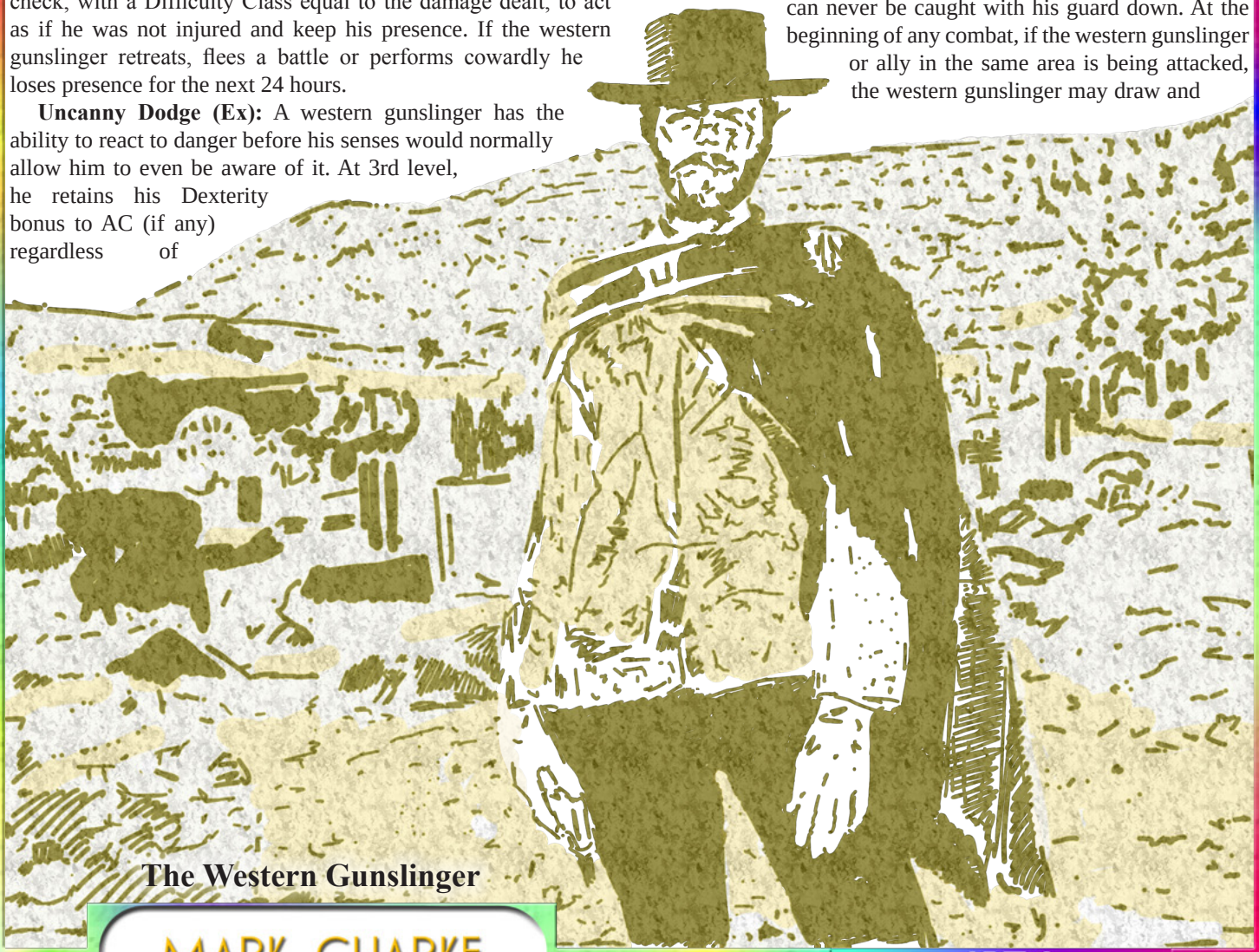
At 6th level, the western gunslinger can no longer be flanked, since he can react to an opponent on opposite sides of him as easily as he can react to a single attacker. This defense denies rogues the opportunity to use flank attacks to sneak attack the western gunslinger. The exception to this defense is that a rogue at least four levels higher than the western gunslinger can flank him (and thus sneak attack him).

At 9th level, the western gunslinger gains an intuitive sense that alerts him to danger from traps, giving him a +1 bonus on Reflex saves made to avoid traps.

If the western gunslinger has another class that grants the uncanny dodge ability, add together all the class levels of the classes that grant the ability and determine the character's uncanny dodge ability on that basis.

**Gun Specialization (Ex):** At 5th level, the western gunslinger can take weapon specialization in his choice of firearm. (He must have Weapon Focus for that weapon.) He gains a +1 bonus to hit and +2 bonus to damage (to targets within 30 feet). The damage bonus is only applied his own weapons. If he loses them and gains new weapons, he will regain the bonus once he has become familiar with the new weapons.

**Deadly Presence (Ex):** At 10th level, a western gunslinger can never be caught with his guard down. At the beginning of any combat, if the western gunslinger or ally in the same area is being attacked, the western gunslinger may draw and



**The Western Gunslinger**

MARK CHARKE



Michael Short (order #2081358)

Michael Short (order #2081358)

fire his weapon once before anyone else acts. This counts as an attack of opportunity. This ability works on attackers regardless of whether or not the western gunslinger can detect them because of the western gunslinger's uncanny dodge ability. (A western gunslinger might confuse people when he suddenly fires upon unseen attackers.) The miss chance against an invisible opponent still applies.

**Weapons:** The western era produces western gunslingers and their typical weapon is a pistol. Other firearms are described in Chapter 6: World Building in the *DMG*.

**Western Pistol**: The western gunslinger can fire this weapon up to 6 times per round, but no more then his number of attacks. (Non-gunslingers can only fire this weapon once per round.) This weapon can fire six times before it needs reloading (which requires a full-round action). (See the Quick Reload Sidebar here, and the speed loader in Chapter 9: Equipment)

## Quick Reload [General]

You reload a firearm more quickly then normal.
**Prerequisite:** Base attack bonus +1.
**Benefit:** Reloading a firearm with an already filled box magazine or speed loader is a free action. Reloading a revolver without a speed loader, or reloading any firearm with an internal magazine, is a move action.
**Normal:** Reloading a firearm with an already filled box magazine or speed loader is a move action. Reloading a revolver without a speed loader, or reloading any firearm with an internal magazine, is a full-round action.

## Variant Prestige Classes (Playing With The Numbers)

Many classes and prestige classes follow a logical format based on other classes or prestige classes. By substituting the base class, you can increase the variety of chronomancers in your campaign.

**Psionic Edgewhen, National Defender or Time Guardian:** The psychic warrior is compatible with the edgewhen, national defender and time guardian. Replace the "spells per day" with Table 2-26: Psychic Warrior Substitution. Add "power points", "powers discovered" and "manifestor level" to the class (See Below). No other changes are made to the prestige class.

This specifically grants the psychic warrior access to time travel by giving him temporal psychic powers.

**Table 2-26: Psychic Warrior Substitution**

| Prestige | Power | Powers Discovered | | | | |
|---|---|---|---|---|---|---|
| Level | Pts/Day | 0 | 1 | 2 | 3 | 4 |
| 1 | 2 | 2 | - | - | - | - |
| 2 | 3 | 3 | - | - | - | - |
| 3 | 4 | 3 | 1 | - | - | - |
| 4 | 5 | 3 | 2 | - | - | - |
| 5 | 6 | 3 | 3 | 1 | - | - |
| 6 | 11 | 3 | 3 | 2 | - | - |
| 7 | 16 | 3 | 3 | 2 | 1 | - |
| 8 | 21 | 3 | 3 | 3 | 1 | - |
| 9 | 26 | 3 | 3 | 3 | 2 | - |
| 10 | 33 | 3 | 3 | 3 | 2 | 1 |

**Power Points:** Psychic warrior substitutes gain power points per day as shown on Table 2-26: Psychic Warrior Substitution. These power points are added to the character's previous total. Psychic warriors do not gain bonus power points.

**Powers Discovered:** Psychic warrior substitutes discover powers as shown on Table 2-26: Psychic warrior substitution. Powers are chosen from the psychic warrior or temporal psychic power list. The powers are added to the character's previous total powers known. Psionic attack and defence modes are discovered as though the character were a psychic warrior of the same level as the prestige class (characters do not forget previously discovered attack and defence modes).

The psychic warrior substitute gains no other abilities normally associated with being a psychic warrior such as bonus feats or weapon specialization when taking this prestige class.

**Manifestor Level:** The psychic warrior substitute's manifestor level is his prestige class level.

**1957, 1958, 1973 and 1978; Peggy Sue**



Michael Short (order #2081358)

# Chapter 3: Skills

*"Who what went where how why?"*

**Table 3-1: Skills**

| Skill | ABbn | ArCh | CSor | DChro | NPsi | QMech | TPsi | Untrained | Key Ability |
|---|---|---|---|---|---|---|---|---|---|
| Appraise | cc | cc | cc | cc | cc | cc | cc | Yes | Int |
| Autohypnosis | CC | cc | cc | cc | C | cc | C | No | Wis |
| Balance | cc | cc | cc | cc | cc | cc | cc | Yes | Dex |
| Bluff | cc | cc | cc | cc | C | cc | C | Yes | Cha |
| Climb | C | cc | cc | cc | C | cc | C | Yes | Str |
| Concentration | cc | C | C | C | C | cc | C | Yes | Con |
| Craft | C | C | C | C | C | C | cc | Yes | Int |
| Decipher Script | cc | cc | cc | cc | cc | C | cc | No | Int |
| Diplomacy | cc | cc | cc | C | C | cc | C | Yes | Cha |
| Disable Device | cc | cc | cc | cc | cc | C | cc | No | Int |
| Disguise | cc | cc | cc | cc | cc | cc | cc | Yes | Cha |
| Escape Artist | cc | cc | cc | cc | cc | cc | cc | Yes | Dex |
| Forgery | cc | cc | cc | cc | cc | cc | cc | Yes | Int |
| Gather Information | cc | cc | cc | cc | C | cc | C | Yes | Cha |
| Handle Animal | C | cc | cc | cc | cc | cc | cc | No | Cha |
| Heal | cc | cc | cc | C | cc | cc | cc | Yes | Wis |
| Hide | cc | cc | cc | cc | C | cc | cc | Yes | Dex |
| Intimidate | C | cc | cc | cc | cc | cc | cc | Yes | Cha |
| Jump | C | cc | cc | cc | cc | cc | cc | Yes | Str |
| Knowledge (ancient history) | cc | C | C | C | C | C | C | No | Int |
| Knowledge (arcana ) | cc | C | C | C | C | C | C | No | Int |
| Knowledge (architecture and engineering) | cc | C | cc | cc | C | C | C | No | Int |
| Knowledge (dungeonneering) | cc | C | cc | cc | C | C | C | No | Int |
| Knowledge (fire) | cc | C | cc | cc | C | C | C | No | Int |
| Knowledge (future history) | cc | C | C | C | C | C | C | No | Int |
| Knowledge (geography) | cc | C | cc | cc | C | C | C | No | Int |
| Knowledge (history) | cc | C | C | C | C | C | C | No | Int |
| Knowledge (local) | cc | C | cc | cc | C | C | C | No | Int |
| Knowledge (nature) | cc | C | cc | cc | C | C | C | No | Int |
| Knowledge (nobility and royalty) | cc | C | cc | cc | C | C | C | No | Int |
| Knowledge (religion) | cc | C | cc | C | C | C | C | No | Int |
| Knowledge (temporal) | cc | C | cc | C | C | C | C | No | Int |
| Knowledge (the planes) | cc | C | cc | cc | C | C | C | No | Int |
| Listen | C | cc | cc | cc | cc | cc | cc | Yes | Wis |
| Move Silently | cc | cc | cc | cc | C | cc | cc | Yes | Dex |
| Open Lock | cc | cc | cc | cc | cc | C | cc | No | Dex |
| Perform | cc | cc | cc | cc | cc | cc | cc | Yes | Cha |
| Pick Pocket | cc | cc | cc | cc | cc | cc | cc | No | Dex |
| Profession | cc | C | C | C | C | C | cc | No | Wis |
| Prophecy | cc | C | C | C | cc | cc | C | No | Wis |
| Psicraft | cc | cc | cc | cc | C | cc | C | No | Int |
| Ride | cc | cc | cc | cc | cc | cc | cc | Yes | Dex |
| Search | cc | cc | cc | cc | cc | C | cc | Yes | Int |
| Sense Motive | cc | cc | cc | cc | C | cc | C | Yes | Wis |
| Speak Language | cc | cc | cc | cc | cc | cc | cc | Yes | None |
| Speak Language (ancient common) | C | C | cc | cc | C | C | C | No | None |
| Speak Language (future common) | C | C | cc | cc | C | C | C | No | None |
| Spellcraft | cc | C | C | C | C | C | cc | No | Int |
| Spot | C | cc | cc | cc | cc | cc | cc | Yes | Wis |
| Survival | C | cc | cc | cc | cc | cc | C | Yes | Wis |
| Swim | C | cc | cc | cc | C | cc | C | Yes | Str |
| Tumble | cc | cc | cc | cc | cc | cc | cc | No | Dex |
| Use Magic Device | cc | cc | cc | cc | cc | C | cc | No | Cha |
| Use Rope | cc | cc | cc | cc | cc | cc | cc | Yes | Dex |

**Table 3-2: Skills (Core Classes)**

| Skill | Bbn | Brd | Clr | Drd | Ftr | Mnk | Pal | Rgr | Rog | Sor | Wiz | Untrained | Key Ability |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Craft (fire) | cc | C | cc | C | cc | cc | cc | C | cc | cc | cc | No | Int |
| Knowledge (temporal) | cc | cc | cc | cc | cc | cc | cc | cc | cc | cc | cc | No | Int |
| Speak language (ancient common) | C | C | C | cc | cc | C | cc | cc | C | C | C | No | Int |
| Speak Language (future common) | cc | cc | cc | cc | cc | cc | cc | cc | cc | cc | cc | No | Int |
| Prophecy | cc | cc | cc | cc | cc | cc | cc | cc | cc | cc | cc | No | Wis |



Michael Short (order #2081358)

**Table 3-3: Crafting Fires**

| Category | Example | Skill DC | Start Time | Dmg/rnd | Reflex DC |
|---|---|---|---|---|---|
| 0 | Torch | 5 | 1 standard action | 1d3 | 10 |
| 1 | Campfire | 10 | 1 minute | 1d6 | 15 |
| 2 | Bonfire | 20 | 2 minutes | 2d6 | 20 |
| 3 | House fire | 30 | 3 minutes | 3d6 | 25 |
| 4 | House fire | 40 | 4 minutes | 4d6 | 30 |
| 5 | House fire | 50 | 5 minutes | 5d6 | 35 |
| 6 | Warehouse fire | 60 | 10 minutes | 6d6 | 40 |
| +1 | Na | +10 | +10 minutes | +1d6 | +5 |

## Skill Descriptions

This section describes new uses for old skills as well as new Knowledge skills related to time travel.

**Penalties:** The average penalty for using a skill in the wrong time period is -4. This represents a lack of knowledge about the time period. Once a character has become familiar with the time period the penalty drops and is eventually removed. Just about every skill could be penalized in the right situation but the ones more likely to occur are listed below.

### Appraise

Appraising objects when you are in a different time period can be difficult. The ages of objects and values may be very different. If you are not familiar with the time period a penalty applies to Appraise checks. In time periods that are similar to yours you suffer a -2 penalty. Normally you suffer a -4 penalty. In time periods that are very different, you suffer a -6 penalty.

If you are in the past, a successful Appraise and Knowledge (history) check can let you know if an object will become more or less valuable as time passes.

### Bluff

Bluff is an important skill when trying to blend in when time traveling. A successful Bluff can allow you to pretend you know a local custom or some bit of common knowledge without actually knowing it. Gather Information must be used to actually gain the knowledge but Bluff can get you past a tight spot without being discovered as an outsider.

In time periods you are not familiar with, Bluff checks related to current events or customs suffer a -4 penalty.

### Craft

Often time travelers find themselves trying to create objects normally constructed in a different time period. Generally this check suffers a -4 penalty and you must be able to locate appropriate tools to craft the item in question. The DM should feel free to increase this penalty especially for reproducing technology in the past.

In some cases it may be impossible or require a lifetime. Building a single microchip in the dark ages is an example of an impossible task, one that would take lifetimes to accomplish. Making gunpowder, however, is much simpler, a task that would only incur the -4 penalty. Building the gun could be very difficult however.

### Craft (Fire)

You are skilled in starting fires and fire related tools.

**Check:** Starting a fire has a DC 10 if you have tools you are familiar with (ranging from a lighter to two rocks) and wood or other fuel to burn. Using a tool you are unfamiliar with imposes a -4 penalty (the same penalty for using unfamiliar technology). Rain (including snow or wet wood), cold and wind each impose a -4 penalty. On a windy, snowing day you would suffer a -12 penalty. You can negate these penalties by building a shelter, using dry wood, moving the snow away and so forth.

You can set buildings on fire. You suffer a -2 penalty for every 10% of the building that is made of stone or brick because it is harder to burn. Setting a stone wall on fire, for example would suffer a -20 penalty because it is entirely stone. Brick buildings are generally 25% wood. Castles are generally 10% wood (or other flammables). A wood building with a slate roof is 75% wood.

*Damaging Objects:* Against non-flammable objects (stone, metal, wood, dirt, water and so forth) reduce fire damage by half before applying hardness. Only hotter fires will be able to damage

**World War II wore out the whole world**



Michael Short (order #2081358)

them. Flammable objects take full damage from fire and do not apply hardness.

*Hotter Fires:* If you spend time and achieve a high skill check, you can make a fire grow, becoming hotter and dealing more damage. This allows you to damage objects normally never damaged by fire. (See Table 3-3: Crafting Fires).

*Fire Knowledge:* You can use the Craft (fire) skill in place of a Knowledge check when dealing with the elemental plane of fire, fire creatures, creating or extinguishing fires and so forth.

**Retry:** You can always retry to start a fire if you spend the required time again and there is still fuel to burn. For Knowledge questions related to fire, there is no retry.

*Impossible Fires:* The DM can add a +10 to +60 penalty to fire building attempts

**Special:** Attempts to hide a fire suffer a penalty equal to the DC required to set the fire.

**Synergy:** If you have 5 or more ranks in Survival, you gain a +2 synergy bonus to Craft (fire) checks made in the wilderness. If you have 5 or more ranks in Craft (fire) you gain a +2 bonus to Profession (cook) and Craft (Alchemy, Armorsmithing and weaponsmithing) because you are able to create precise temperatures and hotter fires.

Category *(Size):* This is the category of the fire you have produced. Fires above level 1 require a great deal of fuel and can not be carried around. Torches, flaming weapons and the like are too small to burn that hot. Fires of level 2 to 5 must have at least a wagonload of wood to get started and will consume that much fairly quickly. Fires of level 6 or greater can not be started with less fuel then a house or large stand of trees. Fires automatically get smaller if their fuel source is not adequate.

Modern fuels can produce a hotter, smaller fire, but this is expensive and impossible for characters without access to such fuels.

*Skill DC:* This is the Difficultly Challenge of the Craft (fire) skill check. A 10 or higher always produces a fire. You can choose not to exceed a specific level of fire.

*Firefighters*: Putting out a fire requires a Craft (fire) check with the DC to build the fire +10.

*Start Time:* This is the minimum amount of time required to create the fire. You can decrease the time by 1 minute by increasing the DC by +10. If the duration is, or you have decreased it to, 1 minute, you can increase the DC by +5 to make it one full round action, +10 to make it a standard action and +15 to make it a free action. (To start a campfire as a free action would be a DC 25.)

*Dmg/rnd:* This is the amount of damage the fire inflicts upon living creatures. This includes smoke inhalation and other side effects but is still treated as fire damage.

*Reflex DC:* This is the DC of the Reflex saving throw required to avoid being set on fire or to put the fire out each round if you are on fire. If you miss the DC by 5 or less, instead you decreased the fire down to the next level but not below level 1.

A man can put out a 5x5 section of fire per round with a successful save. If you have a team trying to put out a structure fire, make one check for the leader to determine what happens in the entire area they can affect. You can combine skill attempts if 2 or more people are working the same 5x5 area. (See the Skills section of the Core Rulebook for rules on Combining Skill Attempts.)

Masterwork firefighting gear can give the firefighters a +2 circumstance bonus on their Reflex saving throw to put out the fire. If they are using water on a non-oil fire it grants a +2 water bonus on the Reflex saving throw. A fire hose or large source of water or fire retardant can affect a 10x10 area per round.

*Spreading:* If there is abundant fuel nearby, such as a close neighboring house, forest or great supply or lumber, there is a 50% chance the fire will spread to another area. This is checked once per hour the fire burns.

*Going Out:* Each hour there is a 50% chance the fire dies down. If it does, decreases its level by 1 and roll again until it does not die down (a fire can decrease many times in an hour). At level 0 the fire is out. If the fire does not die down at all during an hour, there is a 25% chance it increases its level by 1 instead. The fire starter can make a skill check, provided he feeds and tends the fire, to keep it at its same level or even make it grow if he can make a higher skill check.

*Falling Down:* After a structure has lost 50% of its hit points, there is a 50% chance it will fall down. Otherwise, it will continue to burn until it burns to the ground with a minimal of collapsing. (There is not enough left to fall down.)

*Help:* When building larger fires you can have any number of assistants provided they can reach the fire. Each assistant requires his own 5 foot square area to work in and adds a +2 bonus if he succeeds at a Craft (fire) check DC 10. If the situation becomes crowded, persons near the fire need to make a Reflex saving throw to avoid catching fire.

## Hit Points for Wood Houses

The average 10x10 single story wood structure has 300 hit points (four walls at 60 hit points plus the roof). The roof, or any floor above the first, only have the hit points equal to the largest wall, although they might be larger, because they offer little support and are built differently. Houses made with cardboard or other poor materials will have 1/10 the hit points.

| House | Size | Hp |
|---|---|---|
| Shack | 10x10 | 300 |
| Farm House | 20x20 | 600 |
| Inn | 80x40 | 1920 |
| Stables | 100x20 | 2040 |
| Wooden Palisade* | 100x100 | 2400 |

*No roof

### Decipher Script (Int)

The quality of text and books generally improves as you move forward through time. However old texts tend to degrade and become harder to read as they age. Printed script grants the character a +2 bonus to the check as the script is much clearer to read.

Language constantly changes so a -4 penalty is applied to reading texts in different time periods, unless it is a period you have studied with a Knowledge (history, future history, lost history) skill.

### Diplomacy (Cha)



Michael Short (order #2081358)

If you are in a time period you are not familiar with, you take a -4 penalty on your Diplomacy checks because you are unfamiliar with the local customs. You gain a +2 synergy bonus if you have 5 ranks in the appropriate Knowledge (history, lost history or future history).

### Disable Device (Int)

Disabling a device you are not familiar with incurs a -4 penalty. Generally characters going back in time will have an easier time disabling devices. The GM may increase the penalty or rule a task is impossible, especially for characters traveling into the future, at least until they familiarize themselves with computers and modern technology.

### Escape Artist (Dex)

Characters in an unfamiliar time period suffer a -4 penalty to Escape Artist checks. Modern restraints, handcuffs, straight jackets etc should have appropriately higher DC's and the Game Master may increase the penalty if the characters have never seen one before.

### Hide (Dex)

On the Temporal Prime characters dressed all in white, or black and white, gain a +2 circumstance bonus to Hide checks. Masterwork clothing, such as a chronosuit, provides a +4 circumstance bonus instead.

### Open Lock

Characters in an unfamiliar time period suffer a -4 penalty to Open Locks. Modern locks may prove impossible to bypass until the character has at least a passing familiarity with the technology.

### Knowledge (Future History) (Int; Trained Only, Chronomancer Only*)

You have knowledge of history, from the future.

**Check:** Answering a general history question has a DC of 10 (for really easy questions), 15 (for basic questions), or 20-30 (for really tough questions.) If history changes in a related way add +5 for minor paradoxes, +10 for medium paradoxes and +15 for major paradoxes.

| DC | Task |
|---|---|
| 5 | Act with average historical knowledge of the time period you are in. |
| 10 | Answer any simple specific questions about current historical knowledge. |
| 15 | Recall exact names and dates of minor major and events. |
| 20 | Recall exact names and dates of minor figures and events. |
| 30 | Track historical figures and events and predict who would be affected by a paradox but not exactly how the paradox would affect them. |

**Retry:** No. The check represents what you know, and thinking about a topic a second time does not let you know something you never learned in the first place. If the character can study a history text from the future time period for a reasonable length of time they can make a retry. (Longer study should provide a bonus to the check.)

**Special:** Like other Knowledge skills, this one can not be used untrained. While characters can guess at near-future events, even the average person, from the future, could quickly determine that another person had no knowledge of future history.

**Check:** (See Knowledge in the Skills section of the Core Rulebook.)

### Knowledge (Lost History) (Int; Trained Only, Chronomancer Only*)

You have knowledge of history that has been erased by paradox or other temporal events. You can gain this skill by having protected memory, making your resist temporal change check, or naturally retaining your memory during a paradox (see Natural Memory Retention in Chapter 6: Troubled Time). The Game Master may even change your ranks in another history to this skill but this option should only be available once. This skill includes the ability to make limited determinations of lost history by studying actual history.

**Special:** Like Future History, persons with no training can only make guesses at what history is lost. They have no idea how to study lost history.

**Check:** (See Knowledge in the Skills section of the Core

| DC | Task |
|---|---|
| 10 | Recognize the cause of a minor paradox or temporal anomaly |
| 13 | When using *read magic* recognize a *glyph of warding* containing a chronomancy spell. |
| 15+ spell level | Identify a chronomancy spell being cast. (You must see or hear the spell's verbal or somatic components.) No retry. |
| 15+ spell level | Learn a chronomancy spell from a spellbook or scroll (chronomancer only). No retry for that spell until you gain at least 1 rank in Knowledge (temporal) (even if you find another source to try learn the spell from). |
| 15+ spell level | Prepare a spell from a borrowed spellbook (chronomancer only). One try per day. |
| 20+ spell level | Identify a chronomancy spell that is already in place and in effect. (You must be able to see or detect the effects of the spell.) No retry. |
| 20+ spell level | Identify materials that have been altered by chronomancy. No retry. |
| 20+ spell level | Decipher a written chronomancy spell (such as a scroll) without using *read magic*. One try per day. |
| 20 | Recognize the cause of a medium paradox, medium temporal anomaly or gain some information from the web of a Gaffer's Phase Spider. Locate the fundamental present once you know the time. |
| 35 | Planeshift out of Gaffer's Chaos |
| 40 | Recognize the cause of a major paradox, major temporal anomaly or detect a minor fluctuation in time (such as a chronomancers time traveling). |
| 10/15/20/30 | Determine the current time on; your home plane/a familiar plane/an unfamiliar plane/a chaotic plane. (Outside of your plane you must have the Internal Clock feat to make this check.) |
| 20/25/30/50 +spell level | Recognize a chronomancy spell without (seeing): one component/two components/no components or you did not see cast with a detectable effect/you did not see cast and with no obvious effect. |



Michael Short (order #2081358)

Rulebook.)

**Knowledge (Temporal)** (Int; Trained Only, Chronomancer Only*)

You have an understand of time and time travel. You can identify chronomancy spells as they are cast or spells already in place. You can recognize and identify temporal events, properties of the Temporal Horizon and tell what time it is (See the Internal Clock feat.) This skill is required to craft temporal magic items.

**Check:** You can identify chronomancy spells and magical effects, exactly as Spellcraft, as well as identifying properties of time.

**Special:** A native chronometer (a watch, clock, or accurate time telling device) adds a +20 circumstance bonus to checks used to determine the current time.

A character with temporal access may take Knowledge (temporal) as a class skill if their class skill list includes Knowledge (all).

**Retry:** See Above

**Synergy:** You gain +2 to Knowledge (temporal) checks if you have 5 ranks in Spellcraft or Knowledge (Any History). The maximum bonus is +4 in this way.

**Speak Language (Future Common and Ancient Common)**

Characters with temporal access may buy either of these languages by spending a skill point on the Speak Language skill. This represents the ability to speak the most common language of the time period. This could include Roman of Egyptian in ancient times. Future common will undoubtedly be based on current languages. If a character can read and write, he can read and write in all the languages he knows.

Characters who know these languages can speak to locals of the related time period without being identified as an outsider. They know common terms and are mostly aware of which terms are obsolete and which haven't been invented yet.

**Special:** There is no skill check to use a language.

**Prophecy** (Wis; Trained Only)

This can be used to analyze prophecies for hidden meaning and validity, to predict a prophecy of the chronomancer's own, or to recognize a prophecy.

To analyze an existing prophecy a certain amount of research is necessary. This depends greatly upon the particular prophecy but should entail 1d6 days of research. Once this has been completed, the character makes six proficiency checks for; *importance, reach, time, conclusion, persons involved* and *manipulation*.

More difficult then analyzing, a character can predict a new prophecy using this same system. This begins as a divine vision, information gained from outer planes, or from future knowledge gained through time travel. The character generally needs a hint that there is a significant event in the near future, although some events, such as political unrest to tyranny, suggest major future events. The six checks determine how accurate the prediction is. The character might be required to begin the prophecy himself by performing an action like presenting to the king a magical sword that is predicted to kill a dragon.

Recognizing a prophecy requires only a single check. The character is able to determine, after hearing a story or poem to other tale, that it is in fact a prediction of the future.

*Importance*: A prophecy is made with certain events. This check determines the importance of each piece, which are very important and which are trivial.

*Reach*: This check determines the area that is affected. It may involve a single town, an entire kingdom or just one person.

*Time*: This check determines when the prophecy will occur. Some occur instantly at one point, others occur over a period of time, and some occur at more then one time.

*Conclusion*: This check determines how the prophecy will conclude if nothing is done, and what could happen if efforts are made. Some prophecies require certain actions just to occur while others have a result that will occur if no action is taken.

*Persons involved*: This check determines who is affected by the prophecy. It may be one or more persons, the population of a town or country, an entire race or other group of people. (That a major figure in the prophecy must become the king's advisor for it to work, for example.)

*Manipulation*: This check gives the character a few ideas on how to help or hinder the prophecy. Importance and manipulation together should reveal any weak points in the prophecy where it may fail.

The Game Master makes the rolls secretly and provides information based on the results. Failed results will provide inaccurate information. A natural 1 will provide information which will lead the character to do the wrong thing, the opposite of what he wants.

**Simple:** A simple prophecy does not affect too many people or have a great deal of importance. It is very localized and occurs fairly soon. Manipulating the events is not very difficult and may only require a few days adventuring to do so.

**Difficult:** This prophecy may involve someone of importance and may take some time but does not affect very many people. It might be difficult to solve but will not require a large group of people to do so.

**Grand:** These prophecies affect whole kingdoms. They may take years to resolve and manipulating them can be very tricky and require great efforts.

**Epic:** These and greater prophecies usually involve visiting other planes and the plans of greater beings. They may be very old and many powerful beings may be involved. They are for epic characters to deal with and lesser adventurers have little hope of doing more then being helpful to the epic characters involved.

**DC:** See Table 3-4: DC's for Prophecy's below.

**Retry:** It takes 1d4 days research to retry any one of the six areas of the prophecy.

**Table 3-4: DC's for Prophecy's**

| Prophecy | Analyze | Predict | Recognize |
|---|---|---|---|
| Simple | 15 | 20 | 15 |
| Difficult | 20 | 25 | 20 |
| Grand | 30 | 35 | 25 |
| Epic | 40 | 50 | 40 |

**Spellcraft** (Int; Trained Only)

Spellcraft represents traditional magical schooling, of which, chronomancy is not a part. Chronomancers use Knowledge



Michael Short (order #2081358)

Alternate
World War II France

MARK CHARKE

1942



Michael Short (order #2081358)

(temporal) when dealing with temporal magic, but they still require Spellcraft for all other kinds of magic. Chronomancers do not get the specialist's +2 bonus when dealing with chronomancy but they do suffer the -5 penalty when dealing with a spell or effect from a prohibited school (and some tasks, such as learning a prohibited spell, are just impossible.)

Spellcraft can be used to identify the name and get a general description of a chronomancy spell. For anything more specific, a -10 penalty is incurred. Spellcraft can not be used to learn chronomancy spells.

**Special:** Chronomancers can use chronomancy spells from prohibited schools. They use Knowledge (temporal) to learn these spells and suffer a -5 penalty if they ever use Spellcraft on these schools.

**Retry:** Spellcraft and Knowledge (temporal) are similar skills. Unless a retry is allowed, you can only use one of them once on a particular spell or effect you are studying.

### **Spot** (Wis)

The Temporal Horizon presents some unusual circumstances for sight. There is a -4 penalty to Spot perons or objects who appear in the down direction (because they are in the past or future). The planet gets in the way of vision but it is not entirely solid in appearance.

### **Survival** (Wis)

On the Temporal Horizon it helps to know which direction the planet is orbiting around the sun. This direction slowly changes as the planet rotates around every 24 hours. It is only about as difficult as locating North. The direction backwards is the Past Orbit and the direction forwards is the Future Orbit. A single Survival check DC 15 locates both orbit directions. They are always East, West, up or down but never North or South.

Other people on the Temporal Horizon who are in the past are always in the direction of the Past Orbit. People in the future are always in the direction of the Future Orbit. This is because that is where the planet will be at that time.

In the other planes or on unusual planes of existence that do not have planets, there is no such directions.

## Story: A Rosetta Stone

A little black spider creeps down its line. It is visible only in the corner of the eye. Turn your head. Look. The movement, the change, it will catch your attention.

For a moment it's just a blur. Focus your eyes. An arachnid will appear in detail. A shock will run through your system and you will jerk away, perhaps swatting at it. You'll have to look back, curious. Snag the line, dangle it like a toy and deposit the spider outside to run away and make another web.

What if the spider was not there?

What if you felt that twitch and looked and there was no spider? Say, for a second there is the blurry shape. Focus, and nothing comes into view. Look around. Pause and wait for another movement, anticipating another change. There is nothing. Eventually the disturbed feeling fades. You'd forget about it.

I don't.

I write them down. Every single time, everything I can remember. It is now a book length document, a staggering list of events. I make backup copies of it. I print it and photocopy the print outs. I burn copies to DVDs I keep at friends houses and in a safety deposit box. Three web sites contain copies and I have e-mailed copies to a dozen friends.

There is even a stone in the back yard I carve reminders into. It's a massive block of stone four feet high with blasting holes still carved into it on one side. Each time I see a change I take out the chisel and I make a mark on the back of that stone. It is a hard stone, unbelievable hard. It takes force of will to strike it. Today, thinking of the spider, I lift the chisel and hammer on it. A bit of stone chips off and a line is made. I won't forget.

* * *

I am late for my two o'clock appointment. I miss it entirely in fact. Walking in, a secretary with silver rimmed glasses shakes her head at me, files her nails and makes a disapproving clucking sound. She holds up a piece of paper without a word. The paper says that my appointment was at twelve o'clock. I make another mark on the stone when I get home.

Work starts at nine in the morning. It had started at nine in the morning for the last six months. At nine o'clock every morning I teach swimming lessons. I roll out bed a little after seven to answer the angry blare of the phone. It is work wanting to know why I am running late. Tired and confused, I remember to get the chisel out before I rush out the door half asleep.

I get out the milk, bowl, spoon and cereal. It's an ancient ritual I perform in the same order as I did when I was a kid. I pour the cereal into the bowel and then the milk. I put the milk away, leaving the cereal out in case I wanted a little more. I sit down and look at a fork in my hand. I switch the fork for the chisel before eating breakfast. I am tempted to use the damn fork.

* * *

I can never remember the time or date and have given up trying. Carrying a watch is useless. I have simply gotten good at finding clocks and calendars or publications with the date on them near me. People trust those. Hold up a newspaper and you can make someone sure of the date. Not me.

I used to ask the time but then I stopped. There is a stigma attached to memory loss. I used to ask why but then I stopped. During a documentary on an insane asylum they showed a room where one inmate had carved marks on the walls with his fingernails until they were raw and bleeding. He was counting the days. The walls were covered. They said he had been there for six months.

People's names are as slippery as a fish. Nothing offends as quickly as asking for a name, except asking again. I hang onto names like a lifeline. Something always distracts me though. They slip away, like papers in the wind. I was sure her name was Suzy. I whispered the question to a co-worker I am told it's Cindy. My paper says Suzy. Did I have the name right when I wrote it down? It becomes fuzzy. That must be the case. Almost involuntarily I crumple the paper and toss it in the trash, already wondering what word is still written on it. I could check, but I don't.



Michael Short (order #2081358)

* * *

During the hot lazy summer, nothing happened for several days and then weeks. The ingrained paranoia should have taken hold but I was enjoying myself too much. Everything was easy. I speak with people. I use their names. The blanket of loneliness lifts. I am not late for work. My shifts never change. It is like being released from hell.

So you see it is easy to let go and forget. An angry confrontation near the end of the summer puts me into poor spirits. I revert to old habits. I find they are rusted considerably.

There isn't much to return to. My fingers feel odd flowing over the keyboard following a pattern more burned into muscle memory than brain. I unlock old files I do not remember. They contain a few notes about a couple of strange things that had occurred in the last few years and a logical explanation for each.

Reading the files woke other habits. I check my backups. The web pages contain no hidden storage directories. My backup DVDs are filled with pictures. Many I don't remember taking. My note books are full of doodles, sketches and other art. I wonder why I had locked them up.

The notes are wrong. I feel it in my bones. Clinging to this fact, I didn't understand why until a few days later. I sit watching television during breakfast and stuff a fork in my mouth. I have no memory of doing that before but my mouth seems familiar with the sensation.

I hold that fork and stared at it. I flip it over and feel the urge to hack at the air with it. So I do. Something is there. I want to do something. I want to carve. What a sick notion, I think. Then I picture the chisel.

I got to garage. Under a year's layer of dust is a chisel and hammer. Their weight feels good and right in my hands. The warm wood handles are familiar. I don't know what to do next. I try not to think about it. I go outside. That seems weird. I do not fight it. I wander around the yard frustrated until I see the rock.

There is a lady smiling, carved into the back of the rock. I shake my head and sit down next to familiar face I have never seen before. I had been carving this forever. Why didn't I just finish it? Why hadn't I touched it all summer? There wasn't much left to do. I lift the chisel and am about to strike. I stop and put the tools down. It is the texture.

I run my fingers over the carved rock in disbelief. Every single mark is the same; a series of four dashes with a line through them. I was counting by five. It is repeated dozens, no hundreds, of times. Together, at a distance, they make a picture. This was my backup plan. I remember. I had never, ever, told anyone about this picture, what it meant.

Fear clutches at my gut. Out of habit, I turn to look for the spider in the corner of my vision. It isn't there. Something else is. It is enormous and terrifying. I think I could feel it staring it me, wondering, questioning, if I had seen it. I close my eyes and the knowledge of what it looks like starts to slip away. I let it. If I had hung on, if I had shown fear, I knew I would have died in the next moment.

I clear my mind. My breathing relaxes and part of me can't remember why I had been up tight in the first place. I open my eyes and casually look around. It is gone. The face is still there though, carved into the rock. And my guts are still cold.

* * *

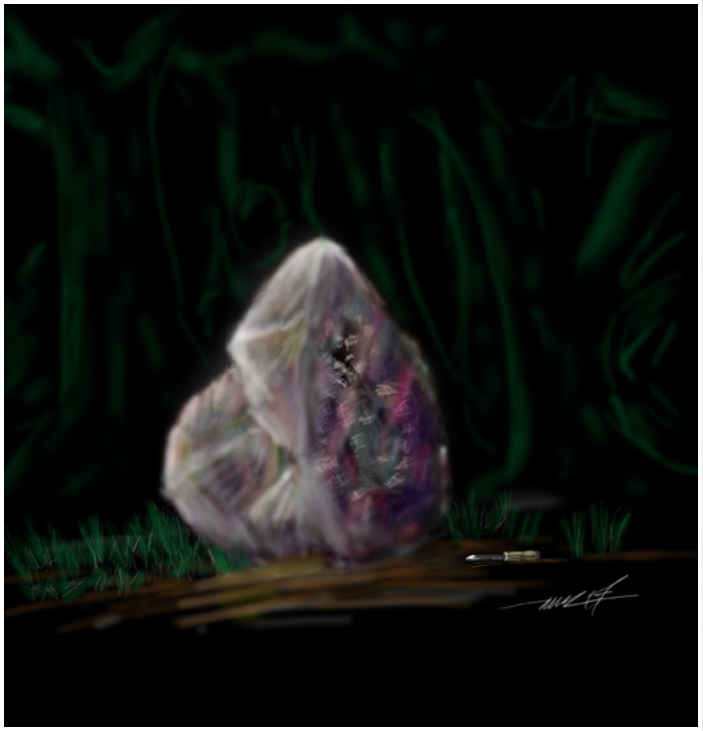
I stop writing it down. I let go. I stop asking people about it. I try to emulate the summer. When I screw up I just apologize and the apologies grew fewer. When the main character on my favorite show changes I just cheer the new fellow on all the same. When I meet a fellow whose funeral I had attended, I smile and go for lunch with him without so much as raising an eyebrow. I fit in.

I do a lot of art. In fact, I became well known for my style, stone full of scratch marks. I never sell more than one piece to a single client but that doesn't seem to bother anyone. They called me eccentric and smile. It drives the prices up and then they smile and nod with perceived understanding. I always worry when someone studies the scratches but I never comment on them. It's just my style.

It has been years, decades, since that summer. My art is out there now, written in a language only one person understands. It needs only a Rosetta stone, a translation key, to speak its message to the world. I have waited a long time to be successful on the internet. Fifty million copies scattered to the four corners of the globe can not all be forgotten.

The marks are simple. High school math can decipher them. But would you bother to look? More importantly would you know to protect and spread your findings before you forgot? Now will you? Will you read me art and continue my research until we find the truth? Will you act?

Do not bother coming to me to ask about it. Having composed this, my Rosetta stone, they will also know. I will be lucky to remember doing the art. I will not be able to help you. I will not remember, but others will. Right now, before you forget, you have a chance to use my clues to try figure it out! Try to remember before you forget.



**Just a stone?**

MARK CHARKE



Michael Short (order #2081358)

# Chapter 4: Feats

*In his later years Darwin became a chronomancer and explored a little bit of vanity by proving himself right.*

**Table 4-1: Feats**

| Epic Feats | Prerequisites |
|---|---|
| Automatic Spell Piercing | Spell Piercing, 24 ranks in Spellcraft, ability to cast 9th level spells |
| Doubleday's Fire | Int 15, Dex 25, class ability to rage, Point Blank Shot, Quick Draw, Rapid Shot, Storm of Throws. |
| Fountain of Youth | GM's permission, temporal access |
| Like the Planet | Endurance, Die Hard, Like a Rock, Like the Mountain, Con 18 |
| **General Feats** | |
| A Little Bit More | Endurance, Improved Endurance |
| Banned Spell | Ability to cast 0 level spells or manifest 0 level powers. |
| Combat Skill | — |
| Creative Flair | Wis 15 |
| Eccentric | — |
| Extra Cantrips | Ability to cast cantrips |
| Internal Clock | Int 13 |
| Like a Rock | Endurance, Die Hard, 9th level |
| Like the Mountain | Endurance, Die Hard, Like a Rock, Con 15, 15th level |
| Metacross | Ability to cast 1st level spells and manifest 1st level powers. |
| Pride in Self | — |
| Retired | — |
| Skilled | — |
| Technologically Versed | Must have visited the future |
| Temporal Resistance | 3rd level |
| Tough As | Damage reduction 1/- or higher, 10th level |
| **Item Creation Feats** | |
| Craft Time Machine | 2nd+ level, Knowledge (temporal) 5 ranks |
| Creationist | Any 4 item creation feats |
| Crosscraft | Ability to cast cantrips and manifest talents. |
| Item Supercharger | Any other item creation feat. |
| **Metamagic Feats** | |
| Automatic Spell Piercing | Spell Piercing, Spellcraft 24, ability to cast 9th level, arcane or divine spells. |
| Channel Spell | Int 13, Wis 13 or Cha 13, base attack bonus +1 |
| Immediate Spell | Cast a spell as an immediate action. |
| Improved Metamage | Any 4 metamagic feats, metamage, 10th level |
| Metamage | Any 4 metamagic feats |
| Responsive Spell | — |
| Slow Spell | Ability to cast 2nd level spells. |
| Spell Piercing | Ability to cast *dispel magic*. |
| Swift Spell | Cast a spell as a swift action. |
| Wait Until They Blink | Wis 10, Hide 5 ranks |
| **Metapsionic Feats** | |
| Improved Metapsi | Any 4 metapsionic feats, Metapsi, 10th level |
| Metapsi | Any 4 metapsionic feats, Metapsi, 10th level |
| Wait Until They Blink | Wis 10, Hide 5 ranks |
| **Psionic Feats** | |
| Power of Form | Ability to assume an alternate form, manifestor level 1+. |
| Sharper then Wider | — |
| **Temporal Feats*** | |
| Feat Shift | Ability to cast *timeslide* |
| Fountain of Youth | GM's permission, temporal access |
| Foresight Dodge | Dodge, character level 3, temporal access |
| Item Supercharger | Any other item creation feat. |
| Lifetime in a Second | Internal Clock, Movement, Moment, Dex 13, Int 13, 12th level |
| Moment | Internal Clock, Int 13 |
| Movement | Internal Clock, Int 13, Dex 13 |
| The Next Moment | Dodge, Foresight Dodge |
| Prodigal Chronomancer | Internal Clock |
| Severed Lifeline | Access to time travel and a 5th+ level chronomancer. |
| Time Flies | Ability to cast *haste* and *slow*. |

*Only a character with temporal access can take temporal feats.



Michael Short (order #2081358)

## Feat Descriptions

Here is the format for feat descriptions.

### Feat Name [Type of Feat]

Description of what the feat does or represents in plain language.

**Prerequisites:** A minimum ability score, another feat or feats, a minimum base attack, a skill, or a level that a character must have in order to acquire this feat. This entry is absent if a feat has no prerequisite. A feat may have more then one prerequisite.

**Benefit:** What the feat enables you (the character) to do.

**Normal:** What a character who does not have this feat is limited to or restricted from doing. If not having the feat causes no particular drawback, this entry is absent.

**Special:** Additional facts about the feat that may be helpful when you decide whether to acquire the feat.

### A Little Bit More [General]

Whenever you should normally be spent, you can do a "little bit more".

**Prerequisites:** Endurance, Improved Endurance

**Benefit:** During any round where your hit points drop to 0 or less, you gain 1 hit point. (This causes you to stabilize.) During any round in which an ability score drops to 0, you gain 1 point in that ability score. If you have no available spells, you can cast any one first level spell you know or if you have no power points left, you may manifest any one first level power you know. (This bonus spell or power ability can only be used once per day per different spell casting/psionic using class you have.)

### Automatic Spell Piercing [Epic Temporal]

You can cast any of your lesser spells with spell piercing.

**Prerequisites:** Spell Piercing, 24 ranks in Spellcraft, ability to cast 9th level spells.

**Benefit:** You may cast all 0-, 1st, 2nd, and 3rd level spells as spell piercing spells without using higher level slots.

**Special:** You may gain this feat multiple times. Each time you take the feat, the spells of your next three lowest spell levels can now be spell piercing with no adjustment to their spell slots. Thus, a wizard who took this feat twice could cast his 0- through 6th-level spells as spell piercing spells with no adjustment to their spell slots.

This feat does not increase the casting time for those spells that normally become full-round actions when cast in metamagic form (including sorcerer spells and spontaneously cast spells, such as a good cleric's *cure* spells.).

### Banned Spell [General]

You may learn any one spell or power.

**Prerequisites:** Ability to cast 0 level spells or manifest 0 level powers, Game Master's permission.

**Benefit:** You may choose 1 spell, or power, you could not normally learn and add it to the spell, or power, list for any one of your classes. You can learn that spell or power anytime afterwards.

**Special:** You must find someone who knows the spell you want before you can take this feat. You can take this feat multiple times. Each time it is applied to a different spell.

### Channel Spell [Metamagic]

You can cast spells through your weapon.

**Prerequisites:** Int 13, base attack bonus +1.

**Benefit:** As a free action you can cast a spell through your weapon (melee or ranged) as you attack with it. The spell must specify a target (for example "target creature"). The channeled spell targets the creature hit by the weapon, which still gets a saving throw if the spell allows one. Even if a spell can target more then one creature, channeling it through the weapon limits its effect to the single opponent attacked. If the weapon attack misses, the channeled spell is wasted.

A channeled spell uses up a spell slot four levels higher than the spell's actual level.

### Combat Skill [General]

Choose a skill, such as climbing. You have a knack for fantastic successes or terrible failures in this skill.

**Benefit:** When you roll a natural 20 on your skill check for this skill, you gain a +10 circumstance bonus to the check, indicating a spectacular success. However, any time you roll a natural 1 on your skill check for this skill, it is an automatic failure.

**Special:** You can take this feat multiple times. Each time you take the feat, it applies to a new skill. Combat Skill may be substituted for Skill Focus where required as a prerequisite for another feat or prestige class.

**Normal:** A 20 is not an automatic success and a 1 is not an automatic failure with a skill check, unlike saving throws and attack rolls.

### Craft Time Machine [Item Creation]

You can create time machines

**Prerequisites:** Character level 2nd+, 5 ranks in Knowledge (temporal), temporal access class ability.

**Benefit:** You can create time machines. To do so you require a scientific lab costing at least 1/10th of the total cost of the machine to be built. Building a time machine takes at least 1 day per 1000gp in its price. You must spend 1/25 of the item's price in xp and use up raw materials costing half of this price.

You can also mend a broken time machine. This costs half the xp, half the raw materials and half the time it would take to construct the item in the first place.

The Game Master controls access to temporal knowledge and it is ultimately up to the Game Master whether or not a character can take this Feat.

**Special:** Chronomancers with the Craft Wondrous Item Feat, who meet the prerequisites for this feat, automatically have this feat free.

### Creative Flair [General]

Your creativity can get you out of tight spots.

**Prerequisites:** Wis 15.

**Benefit:** If you just failed a skill check by 1, and have performed no other action since, you can retry that skill check. This is a standard action even if the original check required more or less time. If you succeed at the retry during the same round you made the original attempt, treat the original attempt as a success



Michael Short (order #2081358)

instead of a failure.

**Normal:** Many skills do not allow a retry.

**Special:** You can take this feat multiple times. Each time you take it, increase the number you can fail by, by 1. If you take it three times, you can fail a skill check by 3 and perform a retry.

*"The king's a fool… er …this is what we've made all his enemies foolishly believe and it will be their downfall."*

## Creationist [Item Creation]

**Prerequisites:** Any 4 item creation feats.

**Benefit:** You can use any item creation feat but if you do not normally have it, you must pay the full cost when creating the item. (You can not use the Creationist Feat to qualify for prestige classes require Item Creation feats that you do not have.)

**Special:** When you take this feat you must choose if it applies to your psionic item creation or magical item creation. If you have the cross craft feat, it applies to both.

## Cross Craft [Item Creation]

You can create psionic and magic items with the same craft feat.

**Prerequisites:** Ability to cast cantrips and manifest talents.

**Benefit:** You may use a magic item creation feat to creation psionic items of visa versa. (See the list of equivalent feats below.) You must still meet all the requirements (You must still be a spell caster to create magic items and you must still be a psionicist to create psionic items.) This feat is of benefit only to characters who are both psionicists and spell casters and intend to take more then 1 item creation feat. (See the master of movement epic prestige class in Chapter 15: Epic Time Travel.)

Encode Power Stone is equivalent to Scribe Scroll. Craft Dorje is equivalent to Craft Wand. Craft Psionic Arms and Armor is equivalent to Craft Magic Arms and Armor. Craft Universal Item is equivalent to Craft Wondrous Item. Scribe Tattoo is the same as Brew Potion. (There are no forge psionic ring or staff feats but they would be the same as forge ring/craft staff.) Craft crystal capacitor has no magic equivalent.

**Special:** If you have the creationist feat, it now applies to both psionic and magic item creation feats.

## Doubleday's Fire [Epic]

You can attack everyone within range many times.

**Prerequisites:** Int 15, Dex 25 Class ability to rage, Point Blank Shot, Quick Draw, Rapid Shot, Storm of Throws.

**Benefit:** You can throw a light weapon at each opponent within 30 feet once for each attack you normally have up to a maximum of 4 times.

**Normal:** See Storm of Throws.

**Special:** You can take this feat multiple times. Each time you take it, increase the range by 30 feet up to the maximum range of the throw weapon.

## Eccentric [General]

You are a bit odd but also smarter then average.

**Prerequisites:** None.

**Benefit:** You gain a +1 bonus to skills that require Intelligence but you suffer a -1 penalty to skills that require Charisma.

## Extra Cantrips [General]

You can use more Cantrips per day.

**Prerequisites:** Ability to cast cantrips.

**Benefit:** Choose a spell casting class you can cast cantrips from; You can cast 4 additional cantrips per day from that class. For example if you previously could cast 4 cantrips per day, now you can cast 8.

**Special:** You can take this feat multiple times and its effects stack.

## Feat Shift [Temporal]

Every level you may change one of your feats.

**Prerequisites:** Ability to cast *timeslide*.

**Benefit:** Choose a feat you gained in paradox time such as the feat gained at 6th level. Every time you gain a level, you may change that feat. It must be a feat you would have qualified for at that time. This does not incur Fate's fee even though it may createsa minor paradox. You lose the benefits of the old feat when you change the feat. You may not longer change the feat if it is a prerequisite for another feat or a prestige class you have.

**Special:** You can gain this feat multiple times. Each time it applies to a different feat. If you lose Feat Shift, the feat it targeted reverts back to the original feat, so record what the original feat was, when you take this feat.

## Fountain of Youth [Temporal, Epic]

You have found a fountain of youth and need never die of old age.

**Prerequisites:** Game Master's permission, temporal access class ability.

**Benefit:** You can spend 100 xp to rejuvenate yourself 1 year. You can perform this as many times as you want. The Game Master may impose a condition that you must be at your fountain of youth but otherwise you may perform this action whenever you want. A fountain of youth can be anything the Game Master deems fit.

## Foresight Dodge [Temporal]

Knowledge of the near future greatly improves your dodge skill.

**Prerequisites:** Dodge, character level 3, temporal access class ability.

**Benefit:** Your Dodge bonus is increased to +4.

**Special:** Access: Future (This feat only works in time zones where you could travel to the next round of combat.) In unusual forms of time (non-linear, backwards etc), you must make a Knowledge (temporal) check DC 20 once per day to use this feat. You can retry if you learn more about the form of time you are in.

## Immediate Spell [Metamagic]

You can cast spells, right now.

**Benefit:** Casting an immediate spell is an immediate action you can perform at any time, even out of turn. If used during your action, you can perform another action, even casting another spell, in the same round as you cast an immediate spell. You can only cast one spell per round that does not require a standard action (or longer). A spell whose casting time is more than 1 full round



Michael Short (order #2081358)

action cannot be an immediate spell. An immediate spell uses up a spell slot six levels higher than the spell's actual level. Casting an immediate spell doesn't provoke an attack of opportunity.

**Special:** When applied to a spell cast spontaneously (including sorcerer spells, bard spells, and cleric or druid spells cast spontaneously) an immediate spell uses a spell slot seven levels higher then the spell's actual level and the casting time is not increased to a full-round action.

**Normal:** When a metamagic feat is applied to a spell cast spontaneously, the casting time is increased to a full-round action. (See Chapter 12: Spells for a description of the Immediate Action.)

### Improved Creationist [Item Creation]

This character has all item creation feats.

**Prerequisite:** Any 4 item creation feats, Creationist, 10th level

**Benefit:** You are considered to have all item creation feats. (You qualify for any prestige class that requires an item creation feat that you do not actually have.)

**Special:** When you take this feat you must choose if it applies to your psionic item creation or magical item creation. If you have the cross craft feat, it applies to both.

### Improved Metamage [Metamagic]

This character has all metamagic feats.

**Prerequisite:** Any 4 metamagic Feats, Metamage, 10th level

**Benefit:** You are considered to have all Metamagic feats. (You qualify for any prestige class that requires a metamagic feat that you do not actually have.)

### Improved Metapsi [Metapsionic]

This character has all metapsionic feats.

**Prerequisite:** Any 4 metapsionic Feats, Metapsi, 10th level

**Benefit:** You are considered to have all Metapsionic feats. (You qualify for any prestige class that requires a metamagic feat that you do not actually have.)

### Internal Clock [General]

You always know what time it is. You have spent countless hours (at least six months) counting the passage to time. You are always aware of the passage of time. You can even keep track of time when you are asleep or unconscious.

**Prerequisites:** Int 13

**Benefit:** You gain a +5 bonus to Knowledge (temporal) checks to determine the time. If successful you will always know the exact time unless you time travel, become confused or charmed, die or if your Intelligence score is reduced below 13.

**Normal:** You can make a Knowledge (temporal) check to determine the time but can not keep track of the passage of time unless you do nothing else.

### Item Supercharger [Item Creation - Temporal]

You can increase the uses per day or increase the duration on magical items.

**Prerequisites:** Any other item creation feat, temporal access.

**Benefit:** You can double the number of times per day an existing magical item may be used or you may double the duration of the spell effects of an existing magical item. You can only do this for magical items for which you have the item creation feat. This costs one quarter as much as the original item and you must spend xp equal to 1/100th the cost of the original item.

**Special:** If you gain a new item creation feats, you can supercharge those types of magical items as well. There is no benefit for taking this feat more then once.

### Lifetime in a Second [Temporal]

You gain an extra standard action and can take 20 on all actions for one round.

**Prerequisites:** Internal Clock, Movement, Moment, Dex 13, Int 13, 12th level.

**Benefit:** Once per day, for one round, you may make an additional standard action. During this round, you can take 20 on all d20 rolls you make. This is a *haste* bonus and does not stack with *haste*. This does not count towards your daily uses of Movement or Moment. (There is no special benefit for the 20.

**Manfred Albrecht Freiherr von Richthofen**
**May 2nd, 1892–April 21st, 1918**
**The Red Baron**





Michael Short (order #2081358)

Saving throws are not automatically successful and attacks are not automatically threats. Since you do not roll dice you can not benefit from a natural 20 or suffer a natural 1.) Using this ability is a free action, which must be declared at the beginning of your turn.

**Special:** This feat can be taken any number of times. Each additional time adds one more use per day.

### Like a Rock [General]

You are tough.

**Prerequisites:** Endurance, Die Hard, 9th level.

**Benefit:** You are immune to non-magical poisons, and bleeding effects, and can never die from massive damage (unless your hit points reach -10). You do not lose hit points and can continue to act normally while at negative hit points but still die at -10 hit points.

### Like the Mountain [General]

You are really tough.

**Prerequisites:** Endurance, Die Hard, Like a Rock, Con 15, 15th level.

**Benefit:** When you reach -9 hit points, you can apply any additional damage, to your ability scores, divided as you see fit. For each point of damage, reduce an ability score by 1. These lost ability score points cannot be magically healed and do not heal normally. With each day of complete rest, you can restore 1 point to only 1 ability score. If your Constitution drops below 20, you do not lose the benefit of this feat.

### Like the Planet [Epic]

You are that tough.

**Prerequisites:** Endurance, Die Hard, Like a Rock, Like the Mountain, Con 18.

**Benefit:** You gain 50 hit points. This feat can only be taken once. If your Constitution drops below 25, you do not lose the benefits of this feat.

### MetaCross [General]

You can use the same metamagic feat for spells or psionics.

**Prerequisites:** Ability to cast 1st level spells and manifest 1st level powers.

**Benefit:** You may use a meta-magic feat to modify powers and you may use meta-psionic feats to modify spells. (See the list of equivalent feats below.) This feat is of benefit only to characters who are both psionicists and spell casters and intend to take more then 1 metamagic feat. (See the master of movement epic prestige class in Chapter 15: Epic Time Travel.)

The feats that cross over are delay (delay power and delay spell), enlarge, extend, persistent, heighten, master, maximize, quicken and twin. (New feats and feats from other sources may cross over at your Game Master's discretion.)

**Special:** If you have the metamage or the metapsi feats or improved versions , they now apply to both metapsionic and metamagic.

### Metamage [Metamagic]

You can use any metamagic feat.

**Prerequisites:** Any 4 metamagic feats

**Benefit:** You can use any metamagic feat but if you do not normally have it, the level penalties are doubled. If the normal penalty is 0, it becomes 1 instead of being doubled. (You can not use the Metamage feet to qualify for a prestige class requiring metamagic feats that you do not have.)

### Metapsi [Metapsionic]

You can use any metaspionic feat.

**Prerequisites:** Any 4 metapsionic feats

**Benefit:** You can use any metapsionic feat but if you do not normally have it, the power point increase is doubled. If the normal increase is 0, it becomes 1 instead of being doubled. (You can not use the Metapsi feet to qualify for a prestige class requiring metapsionic feats that you do not have.)

### Moment [Temporal]

You understand the meaning of now.

**Prerequisites:** Internal Clock, Int 13.

**Benefit:** Once per day, you can take 20 on any d20 die roll without spending any extra time (regardless of the circumstances). When applied to skill checks you must be capable of taking 20 if you had enough time and you must either have ranks in the skill or it must be usable untrained.

You can take 20 on a saving throw or attack roll but it is not a

**Forgotten: A chronomancer's worse fear or the height of skill?**



Michael Short (order #2081358)

threat or automatic success. You may roll a d20 only to determine if the result is a natural 20 but if you get a natural 1, it becomes an miss or failed saving throw.

Using this feat is a free action.

**Special:** You can take this feat any number of times. Each time you take it, you can perform this ability once more per day.

## Movement [Temporal]

You can move fast.

**Prerequisites:** Internal Clock, Int 13, Dex 13.

**Benefit:** With this feat, if you spend a round preparing, you gain an extra partial action during the next round however all of your actions become readied actions. (You can not change your actions once you start them. These can include any action you could normally take in a round including a full round action.) This is a haste bonus and does not stack with *haste*. You can use this ability a number of times per day equal to your Dexterity modifier.

By spending more then one round preparing you can gain the extra action for the same number of rounds, up to your maximum rounds per day. At the end of your actions each round you can decide to stop. If you do, next round the effect ends, unused rounds are lost that day and you do not have to continue your readied actions. (You should write down a list of your actions when using this ability.)

**Special:** This feat can be taken any number of times. Each additional time adds only one more use per day.

## Power of Form [Psionic]

You give up a psionic power to gain a bonus to hit points and attack.

**Prerequisites:** Ability to assume an alternate form, manifestor level 1+.

**Benefit:** You give up one power you know and gain a psionic bonus to your attack rating equal to the level of the power and hit points equal to the manifestation cost of the power. For example, if you gave up a 5th level power, you would gain a +5 psionic bonus to attack and 9 hit points (the manifestation cost for a 5th level power)

**Special:** You can take this feat multiple times but the bonus to attack does not stack. The only benefit is additional hit points and you can use highest attack bonus you have gained in this way.

## Pride in Self [General]

You depend on yourself.

**Benefit:** When you have are not using and have no magical or psionic items on your person (you may not be benefiting from a magical item) you gain a +4 moral bonus to all saving throws against affects generated by magical items. Further, if you are exposed to any effect from a magical or psionic item that normally allows a saving throw, you take no damage with a successful saving throw if you are wearing light armor or no armor.

At the Game Master's discretion, permanent effects such as generated by reading a tomb of clear thought, permanent spells and a small number of magical or psionic tattoos are exceptions.

## Prodigal Chronomancer [General]

You understand time

**Benefit:** You have an innate understanding of time. You gain +2 to Knowledge (temporal) checks. You gain an inherent +2 Intelligence, Wisdom or Charisma bonus (as appropriate for your method of casting) for purposes of spellcasting; bonus spells per day, saving throw DC and highest level spells the caster may learn.

**Special:** This feat must be taken at 1st level but you do not have to be a chronomancer to take it. This feat does not stack with similar feats. This feat does not increase your skill bonuses, saving throw bonuses, skill points gained at each level, monk Wisdom bonus to AC or similar abilities.

## Responsive Spell [Metamagic]

You can cast spells in repsonce.

**Benefit:** Casting a responsive spell is an immediate action. Only spells with a duration of 1 round/level, 1 minute/level, 1 hour/level or longer/level may be cast as a responsive spell. The spell's duration is reduced. It lasts until the beginning of your next action. A swift spell uses up a spell slot of the same level as the spell's actual level.

**Special:** When applied to a spell cast spontaneously (including sorcerer spells, bard spells, and cleric or druid spells cast spontaneously) a responsive spell uses a spell slot one level higher than the spell's actual level but the casting time is not increased to a full-round action.

## Retired [General]

You can not gain or lose levels.

**Benefit:** You can no longer gain or lose levels for any reason. Even if you are raised from the dead or level drained by a wight, your level does not change. You can never gain anymore levels though.

## Severed Lifeline [Temporal]

Paradoxes do not affect you.

**Prerequisites:** Access to time travel and aid from a 5th+ level chronomancer (which may be you).

**Benefit:** You can never be erased or have your memory or yourself modified by a paradox, or any other event which would normally change or re-write your past. If events change around you because the past has been altered, you will notice the change and because your memory is unchanged, you will have no memories associated with the new history. If you are slain, it is also impossible to go back and prevent the event from occurring but you can be raised from the dead normally. Objects in your possession are unaffected by changes to the past as well.

**Special:** Certain chronomancy rituals, magical items and procedures can also sever your lifeline but there is generally risk in doing so. (See Lifelines in Chapter 7: The Temporal Horizon.)

**Normal:** If your past is changed, you and your memory are changed unless you succeed at a fortitude saving throw DC 40 to resist temporal change.

## Sharper then Wider [Psionic]

You can learn higher level psionics at the cost of lower level psionics.



Michael Short (order #2081358)

**Benefit:** At each level, you may choose to learn one power that is one level higher then you normally could but it counts as 2 powers learned. To manifest this power, you must have enough power points and a high enough Intelligence score. If the cost of manifesting the power is greater than your manifester level, you may still manifest the power, but you may not augment it or use any meta-psionic feats on it.

**Special:** You can take this more then once. The second time you take it you may learn one power that is one or two levels higher than you normally could. Each additional time you take this feat increase the possibly levels by +1.

**Game Master's Option:** You may allow psionicist characters to use this feat for free, especially in a higher level game.

## Slow Spell [Metamagic]

You can increase the casting time of your spells in order to memorize them as lower level spells.

**Prerequisites:** Ability to cast 2nd level spells.

**Benefit:** Spells modified by this metamagic feat have their casting times' doubled. A casting time of 1 action becomes a full round. A free action becomes a standard action. A full round becomes two rounds, etc. Sorcerers who use this feat, first increase the casting time for using a metamagic feat and then double the time. Spells modified by Slow Spell use a spell slot 1 level lower then usual.

## Skilled [General]

You gain additional skill points.

**Benefit:** You gain 8 skill points. If you have an Intelligence penalty, it no longer reduces the number of skill points you get at each level. This is applied retroactively. A 10th level Fighter with an 8 Intelligence has lost 1 skill point each level (4 at first level). If he takes this feat he regains those lost points so he would get back 13 skill points as well as the 8 from this feat for a total of 21 skill points.

**Minimum Skill Points (Optional Rule)**

Characters who earn 2, of fewer, skill points from their class can not have their skill points reduced by a low Intelligence score. Therefore, the minimum skill points per level are 2 for a non-human or 3 for a human character.

**University [Background*]**

You have attended some of finest schools in the land, gaining knowledge and insight that few possess.

**Prerequisites:** Int 13+.

**Benefit:** You gain +8 additional skill points at character creation, and +2 skill points every level thereafter. These points may only be put into class skills.

**Special:** This feat can only be chosen at 1st level. You begin play with 100gp less than normal as a result of your schooling.

This feat was originally printed in AEG's Feats. *Background feats can only be taken at 1st level.

## Spell Piercing [Metamagic]

Your spell has a chance to pierce magical resistances.

**Prerequisites:** Ability to cast *dispel magic*.

**Benefit:** Spells modified by this metamagic feat have a chance to ignore magical defenses. This includes spells that prevent or reduce damage and spells that stop damage or spells outright. (Eg. *energy immunity, protection from fire, shield, spell immunity, etc.*)

The caster rolls a d20 and adds his level (up to +10) and tries to beat the defenders score of 11+ caster level. If he succeeds the spell affects the target as if the defensive magic was not in place. The defensive magic remains in place but is ignored. If there is more then one protective spell, a check is made for each different one. (Two of the same spell do not warrant 2 checks.) If the spell with spell piercing lasts more then one round, spell piercing only functions during the round the spell was cast or takes effect.

Spell piercing does not affect spell resistance, natural immunities (not including those gained via *polymorph*, *polymorph any object*, *shapechange* and *wildshape*), does not assist weapons in bypassing damage reduction and does not affect counter spelling.

Spells modified by Spell Piercing use a spell slot 2 levels higher then normal.

## Swift Spell [Metamagic]

**Benefit:** Casting a swift spell is a swift action. You can perform another action, even casting another spell, in the same round as you cast a swift spell. You can only cast one spell per round that does not require a standard action (or longer). A spell whose casting time is more than 1 full round action cannot be a swift spell. A swift spell uses up a spell slot four levels higher than the spell's actual level. Casting a swift spell doesn't provoke an attack of opportunity.

**Special:** When applied to a spell cast spontaneously (including sorcerer spells, bard spells, and cleric or druid spells cast spontaneously) a swift spell uses a spell slot five levels higher than the spell's actual level and the casting time is not increased to a full-round action.

**Normal:** When a metamagic feat is applied to a spell cast spontaneously, the casting time is increased to a full-round action. (See Chapter X-x: Spells for a description of the Swift Action.)

## Technologically Versed [General]

You are familiar with technology.

**Prerequisites:** Must have visited a future time.

**Benefit:** You are familiar with future technology and perform average tasks in that time period. You can drive a car. You can operate a microwave, a CD-player and a pay phone. You know how to check e-mail. You can attempt skill checks to perform complex tasks such as drive a high speed car chase, fix a microwave or program a computer.

**Normal:** You can not perform any of the above activities because you have no idea how. With instruction you can try but it would take many times longer then normal. Any related skill checks should be penalized by -4 to -10 or be impossible at the Game Master's discretion.

## Temporal Resistance [General]

You have a greater chance to resist changes to your past.

**Prerequisites:** 3rd level



Michael Short (order #2081358)

**Benefit:** You gain a +5 temporal bonus to your Fortitude saving throw to avoid changes to your past. (The DC for this save is always 40).

**Special:** You can take this feat multiple times and its effects stack. If you take it twice you have a +10 temporal bonus, three times give you +15 and so forth.

### The Next Moment [Temporal]

Accurate knowledge of the near future allows you to avoid blows.

**Prerequisites:** Dodge, Foresight Dodge.

**Benefit:** Once per day you may avoid a strike that hits you by making a reflex save with a DC equal to the armor class the strike would have hit. By dedicating spell slots, of any spell level above zero, to this ability you may increase the daily usage by 1 for each spell slot dedicated to it. (A higher level slot does not grant more uses then a lower level slot.) This is a form of divination that can be blocked by any effect that blocks scrying. (You may choose to use this feat after determining the damage of an attack.)

### Time Flies [Temporal]

You can increase or decrease the speed you travel through time.

**Prerequisites:** Ability to cast *slow* and *haste*.

**Benefit:** By quietly meditating you can increase or decrease the speed you move through time by up to 4 times. This is a *haste* or *slow* bonus. You can make 1 round seem like up to 4 rounds for you, or you can make up to 4 rounds seem like only 1. You can do nothing else and this effect lasts only as long as you concentrate on it. This is useful for delaying the onset time of poisons, or decreasing the amount of time a hostile spell lasts on you.

Because you are maintaining a magical effect, time spent meditating this way does not count towards rest in order to rememorize spells. A night spend meditating this way provides healing is if you had spent the entire day at rest. (An 8 hour rest period counts as up to 34 hours.) You can not cast spells, manifest powers or perform any other activity while meditating.

### Tough As [General]

Most damage you take is bruising.

**Prerequisites:** Damage reduction 1/- or higher, 10th level.

**Benefit:** The first 5 points of bludgeoning, piercing and/or slashing damage you take from any source is non-lethal damage.

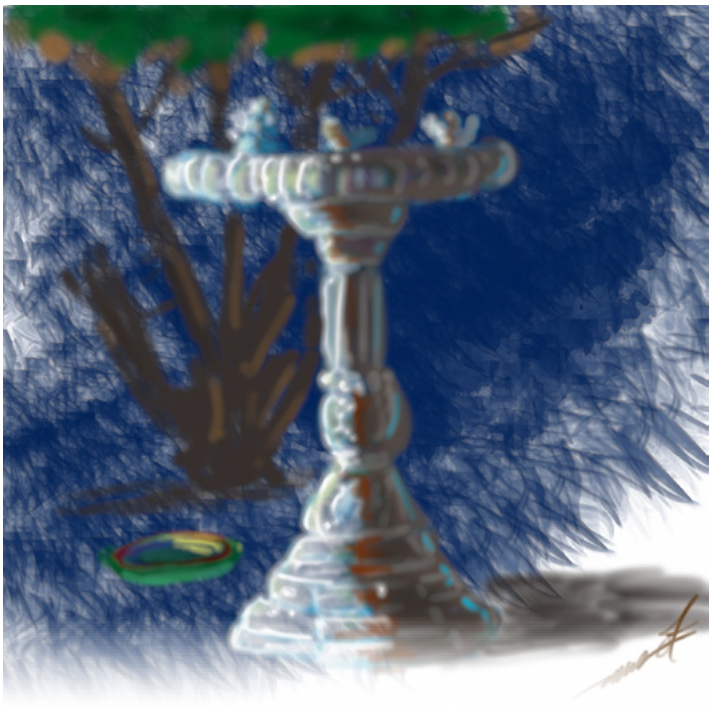
**Special:** You can take this feat multiple times. Each additional time you take it, you must choose one of the following feats as an additional prerequisite; A Little Bit More, Endurance, Die Hard, Great Fortitude, Improved Endurance, Like a Rock, Like a Mountain, Like the Planet or Toughness. Each time you take this feat increase the amount of damage considered non-lethal by +5.

### Wait Until They Blink [Metamagic/Metapsionic]

You can delay magic and psionic powers until no one is watching you.

**Prerequisites:** Wis 10, Hide 5 ranks

**Benefit:** When you can cast a spell, or manifest a psionic power, modified by this feat, it does not function until no one is watching you. This delays it 0-3 rounds (1d4-1). You can hold the uncast spell or power as long as you perform no more the one move-equivalent action each round. If you are injured, you must make a Concentration check or it is lost. When you finish casting, manifesting, you also make a Hide check with a +10 circumstance bonus against the Spot checks of anyone who could see you (including those using divinations or scrying). At any time, as a free action, you can end this effect and finish the spell, power, regardless of whether or not you are being watched but without the bonus to Hide. Spells modified by this feat use a slot 1 level higher then normal. Psionics modified by this feat cost +2 power points.



A Fountain of Youth

MARK CHARKE



Michael Short (order #2081358)

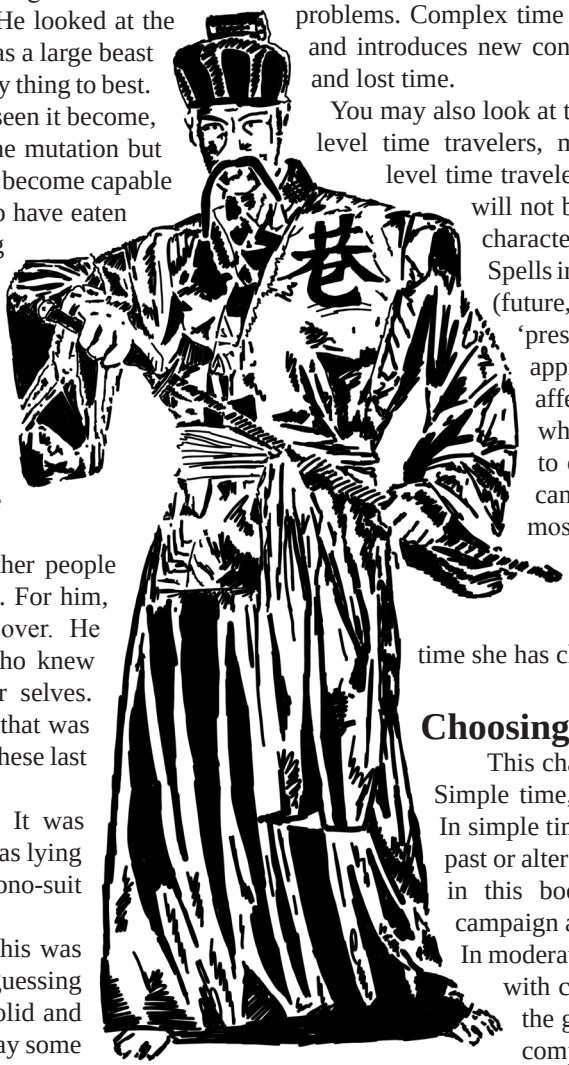
# Chapter 5: Time

*"Your misconceived notion that the present holds any meaning to me is going to have been the cause of your downfall. By denying me this fact, you are only going to more securely fasten this fate."* - One-Less

## Story: Paradoxisis

His blood flowed out of him. He felt weak and cold. His hands trembled and his guts squirmed. He was going to die and he knew it. This was fixed time. It could not be changed later. This was the only place he could be sure It would stay dead – where another chronomancer could not undo his effort. His breathing became more struggled, fast and short. He was becoming light headed. There was not enough blood left in his system to circulate properly. This was also the only place where his own death could be for certain.

He held his guts in with his hands but he could not stop the bleeding. The wet slipped through his fingers. It did not matter. He was bleeding inside as well. He looked at the creature that had caused this wound. It was a large beast with claws and scales and had been no easy thing to best. It was only a shadow of the beast he had seen it become, mutate into, later. He had tried to stop the mutation but each time he had failed. This thing would become capable of eating time. Eventually it was going to have eaten much of Gaffer's Chaos condemning billions to death or stasis. Now, instead, he and it would bleed to death, dying slowly in a backwards branch of Gaffer's Chaos, his deed unknown. He had eliminated the possibility that someone might animate or raise the creature by coming here. No one would find even their bones for thousands of years. There would be nothing left. It was done.



One-Less had regrets. There were other people with his name from other parallel words. For him, this specific One-Less, his time was over. He would never even be missed. People who knew him would confuse him with his other selves. Perhaps the other ones would notice but that was a kind self-pity. It did not console him in these last moments.

He felt very thirsty. He knew why. It was because of that pool of drying blood he was lying in. It stained his brilliantly white chrono-suit which he would never use again.

In his last moment he found relief. This was the end. There was no more second guessing himself, time or reality. This was real, solid and for certain. It would not be paradoxed away some time later by fifth dimensional time. There would be no last second save by his future self. He would die. And then he did.

A woman appeared nearby. She wore white robes which flowed around her and she held a glowing sword. Her feet did not touch the ground and ivory feathers stretched from wings on her back. Her radiance bathed the body of the chronomancer in a brilliant aura. She would remember. Chased, admired and forgiven, his final act was rewarded with eternal peace. His body relaxed as its soul departed. The beast erupted into maggots.

**Chapter 5:** This chapter deals with types of time and is divided into three parts; simple, intermediate and complex time. Simple time is for Game Master's who are just introducing chronomancy to their campaign and do not want to worry about the headaches of temporal mechanics. Intermediate time introduces paradoxes and encourages the Game Master to start allowing more complicated problems. Complex time includes many different forms of time and introduces new concepts such as the fundamental present and lost time.

You may also look at the three complexities as being for low-level time travelers, medium-level time travelers and high level time travelers as some of the most complex issues will not be important except to the highest level characters.

Spells in Chronomancer are labeled with Access (future, past or present only). Spells that are 'present only' only affect the present and are appropriate for any campaign. Spells that affect the future are appropriate for a game where the DM does not want paradoxes to occur often. Spells that access the past can generate paradoxes and represent the most difficult spells to adjudicate. Some feats affect the past or future and the DM may wish to restrict certain feats depending on the complexity of the time she has chosen to use.

## Choosing a Form of Time

This chapter is broken into three complexities; Simple time, intermediate time and complex time. In simple time, chronomancers can not travel to the past or alter it. Remember that much of the material in this book is designed for a 'present only' campaign and remains viable even in simple time. In moderate time there are some simple paradoxes with clear solutions. Finally in complex time the gloves are off and time travel can get as complicated as you wish.

**A breath of air can fell a house of cards.**
**A single cut can end an unborn empire.**



Michael Short (order #2081358)

It's fairly easy for the DM to upgrade to a more complex form of time later. Downgrading can be harder and frustrating for players so starting with simple time is recommended if you have any concerns about time travel.

**Table 5-1: Fate's Fee**

| | |
|---|---|
| Minor paradox | 100xp |
| Medium paradox | 500xp |
| Major paradox | 1000xp |
| Catastrophic paradox | 10 000xp |

## Fate's Fee

Fates Fee is an experience cost for causing paradoxes. Fate exacts a toll from those who would thwart or modify her designs. Any person who creates a paradox loses experience. Anything you do in the past in paradox time can essentially be called a paradox. Only paradoxes of significance incur this penalty. Exactly what is significant is up the Game Master as only she can determine how greatly a paradox affects the future. (See Paradoxes in this chapter.) A minor paradox costs 100 xp. An intermediate paradox costs 500xp. A major paradox costs 1000xp. Catastrophic paradoxes, those that re-write history from the beginning, destroy the timeline or have similarly great effects on the entire timeline cost 10 000xp. These costs can cause level loss (see Table 5-1: Fate's Fee).

This is an optional, but highly recommended, rule that should quickly curb the blatant abuse of time travel and creation of paradoxes. It is not just recommended for games where abuse occurs but all games. It is only optional because it may interfere with the enjoyment of time travel.

Fate's fee may only occur in certain planes, certain times or even certain locations. No one knows the mind of Fate, but the Game Master. This allows a certain flexibility. Fate's fee should never be collected in places where paradoxes do not matter, such as the Abyss where time is utter chaos, but in more lawful areas such as the Nine Hells or the Seven Heavens, it should certainly be collected. In the Seven Heavens, it would be standard practice to warn the time travelers before they incur such a fee due to the lawful and "good" nature, while in the Nine Hells no such warning will be forthcoming unless there is a rule requiring them to warn you.

Spells that create paradoxes and have an XP cost should not incur Fate's fee unless the paradox created far outweighs the XP cost.

**Keeping the Game Moving:** Like experience, Fate's fee should be recorded and handed out at the end of the game. This rule is optional but prevents mid-game stalling.

**Who Pays Fate's Fee:** Generally the person who's actions causes the paradox pays Fate's fee. Fate is a being of vast Intelligence and can assign the cost to the most appropriate party. If more then one person is involved, the cost can be divided evenly among them. If a service is being performed for someone else, a share of the cost can be assigned to that person. This is especially true if someone creates a paradox to save someone else who was killed.

**Avoiding Fate's Fee:** Once Fate has charged her fee, she collects. It does not matter if the players change history later, the fee must be paid. The only leeway is that the Game Master may wait until the end of an event to determine what Fate's Fee should be or if it should be charged at all. For a dozen minor paradoxes, the party might only be charged for one medium paradox, for example.

# Part I: Simple Time

**Very Simple Time:** Chronomancers can not travel backwards through time. Some spells and abilities require access to the past and the Game Master may allow the chronomancer to use them, but he can never travel backwards in time himself. You do not need to study the rest of this chapter. All forms of time are the same where ever the chronomancer goes. The DM might allow chronomancers to travel forward through time.

This creates a very simple campaign where the Game Master does not have to worry about the headaches of paradoxes and the changing past. This is highly recommended for new Game Masters and players. This book offers the chronomancer a great number of options in the "present only" campaign.

Recommended types of time: point time, non-sequester time

**Simple Time:** Time travel has restrictions. You can not change

**Table 5-1: Forms of Time**

| Form of Time |
|---|
| **Simple Forms of Time** |
| Very Simple Time |
| Simple Time |
| **Intermediate Time** |
| Non-Paradox Time |
| Paradox Time |
| **Complex Time** |
| Alternate Reality Time |
| Corridor Alternate Reality Time |
| Crisis Paradox Time |
| Drift Time |
| Dot Time |
| Elastic Paradox Time |
| Flexible Paradox Time |
| Final Time |
| Fixed Time |
| Incorporeal Time Travel Time |
| Loop Time |
| Lost Time |
| Maze Time |
| Motion Time |
| Non-sequester Time |
| Personal Time |
| Point Time |
| Psychosis Time |
| Putty Time |
| Repetition Time |
| Shared Energy Time |
| Strict Time |
| Swtichback Time |
| **Time Flow** |
| Linear Time |
| Non-Linear Time |
| Chaotic Time |
| Pattern Time |
| Shattered Time |
| Non-Time |



Michael Short (order #2081358)

the past. If you travel back, there will be things you can not do no matter how hard you try. The Game Master does not need to explain why. For example, you can not go back in time and cause the death of anyone who was still alive in the present.

In this campaign there is only non-paradox time. The Game Master does not actually need to explain what form of time she is using but she might want to. This setting, however, can be very frustrating for players. The Game Master should discuss this with the players and inform them before they start time traveling, that they will not be able to change events to their liking. Time travel is pretty much only useful for looking at things.

Recommended types of time: Any from simplest time and fixed time

Because there is no time travel or paradoxes the Game Master does not even need to know the different forms of time and can skip the rest of this chapter and Chapter 6: Troubled Time. Chronomancers can not use spells with Access: past.

## Paradoxes and Other Problems

**Allowing Paradoxes:** As the DM you may decide to allow players to cause changes to the past which could cause paradoxes. Some players may think this is the only way to have fun with time travel. The first step in curbing abusive paradoxes is giving the players other things to do with time travel. This book is full of ideas for exploring alternate worlds, lost times and a whole chapter full of temporal magic and psionics most of which does not require paradoxes.

**Dealing with Paradoxes:** As the Game Master, it is up to you how changes to the past and future resolve. Just make it up as you go along and do not worry if it does not make complete sense. If you do not like what the players did, it does not change the present or future of your campaign and you do not need to explain why. You can always explain that it is too complicated for mortals to comprehend or that it is a secret of the gods or Fate's work.

If someone goes back and kills their father, or their younger self, you may decide that their current character is dead. You might allow them the possibility of being raised or you might decide it is impossible. If characters try to abuse time; make money or change history by killing someone important, it is up to you if it affects the present. Even if they go back in time and make the change and then come back to the present, it has not changed anything, if that is the way you want it. Alternatively, everything reverts back to normal when they return to the present and that past they changed is erased.

## How Do I Time Travel?

*"What is time traveling like?"*

*"Have you ever surfed?"*

*"Sure."*

*"Have you ever been out in big surf, not that little stuff, but something like the size of pipeline?"*

*"I've seen it."*

*"Imagine you go out and try to ride one of those waves. It dumps you, of course, because you never had a clue what to expect out there. The wave pulls you under, spins you around, and holds you there dragging you along the bottom and if you're lucky there is no jagged, sharp coral reef. Your lungs hurt like a football two men are standing on. Finally it lets you go and you struggle to the surface for a desperate gasp of air and you finally get it. Then the next wave hits you.*

*"That is what time traveling is like."*

There are a number of spells, rituals and even natural phenomenon that will allow you to time travel. Most of these require you to have the temporal access class ability (See Temporal Access in Chapter 1: Classes) in order to be able to use them. Many forms of time travel only work in paradox time (see Intermediate and Complex Time). You can also time travel by going to a different plane where time is different; faster, slower or running in reverse. Some magic items, time machines, and artifacts, will allow you to time travel.

Following is a list of spells and powers which allow time travel.

*Create horizon gate* (chrono 5) creates a permanent "gate" to the Temporal Horizon.

*Elivinshire's time travel* (chrono 9) is available to non-chronomancers but has many restrictions. This spell opens a gate up to 100 years back or forward.

*Greater timeslide* (chrono 4) is a more accurate version of timeslide, putting the chronomancers down in a more predictable area and time.

*Lurn's timereaver* (chrono 8) allows characters to time travel up to 1 year per level forward or back even through non-paradox time. As a result, this spell is more restricted then others.

*One-Less's timeslide* (chrono 5) teleports the caster though the Temporal Horizon. This is much faster but has a very limited range; one day per level back or forward.

*Planeshift* can allow you to time travel by traveling to a plane where time is faster, slower or running in reverse although it is not an actually time travel spell.

*Timereaver* (chrono 8) teleports the caster and/or others through the Temporal Horizon up to one year per level back or forward.

*Time travel* (Tsi 9) teleports the caster forward or backward through time. The power point cost determines how far you can go and how many people you can take. A long *time travel* can use up all of the characters power points in one use.

*Timeslide* (chrono 2) is the simplest and lowest level way to time travel. This spell transports you to the Temporal Horizon where walking forward or backward takes you forward or backward through time. This spell is restricted to paradox time. Characters in non-paradox time will have to wait for the higher level *greater timeslide*. Further travel is slow and there can be encounters on the Temporal Horizon. (See Chapter 7: Temporal Horizon)

*Trace teleport* (Psion 6) works on all time traveling abilities as they are all teleport powers.

*Walk across the perspective* (chrono 6) allows the chronomancer to move through time from another perspective (he usually does so at the rate of the player characters). This normally does not allow travel backwards. Its best use is to skip time that was "fast tracked", for example, when the player characters spend 6 months on vacation.



Michael Short (order #2081358)

**The emblem (mon) of the Tokugawa family. 15 Tokugawa shoguns ruled Japan during the Edo period beginning with Tokugawa Leyasu in 1603 and ending with Tokugawa Yoshinobu in 1868.**

**Where is the Planet:** If time travelers were to honestly begin and end their time travel where they started, then they might end up in open space because the planet they were on had orbited away, unless they traveled exactly one year into the future. However all time travel is part of the teleportation type of magic and this problem simply never occurs. The travel is relative to the planet, or other satellite, that the caster began on so the departure and destination are the same place. Problems with smaller satellites can occur, especially with *timeslide* because you can arrive off-target by up to 10 miles.

## The Passage of Time

Great adventures often take heroes on long journeys. Treated properly, this can be a memorable part of the adventure, even if it does not entail any great battles or challenges. This passage on time deals with tools for helping the Game Master give meaning and substance to the passing of time. As a general rule the longer the period of time should pass the longer time the Game Master should devote to it.

Do not spend too much time creating the illusion of time passing. That is all your want, the illusion of time passing. It gives time more importance and discourages players from spending a great deal of time resting and recovering from every little injury, used spell or other replenishable resource. It also gives both players and Game Master time to think and plan your next activity.

**Detail:** Give the journey detail in relative amounts. For a simple journey across the street you only need a single comment that the road is busy with people. For a day's journey to the next town, you might describe one or two NPCs encountered, some of the terrain, in order to give the trip detail. For a four week journey through the wild, you might describe each different region as it is encountered, a few significant locations, some of the wild life and several NPCs if any are encountered (this sort of information is best written down and recorded on a map for future reference).

These details give the players things to do later and mark, with color, the passage of terrain. It may also remind them to take advantage of role-playing opportunities, use skills such as swimming, cooking or climbing and encourage them to explore.

Too much detail can slow the game down. This is especially true if the party has cross the same area more then once. As well, at higher levels the party is likely to be moving farther. You may wish to scale down the amount of detail just to allow them to get across the longer distances.

**The World Keeps Moving:** If players wait, doing nothing, things keep happening around them. In cities, people walk by, stores open and close and the sun sets. Players can be discouraged from waiting around if they start to feel they are missing out on events around them, of if they discover something more interesting to do then waiting. The sight of a closing store may change their mind about waiting until dark because more stores will be closed. In the wild, animal movements such as animals leaving an area of the forest and environmental factors such as rain and cold can denote the passage of time and quietly urge the players onward.

If they start waiting long periods of time they may start to hear about how their enemies, who are active and busy, are amassing power, how treasures are being found and lost, how political events are resolving – all without their influence or participation.

**Random Encounters:** Encounters are typical fair when one is crossing the wilderness, but they can quickly slow the game down and become absurd. If the party has a mission which requires them to travel between two towns several times and each time they are assured of at least one random encounter, which has nothing to do with the goal of their quest, it can be very frustrating. One or two encounters in a gaming session can accent the distance between two locations without greatly slowing down the game. The first time through an area a random encounter can set the tone for that area and make players more aware or cautious of that place.

Encounters, especially ones near populated areas or on well traveled routes should be rare, otherwise the area would not be populated. In a busy kingdom populated primarily by 0 and 1st-level persons, a 5 hit dice monster is going to cause evacuations of towns and the closing of roads. A party should never randomly encounter a serious threat on well traveled roads. It is when they leave the well traveled paths and get further from civilization that dangerous encounters should occur.

**Real Time (Optional):** The use of real time can have a great impact on the game. Combat rounds are 6 seconds. Give your players 6 seconds within which to declare their actions and roll dice. This not only speeds up combat but it gives a really sense of urgency. (Remember that the villains should also be equally as rushed. If a player does not have enough time to perform an activity, the villains should miss actions as well.) Newer players should feel free to increase these time limits until they are comfortable with them.

There are many other timed events, such as the onset of poison, a timed trap, characters dying below 0 hit points, etc, which can be played out in real time with players only allowed so much time in which to solve a problem.



Michael Short (order #2081358)

"**Musical" Interlude:** You may wish to mark the passage of time with a short clip of music or a break in the game. You can keep the sense of urgency by insisting players return on time or miss their actions.

**Mapping:** You can have your players perform actions such as mapping their route with an erasable marker on a laminated map. They could also each move figures on a map board.

# Part II: Intermediate Time

**Intermediate Time:** Once you are familiar with simple time you may wish to move on to intermediate time. This uses all the rules from simple time and adds paradoxes. The Game Master may to choose to use one, or more, forms of time. They may vary from plane to plane or can be universal within her game. The players have a chance to "fool around" in the past. Intermediate time can be fun without the headaches of quantum mechanics

Recommended types of time: Alternate reality time, elastic time.

## Non-Paradox and Paradox Time

Now we divide time into two main forms, time where paradoxes can not occur and time where they can; non-paradox and paradox time. All other forms of time fall into one of these categories, or both.

## Non-Paradox Time

Although time can never actually be changed in non-paradox time, time travel is still possible. Any changes you make to the past or future, have already occurred or are going to occur and hence do not ever change anything. It is impossible for player characters to change recorded history in non-paradox time. To do so would create a paradox. This is difficult for the Game Master when adjudicating actions in the past (or even the already determined future) because she may be forced to decide the players can not perform an action, no matter how hard they try. As the Game Master you may wish to look at Game Breaking Chronomancy, Research and Rewards and Immortal Future in Chapter 6: Troubled Time.

It is a good idea to warn your players ahead of time that you have chosen to use non-paradox time. This can stop some future frustrations.

## Paradox Time

Paradox time allows that the past and future can be changed. This allows for the creation of Paradoxes. As the Game Master, resolve the paradox as best you can in the most logical fashion, but remember that in this form of time the players should be capable of creating paradoxes as a result of their actions. Players may destroy (erase) themselves, their companions or large parts of the campaign world. Besides the penalty of loosing their character you should impose Fate's fee from earlier in this chapter.

Paradoxes should not destroy the world but only change it. In paradox time, the time is fairly flexible and can handle changes and paradoxes. Some paradoxes even occur naturally.

## Wormhole Time Travel

Wormholes have the most practical 'real world' potential for real time travel. They are not included here as another form of time, but as another way of time traveling. Where Complex Time starts to explore the very fantastic, wormholes being more practical belong in Intermediate time.

**Wormholes:** A wormhole is a phenomenon where two points in space are connected by a pathway much shorted then the distance between the points. A wormhole allows you to travel across vast distances very quickly, albeit always to, and from, the same place. In fact, it lets you travel so quickly, you also end up traveling back in time but always to, and from, the same time period. The farther a wormhole takes you across space, the farther back in time you go. (The actual mathematics and logistics of a wormhole far exceed the requirements of this book and are left deliberately vague.) Wormholes are two-way streets fortunately. You can come back from the past by traveling back through the wormhole.

Wormholes are created by intense gravitational forces similar to black holes. These forces are great enough to crush anyone who tries to enter them. Treat this as 20d6 physical crushing damage per round with a Fortitude saving DC 40 to resist the effect. (This is not a resist temporal change check.) An anti-gravity field, *freedom of movement*, as well as a variety of similar spells, can counter these forces and allow you to safely traverse the wormhole.

Finding and getting to a wormhole poses another problem. Wormholes are dangerous to solar systems and are not found anywhere near populated planets. Astronomy or divination is required to find one. Teleportation or space travel is required to get near it. The exit is going to be far from civilization as well. In a few cases, an advanced civilization may place a space station or other device near the entrance and exit of a wormhole.

The freezing cold and lack of air present other problems for a visitor of a wormhole. Warm clothing can protect someone for a limited amount of a time but a source of heat is preferable. Air is more of a problem but it can be compensated with technology or magic.

**Spells:** Following is a list of spells and their use in relation to travel through wormholes.

*Clairvoyance* is useful in selecting a destination for *teleport* but a spell such as *divination* is required to actually find the wormhole if you do not know where it is.

*Elvinshire's traveler's kit* provides breathable air and protection from the cold (as well as a source of water) negating two problems with travel through space.

*Fly* is important because in the vacuum of space there is nothing to walk on and even swimming motions will not move you because there is nothing to push against.

*Freedom of movement* counters the effects of gravitational forces that would otherwise be dangerous because they impede movement. This includes such gravitational forces found deep underwater or in a wormhole or black hole.

*Resilient sphere* and *telekinetic sphere* both provide breathable air and protection from the cold.

*Polymorph* and *metamorphosis* can allow you to change into



Michael Short (order #2081358)

a creature or object that can survive in space but can not protect you from the gravitational forces. *Shapechange* might allow you to change into a creature with an immunity to gravity.

*Stoneskin* will stop some of the huge crushing damage caused by the wormhole. Unfortunately, it is not enough to be effective.

*Teleport* and similar spells are highly effective at getting the chronomancer to and from the wormhole.

*Wormhole*, a psionic power, creates a wormhole for teleportation purposes. This artificial wormhole is made with care for the users and is safe for them, unless it begins or exits in space. The time travel effect is unnoticeable in this artificial wormhole.

**New Spells:** *Locate wormhole*, *Create Wormhole*.

# Part III: Complex Time

*"Sir there's a second year in the advanced time hall."*
*"Get him out immediately! His brain's not ready for such knowledge!"*

**Complex Time:** Complex time uses all the rules for simple and intermediate time but there are more rules for time and paradoxes. Complex time introduces additional forms of time and the rules for time in each of these. The Game Master will have to make more choices about the form of time in her campaign. Chronomancers may be more free or less free to time travel and create paradoxes depending on the form of time. Flexible paradox time, for example, has no real restrictions on paradoxes (unless you are using Fate's fee at the beginning of this chapter, or the fundamental present from later in this chapter.)

As a Game Master, you can all but eliminate paradoxes and still use complex time or you can throw the doors wide open and allow that paradoxes do not harm time at all and allow the players to manipulate time like string until they feel the backlash. There is a variety of ranges in between which allow time travelers a certain amount of freedom without the constant risk of dissolving a carefully prepared campaign setting.

An important concept is the Fundamental Present (the proper present time). With no scientific basis, this concept helps get a handle on the more complex forms of time.

**Examples of Complex Time:** Flexible paradox, crisis paradox.

## Types of Time

Have you ever thought about why time travel has different effects in different movies and novels? Is it because of the different time machines? Why does the main character get to keep his memory of original events while everyone else forgets? Who do some changes to the past have no effect on the present or future? If you traveled to tomorrow and saw yourself alive, does that mean you can't die until tomorrow, no matter what you do?

The answer lies in exampling time itself. Different types of time function in different ways. If you understand the form of time the story is set in, then you can answer these questions. If you write a story, with a form of time already in mind, it may have better consistency. The same is true for the DM planning her game or campaign.

Before man knew that the earth rotated around the sun, they made up very complicated models of the universe to explain how the sun rotated around the earth (and everything else for that matter). You will have to decide if defining the form of time puts the earth or the sun at the center of the universe.

## Defining Time

This book uses three aspects to define any single type; Type, Attributes and Flow. Sometimes they tend to overlap. Most planes have one type of type with one or more traits and one type of time flow.

**Type:** There are only two main types of time, paradox time and non-paradox time. Paradoxes can either occur or they can not. Only in paradox time can the past be altered in such a way that paradoxes occur. The different types of non-paradox times avoid

**Researching chronomancers may suppress their past so they have no memory of ever being anything else. Are you a chronomancer?**



Michael Short (order #2081358)

the creation of paradoxes in different ways. In non-paradox time, paradoxes never occur.

**Temporal Traits:** Traits are variations that may appear in the standard forms of time but do not represent a kind of time on their own. There are a long list of traits and the DM should feel free to invent new ones. A form of time can have zero, one or many traits.

**Time Flow:** This defines how time moves. It may move faster or slower, stop or even run backwards. The flow of time may change randomly or in a pattern.

**More Than One Time:** It is rare, but planes can have more than one form of time. If two forms of time overlap they can create a mix of both or an entirely different form of time. Sometimes the form of time in a plane will change. This is very rare and can lead to the destruction of a plane of existence.

## Complex Non-Paradox Time

There are many forms on non-paradox time. Fixed time and Alternate Universe time are the most common forms of non-paradox time. Non-paradox time has more restrictions then paradox time, so there are fewer traits available for non-paradox time.

By adding one or more temporal traits you can develop many new kinds of time. The list of temporal traits is far from exhaustive and, as the Game Master, you should feel free to create new temporal traits.

How time prevents, or deals with the attempt to create, paradoxes defines what form of non-paradox time it is. High-level chronomancers will even be able to start creating paradoxes in non-paradox time. This is something, as the Game Master, you might never need to deal with or it might be something to think about ahead of time.

## Complex Paradox Time

Flexible Paradox and Elastic Paradox time are the most common forms of paradox time. Like non-paradox time, applying different traits allows you to develop different forms of time. How paradoxes are created and resolved defines what kind of time exists in a paradox time.

## Temporal Traits

Traits are characteristics of time. They do not represent a unique form of time but rather a distinction that could be found in other forms of time. Traits can exist in either paradox or non-paradox times. Every story, every world has its own traits. This is by no means exhastive.

**Alternate Reality** (Paradox or Non-Paradox time): When you attempt to create a paradox or attempt to change the past, you are moved to an alternate universe where you did create that change in the past. Alternate reality assumes that there is a universe for every possible action that could have occurred (an infinite number).

When you move from one reality to another in this manor, the people may see you leave and arrive in the new plane, may or may not notice the change. You might vanish as if you cast a *plane shift spell*, or another copy of yourself (from yet another alternate reality) will appear instantly replacing you.

If two chronomancers go back in time and make different changes, they could both go to different alternate realities.

**Corridor Alternate Reality Time** (Paradox or Non-Paradox time): Very similar to alternate reality, when you attempt to create a paradox or attempt to change the past, a corridor is created where-in this change is made. Once complete you leave the corridor and emerge in an alternate universe where the change is true, although you may not be responsible for the change in this new world. Your changed future in a corridor or non-corridor universe is essential the same, except that you did not cause the change in one.

**Crisis Paradox Time** (Paradox time only) This time has rigid time lines. They are like glass. You can bend them a little bit, and they will remain that way, but any serious temporal disturbances can break or shatter them. Creating a paradox can upset all of time. Meeting yourself in this time can be devastating.

Chronomancers must take care in crisis time. Minor changes are very permanent. Damaging crisis time can change its flow to chaos time, shattered time or any other kind of time flow. Crisis time has the highest likelihood of temporal guardians. However, they will not risk paradoxes. They only deal with an offending time traveler during time jumps or if they can transport him out of the time line. Crisis time travelers should expect to be the target of *gate* or *teleport* other spells.

**Drift** (Paradox time only): In drift time, time is not entirely stable. Residents may or may not notice this but it makes time travel more difficult because time stretches and compresses.

Time travelers tend to arrive to far forward or too far back by about 10% of the amount of time passed. (Roll 1d10% and half the time it is forward, half the time back.) If you traveled 100 days into the future, you would arrive anywhere between 90 and 110 days into the future. Travelers can make a Knowledge (temporal) check to arrive more closely to their desired time. The DC is 15 for trips under 1 day, 20 for days, 25 for weeks, 30 for months, 35 for years and 40 for centuries or longer.

**Table 5-2: Out Of Frame d20 Odds**

| Percent | Negative | Positive |
|---|---|---|
| 10% | 1 | 20 |
| 20% | 1-2 | 19-20 |
| 30% | 1-3 | 18-20 |
| 40% | 1-4 | 17-20 |
| 50% | 1-5 | 16-20 |
| 60% | 1-6 | 15-20 |
| 70% | 1-7 | 14-20 |
| 80% | 1-8 | 13-20 |
| 90% | 1-9 | 12-20 |

**Dot Time** (Paradox or Non-Paradox time): Dot time is best described as a movie where 4 out of 5 frames are missing. Movement appears to be jerky. Sometimes things happen without having tried, those frames were missing. Sometimes you start doing something and nothing comes of it. If you shoot an arrow at someone, there is a chance the "frame" where he gets hit is missing and the arrow simply arrives past him without ever hitting him. Alternatively, there is a chance that you never use your bow and an opponent gets hit by an arrow from your quiver.

To determine if good, or bad, events in combat happen "out of frame" the Game Master must set a percent of time missing. For every 10%, there is a 1 in 20 chance of a negative event and 1 in 20 change of a positive event out of frame. (A natural 1 is



Michael Short (order #2081358)

negative and a 20 is positive.) It is simplest if the negative event gives an opponent an extra action and the positive event gives the character an extra action.

One hundred percent is impossible because it indicates that the timeline has been erased. Outside of combat characters gain a free partial action each round.

**Elastic Paradox Time** (Paradox time only): Elastic time is resistant to change. The most common is Elastic Flexible Paradox in which the time-lines are like elastic bands stretched out. Changes to the past have very little effect on the present or future. After any change events tend to return to the way they were before the change. The best example is the death of your father in the past causing you to have a different father.

All time appears to have a certain amount of elasticity because events tend to stay the same. This is, in part, because even simple events have so many contributing factors that it is unlikely they will all change. For a plane not to be elastic at all, it would have to abandon the physical laws of cause and effect discovered by Einstein. This is certainly possible, but it would be a very different kind of world.

Elastic time is not all the same. In some planes, even the most minor change to the past causes huge and sweeping changes to the future. Crisis paradox time is the least elastic time. If you moved even a small rock, everything that was going to have interacted with that rock would suddenly change. Sooner or later, one of those changes would be important and major changes and perhaps paradoxes would occur.

In other planes, major changes to the past have little impact on the present. If you shoot the president's father, the brother of his father becomes his new father and his life is virtually unaffected. Elastic time, as a temporal trait, is meant to signify an extremely elastic time.

**Flexible Paradox Time** (Paradox time only): Time lines in flexible paradox look like waving string. Change is natural and paradoxes occur with little more impact then a ripple on water. Most often, a change to one time ripples over to all the parallel universes. Something similar happens there. If you leave a world with flexible paradox time, when you come back it may be different. The *identify universe* spell is especially important in this time.

Most natives are not aware of temporal change. Advanced scientific or magical societies may be aware and occasionally natives have an intrinsic awareness of temporal change. Most universes where the past can be changed have flexible paradox time.

Flexible paradox is the ideal time for time travel. You can make changes and paradoxes do not generally damage time. This is one of the most popular forms of time in movies and stories. The characters often worry about damage paradoxes might cause but then go ahead and cause multiple paradoxes.

**Final Time** (Non-Paradox time only): Final time was only a theory for the longest time, until it was discovered, much to the horror of chronomancers. Final time was any other form of time until the fundamental present reached the end of time. When anyone planeshifts to a world with final time, they arrive at the end of time. Unless they have their own time or some kind of protection, they suffer whatever fate occurs at the end of time. Sometimes this traps them in stasis and other times they are slain instantly. In any case, time travel is impossible. Besides the last instant of time, chronomancy does not work at all on a plane with final time.

**Fixed Time** (Non-Paradox time only): In fixed time any changes you are going to make to the past have already occurred. These changes affect you even if you have not yet made them. Further, you know for sure that the changes are going to be made.

A fixed timeline never changes. If you have never time traveled and discover, somehow, that you were in the past, then you know for sure that you will time travel at some time (unless someone pretended to be you). There are major problems with fixed time because of this.

If you learn about your future, first, you can not do anything to stop it. Second, you cannot die (unless you are raised from the dead) until the event occurs. In paradox times and many non-paradox times, change can occur, so the future is not certain. In fixed time, travel into the past is not a problem. It is knowledge of your own future, divinations, that are dangerously powerful.

**Time begins with the first page of a book and ends with the last. Holding the secrets of chronomancy this particular book was left behind deliberately for it's new owner.**

MARK CHARKE



Michael Short (order #2081358)

Often, as a result, sources of divine information will be more obscure and confusing then normal (see Immortal Future in Chapter 6: Troubled Time).

Essentially, all non-paradox time is fixed time. All changes to the past create some kind of paradox.

**Incorporeal Time Travel** (Paradox or Non-Paradox time): Time traveling yourself is not possible. The only way to time travel is to leave your body behind and travel in an incorporeal state. As such, you can not interact with your environment and may or may not be visible. You must posses some kind of host in order to interact with your environment and interact through it. This could be a living creature, a person or even an object.

Often this trait appears with the personal time trait.

**Loop Time** (Paradox or Non-Paradox Time): In loop time, when time reaches the end of time, it starts over again at the beginning of time. In non-paradox loop time, the future simply keeps going, erasing the past as it moves forward.

In paradox loop time, the future arrives in the past and a weird merging occurs where the events of future and past are sort of squashed together to fit. The future re-writes the past sending wave after wave of paradoxes ahead of it as all of history is eventually re-written. The future finally arrives at the future again. The paradoxes are done. Then the future begins the loop again, starting over in the past. In paradox loop time, history may have been re-written many times. The technology level may be staggeringly high with no clear record of the origin of technology, or the plane may be a chaos of paradoxes. If the loop has not occurred yet, paradox loop time functions like any other paradox time.

**Lost Time** (Paradox or Non-Paradox time): Lost time is time that used to be, but has been "erased" by changes to the past. Normal time is the 4th dimension. Lost time is shuffled over to the 5th dimension (The "2nd" dimension of time.) It lives behind normal time. If another change occurs in the lost time that was in the 5th dimension is pushed deeper to the 6th dimension and deeper further as more changes occur. In certain times there are many layers of lost time after many changes to history have occurred. There is no limit to how many dimensions, how "deep", the lost time can go. Paradox time tends to handle this build up very well while most non-paradox time will not allow lost time at all.

Lost time can be any other form of time. Even non-paradox come could temporarily become paradox and become lost, although non-paradox lost time is very rare.

**Maze Time** (Paradox time only): This form of time is most often artificially created by a powerful chronomancer or deity. It is an elastic form of time where the choices you make determine if you stay in the present, travel to the future or even travel back to the past. Moving through this time is very much like a maze, you may have to travel forward and backward, to reach a point in time you want to arrive at. What exactly causes you to journey forwards or backwards varies. It could be as complex as grand stone portals or as simple as where you are standing at noon each day.

**Motion Time** (Paradox or Non-Paradox time): In motion time, time only moves if you do. This is the opposite of normal time. The more you move, the faster time moves for you. In the first round of combat, you only get a partial action but every round after you gain another partial action. You can have a maximum number of partial actions equal to your Dexterity bonus plus 2. That is as fast as you can move. These are *haste* bonus actions and do not stack with *haste*.

These accelerated rounds actually take longer from your own perspective. A partial action takes about 3 seconds. A person with only 2 partial actions has a 6 second combat round while someone with 6 partial actions would have an 18 second combat round. For someone else watching the fight, these combat rounds would take the same length of time, but the person with 6 partial actions would be moving much faster.

If you stop moving, time will slow down until you are in complete stasis. This takes about a week of non-motion. Anyone so much as breathing will maintain enough motion to avoid stasis. Anything can be moved out of stasis, simply by moving it, giving it motion again.

Any object, which is not speeding up or slowing down, can stay at the same time. Planets which speed up eventually fly out of the solar system. Planets, which slow down, eventually fall into the sun. The only planets in motion time are ones with perfectly circular orbits.

Most natives of motion time have learned how to rig hammocks and sway in their sleep. Unless you are moving, time slows down and you will need about 4 times as much sleep, 32 hours, to equal a normal 8 hour night. However, if you are marching or riding hard, after 4 hours you will be tired as if it had been 16. Moving at a steady pace is important. Characters with the Internal Clock feat suffer this effect much less because they can accurately time their activities to have a constantly regular motion.

**Non-sequester Time** (Paradox or Non-Paradox time) can be best thought of as an infinite number of moving non-time "frames" stacked together. The past and future have no relation to the present. It is like changing the channels on a television. Time travel is possible in this time, but although the past and future might correspond to the present, you might as well be moving across similar alternate realties.

**Once Only** (Paradox or Non-Paradox [fixed] time): In this form of time you can only visit any given moment once. This prevents a large number of paradoxes so it is more common, but not exclusive, to non-paradox. For the GM it is a very story-effective form of time. Each character only has once chance to perform an activity. The only was to change that activity again is for another character, who hasn't tried, to go back (or forward) and do it. You can not meet yourself in once only time. Nothing bad would happen necessarily, it's just physically impossible.

**Personal Time** (Paradox or Non-Paradox [fixed] time): This is an unusual form of time. When you time travel backwards you get younger. When you go forward you get older. As a result, you can not go back farther then your birth, and you can not go farther forward then your maximum age. If you were to attempt to, either the spell would not work, or it would be fatal for you. Traveling back to when you are an infant or forward to when you are infirm, gives you the handicap of being that age.

There are two forms of personal time: fixed and free. In fixed personal time, when you time travel you appear as yourself, so whenever you travel a certain time you will always appear in the same place. If you were fishing on March 13th 1997, whenever you travel to that day, you will appear in that boat. Unlike other



Michael Short (order #2081358)

times, if you visit the same time twice, in fixed personal time, there will only ever be one copy of yourself in that time.

If your fixed personal time is non-paradox, typically you will only be able to perform exactly the same actions you did before (you may not even be able to retain memories of time travel in this form of time). If it is non-paradox, you may be able to change your actions but this usually causes a paradox.

In free personal time, there are two of you (or possibly more after multiple visits). You can time travel geographically without hindrance. Usually this form of time is paradox.

**Point Time** (Non-Paradox time only) (moving non-time) is time which has no past or future. Only one instant of time exists and it continues to move forward along a virtual time line. A chronomancer may be able to alter the present, the flow or speed of time but it is impossible to travel into the past or future. Paradoxes are impossible in this time.

**Psychosis Time** (Paradox or Non-Paradox time): Time travel is like deep sea diving. The further you travel from your present time, the more profound the effect is on you. Each time you time travel you must succeed at Fortitude saving throw (DC 10 +1 per year traveled) or suffer 1d4 Wisdom damage. This damage heals normally.

Not all psychosis time is the same. In the most extreme psychosis time, the DC can be +1 per minute, per hour or per decade. In less extreme psychosis time the DC can be +1 per decade, century, millennium or longer.

Each day you are exposed to the different time must succeed at the saving throw again to take the Wisdom damage again. If your Wisdom is reduce to 0, at the beginning of the next day when it heals to 1, if you fail the saving throw again, you may function at 1 Wisdom for 1d4 hours before taking additional Wisdom damage.

Natives to this time are unaffected as long as they do not time travel. Persons with protected time are also unaffected.

**Putty Time** (Non-paradox): This is a very stable form of time but too much manipulation can make it fall apart unless you are careful. The timelines are like strings of putty. If you poke putty it makes an indent but the rest of the putty is barely affected. You can change the past in putty time but as soon as the influence (usually a time traveler) leaves, the changes stop. If you went back in time and explained to barbarians how to make guns, as soon as you left they would stop using them and the technology would be lost. The present would not be changed at all.

If you make a drastic change, you can sever the time line. If you went back in time and gave a war-like group of barbarians automatic weapons and the means to keep making them, the timeline might break. The future would not be affected but the whole timeline could collapse into a ball of timelines and become chaos time. Putty time is easy to fix. Taking the guns away would probably do it.

Preventing the time traveler from giving them the guns would not stop the problem. The guns would appear by themselves, the knowledge of the guns, or the violence caused by the guns. You have to fix every section of time, just as you would have to fix all the putty, shaping it back into its original shape.

Continuity is not always maintained in putty time (if there have been changes to the past). Imagine a tower of putty. If you scrape away some of the base, but not enough to fall over, the top does not change (or it does not change much). When the past changes, the future does not necessarily change. Sometimes an action does not cause a reaction. This is something the people living in that form of time are used to. Einstein is not always right in this form of time.

Putty Time can become Crisis Paradox Time. The best explanation is that the putty dries out and becomes hard and brittle. Cracks appear and the all in the timeline suffer for it. Post-Putty Crisis Paradox Time is relatively easy to damage. It crumbles and is nearly impossible to repair in its hardened state. This can happen when a church of death takes over the timeline or undead invade. Repelling them can revitalize the timeline and make it putty time again. Even crumbled, if revitalized, it can be put back together. It will be very different with history all mixed up but it will be a timeline once again.

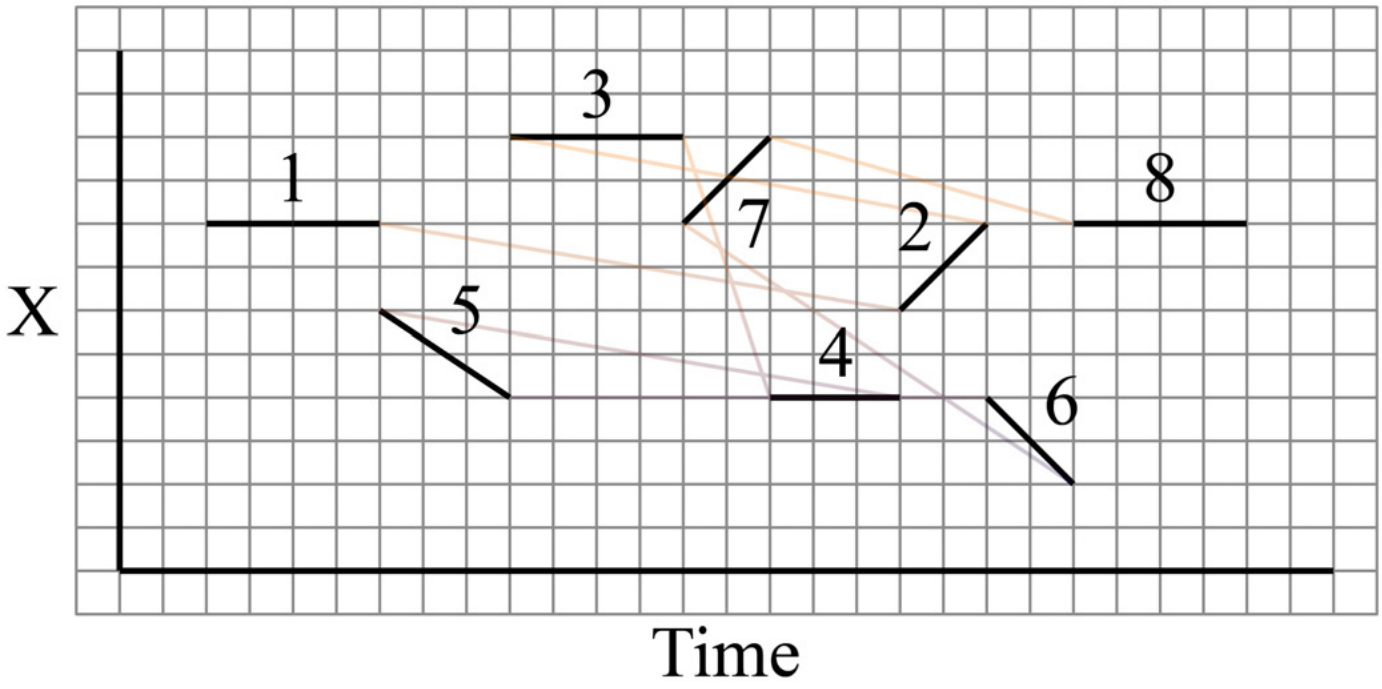
**Repetition Time** (Paradox time only): In this form of time

**Table 5.5: Summary of Time**

| Paradox Time | Non-Paradox Time | Notes |
|---|---|---|
| Alternate Reality | Alternate Reality | Change moves you to alternate reality where it did happen. |
| Corridor Alternate Reality | Corridor Alternate Reality | As Alternate Reality but creates a corridor of causality between universes. |
| Crisis Paradox | — | Paradoxes cause massive damage to time. |
| Drift | — | Time tends to stretch and compress. |
| Dot | Dot | Frames of existence, like frames in a movie, are missing. |
| Elastic Paradox | — | Changes tend to undo themselves and are not permanent. |
| Flexible | — | Paradoxes have little impact. |
| — | Final | Time has reached the end of time. |
| — | Fixed | All of time is fixed, like a prewritten script and can not be changed. |
| Incorporeal | Incorporeal | Time travelers are ethereal. |
| Loop | Loop | The future eventually meets up with the past. |
| Lost | Lost | This time has been erased, usually by changes to the timeline. |
| Maze | — | Moving forward in time, avoiding loops, requires the right actions. |
| Motion | Motion | Time moves depending on how fast you move. |
| Non-Sequester | Non-Sequester | Each segment of time is different, like changing channels on a television as you move forward or backward. |
| Personal | Personal | You time travel back as your younger self or forward as your older self. |
| — | Point | Time exists only as a single point, such as 1 second, with no past or future. |
| Psychosis | Psychosis | Time travel causes Wisdom damage. |
| Repetition | — | Past events occur over and over. |
| Shared energy | Shared energy | Killing your alternate universe self makes you stronger. |
| Strict time | — | Even small changes greatly affect the future. Opposite of elastic time. |
| Switchback time | — | The timelines of several planes intersect from time to time. |



Michael Short (order #2081358)




**A non-linear search of territory X in once only time, probably by time guardians. Real time is shown in black and time travel in purple/orange gradient. Note that all possible vertical or horizontal pathways are covered by the real time exploration.**

the events of the past repeat themselves a limited or unlimited number of times. It may be a single day, week, month, year or longer that repeats. Things move back to the way they were at the beginning of the loop, or they suddenly change (like jumping from the end of a movie to the beginning).

Unlike loop time, this time has a full timeline. Some event, like Gaphers Convergence, causes the universe to go back to a previous state.

There may be people unaffected by the loop, who do not repeat events, and who are aware that other people loop and repeat events exactly as they always have. Why some people are affected and others are not is a mystery. These people tend to be very influential because they are the only ones who can cause change.

The rest of the people loop and repeat their actions over and over with each loop. Often they have no memory of it of previous loops. They grow old and die and their children take their place, often performing exactly the same task. This causes some limited amount of change. It is easy enough to change the actions of someone who loops, but unless you make an irreversible change, they will return to their fixed routine during the next cycle.

There are also wildcards, strong willed people who happen to resist temporal change (Fortitude DC 40) and have retained their memory of the last loop. Unfortunately unless they are very lucky again, they will lose their memory when the next loop occurs. Occasionally someone will reach a high level and be able to succeed at their Fortitude save on a regular basis, becoming immune to the loops.

**Shared Energy Time** (Paradox or Non-Paradox time): In this block of alternate universes, people normally all die at the same time. However if only one dies, the energy from that person is shared with all the rest. Normally this can only be achieved if two of the same person are in the same universe. Each time 5%, of the original number of alternate selves, is eliminated, the rest add +1 to any ability score. Every 25% also give them a free feat. If only one is left, a paradox is created in all of the universes of that block, and the one becomes immortal (no longer ages).

**Strict Time** (Paradox time only): Essentially the opposite of elastic time, even the smallest change can have profound impact in strict time. Most paradoxes in strict time are catastrophic. Strict is similar to crisis except that change, even great change, is natural and does not harm time

If you crush a blade of grass in the dinosaur age and grass dies, all descendants of that grass are erased from history without replacements. Anything that ate that grass to survive may starve to death, causing their descendants be erased. One blade of grass can erase all of civilization. The only mercy is that it has to be the right blade of grass. With any living thing, it has to be one that would have descendants that you kill before it had offspring.

Not just living creatures cause these paradoxes. Moving or altering an object can have profound consequences. Removing a general's sword. Taking the ink out of a pen used to sign a peace treaty, removing a bullet from a gun: these all could have catastrophic results.

Strict time borders on silly; why does the starving creature not eat different grass? Why not uses a different sword, pen or bullet? One must understand that strict time is greatly deterministic, logical like a computer. Remove the wrong file and the computer does not work. It does not repair or replace the file- it simply does not function. Time is logical but lacks common sense. In elastic time, these catastrophic paradoxes rarely ever happen but they happen all the time in strict.

There is a certain paradox in this nature that the time is so available to change greatly but so unwilling to change it's rules. Strict time is like pipes with moveable joints, you can change it



Michael Short (order #2081358)

**Table 5-3: Random Temporal Traits**

| 2d20 | Temporal Traits |
|---|---|
| 2-6 | Alternate reality |
| 7-11 | Corridor alternate reality |
| 12 | Crisis |
| 13 | Drift |
| 14 | Dot |
| 15-20 | Elastic |
| 21-25 | Flexible |
| 26 | Final |
| 27 | Fixed |
| 28 | Incorporeal |
| 29 | Lost |
| 30 | Maze |
| 31 | Motion |
| 32 | Non-sequester |
| 33 | Personal |
| 34 | Point |
| 35 | Psychosis |
| 36 | Repetition |
| 37 | Shared energy |
| 38 | Strict time |
| 39 | Switchback time |
| 40 | No traits |

but it is not truly flexible.

**Switchback Time** (Paradox time only): Switchback is an elastic form of time. It has multiple timelines which intersect from time to time. Each timeline is very similar. Most people stay in their own timeline but there is a certain amount of cross over when the timelines intersect. During an intersection, two or more times become almost identical and overlap. During this time people, object and even places can move from one timeline to another. This can even result in duplicates.

Depending on the technology level and frequency of intersections, the local population may or may not be aware of their form of time. A society advanced technologically or magically may discover the switchback nature to their time.

In switchback, it is possible to meet friends or even relatives, who do not know you anymore because they have switched timelines with their alternate self. It is also possible for everyone to stop knowing you if you move to an alternate reality. However, because all the timelines are elastic and similar, the difference is unlikely to be significant. This lends to the belief in the super-natural, superstition and other means to explain the unexplainable.

Switchback time is sometimes created when multiple timelines are shattered and repaired improperly or when time lines tangle, usually as a result of similar paradoxes.

Switchback is usually paradox time but can be non-paradox. As a result of the crossing timelines a limited form of alternate reality time is available; if time travelers create a history that exists in one of the switchbacks, they end up there instead of causing a paradox. (This is unlikely unless there are a great number of timelines involved.)

## Time Flow

*"Did you just say 'chronological order'?"* - Gaffer

Another aspect of time that is taken far too much for granted is its speed, direction, rhythm, pattern; it is flow. Time flow is like a river. Normally it flows in the same direction in a relatively smooth manor, but sometimes it does not. There are back eddies, rip currents, rapids and sometimes the river flows backwards. Below is information about various forms of time flow. By varying the time flow, you can also create different forms of time.

**Linear Time:** Most universes have linear time. It starts at the beginning and continues at a regular rate to the end. It is very simple. Linear time lines are straight lines. Occasionally linear time will run backwards, perpendicular or even at different angles but the timelines are straight. Each persons' individual lifeline may move around but the sum of the lifelines proceeds in a straight line across the Temporal Horizon. This is similar to the shape of a mess of wires in a straight metal pipe (except that the there is no pipe).

**Non-Linear Time:** There are many different kinds of non-linear time. In non-linear time, the speed or organization of time is different then linear time. Natives of non-linear time usually move through it in the same non-linear fashion and are unaware of their own non-linear time. If they leave their time, they tend to continue through time in the same way and may feel that linear time is non-linear. (To them, it might as well be. It is all relative.) Some natives move through non-linear time in a different non-linear or linear fashion and are aware of the non-linear nature of their time. Some cosmopolitan areas contain people moving through time in different ways.

**Chaotic Time:** This form of time follows no pattern or organization. You may find yourself in the past one moment, the future the next and then the past again. Time may be faster one moment and slower the next. If the time is paradox time, it may be riddled with paradoxes. Cause and effect can lose meaning here. Chaotic time is non-linear.

**Pattern Time:** Time is not linear but it follows a predictable pattern. It may slow and then speed up on a regular basis. All the Mondays of the year could first, then all the Tuesdays etc.

**Shattered Time:** Sometimes timelines will break. The results vary. People can get stuck in a fragment of time. In a shard they may be frozen in time or vanish at the beginning and end. Sometimes pieces loop dooming the occupants to repeat events over and over until the shard is worn away. Some pieces grow allowing the occupants to continue time until they have a timeline again. Some pieces move along the time stream, the past being erased as the future appears which is akin to moving non-time. Shattered time is non-linear.

**Non-Time:** Some places have no time. Everything there is in stasis. Sometimes a traveler who arrives will be able to bring his own time with him, even if only for a short while. Otherwise, he will find himself frozen in time. Most non-time locations have no thread. They only have a single point in time and are very difficult to find. Shattered time can become non-time. As non-time is without time, it is neither linear or non-linear. Events of great magnitude can generate moving non-time from non-time.

**Table 5-4: Random Time Flow**

| d20 | Time Flow |
|---|---|
| 1-5 | Linear Time (same speed) |
| 6-10 | Linear Time (slower) |
| 11-15 | Linear Time (faster) |
| 16 | Non-Linear Time |
| 17 | Chaotic Time |
| 18 | Pattern Time |
| 19 | Shattered Time |
| 20 | Non-Time |

## Dimensions



Michael Short (order #2081358)

There are many dimensions. Some of them are easy to understand, others are not.

There are four dimensions everyone is aware of. The first three are the physical dimensions; height (up and down), width (left and right) and depth (forward and back). Everything in the normal world is 3 dimensional. Pictures might look 2 dimensional because the image is flat and has no depth but the paper it is printed on, or the screen it is projected on, has a certain thickness even if it is very thin.

The fourth dimension is time. Anything that is moving has time. Some things appear to be sitting still but they are moving. Everything on a planet is moving because the planet is moving around a sun. Even the sun is moving. Any object with heat is moving because heat causes atoms to vibrate. An object with no heat at all floating alone in space could, in theory, not be moving and hence stop moving through time as well. Each quanta, each instant would stretch on forever and the object would disintegrate and vanish.

Without time, nothing would happen. Nothing would move. Even light and heat would halt. It would be exactly as a photograph, completely still. Only a chronomancer with the magics to give him his own time (such as the *coat of history* and *personal time* spells) could move through this environment but he still could not interact with it. (The magic of the spell allows him to move through gasses in stasis.)

**5th Dimension:** This is no formal order for the rest of the dimensions. There can be other forms of time moving in different directions than your own time. This created the concept of 5th dimensional time travel – travel in a form of time other than your original time. Some forms of time move sideways and so an entire universe could exist in the blink of an eye.

The 5th dimension is also credited to plane travel, moving from one plane to the other. As a result chronomancers usually label alternate forms of time as 4th dimensional with special names.

**6th Dimension:** There are real-world mathematical models of additional dimensions but they exist only as math. Smell, taste, touch and sound could all be considered dimensions. Emotion and thought could be considered a dimension as well. These are completely intangible though and the realm of the philosopher, rather than the chronomancer.

**Other Universes:** Another dimension is existence of other universes (also called planes). Each universe is infinitely big and there are an infinite number of universes. You cannot get to another universe by moving forward or backward, left or right, up or down or even by going backwards or forwards through time. You can only get to another universe by dimensional travel, either with magic or technology.

All the universes together are called the multiverse.

Magic users refer to the different universes as planes. Travel between them is achieved by *plane shift*. A person who travels the planes is called a planeswalker. There are many different spells, magic items and other magical gateways that allow persons to travel from one plane to another.

People using technology to move among the planes may have different scientific terms to describe their activities; dimensional rift sliding, universe shifting etc. They are performing the same activities though and suffer the same side effects as do magical planeswalkers.

If another plane is very similar to your own with some minor differences, it is called an alternate reality. It is your reality but a little bit different. There are an infinite number of alternate realities which all exist at the same time on different planes. Most people believe there is only one of each plane, especially the other planes, but it is most likely that there are an infinite number.

**Membranes and Home Blocks:** One of the reasons that people believe there is a limited number of planes is because of the membranes. Even planeswalkers will find barriers that are either difficult or impossible to cross. These are the membranes. Some membranes can be crossed with high-level powers, others cannot be crossed by mortals at all and some cannot be crossed by even the gods themselves.

Membranes separate different blocks of planes and give the multiverse divisions, which increase stability and strength. Typically, a block will contain one of each outer plane, many inner planes and perhaps a number of alternate realities of those inner planes. Of course, that could be millions or billions of planes. If you move even further out, these blocks are collected inside even larger membranes forming mega-blocks (for lack of a better term). Typically, mortals can not get outside of their block and gods rarely do so. Beyond this the pattern probably continues on an even larger scale.

Planeswalkers refer to the block they come from as their home-block.

## Shards

Pieces of time are called shards. Not all time is the same but the image of time breaking like glass or crystal gave rise to the name shard. Some shards are very much like broken glass or a shard of crystal but other shards are very different, round, square or shapes more like torn cloth.

Complete universes can exist within shards although they may only have a short amount of time within them. Some shards are only fractions of a section long, others span centuries or longer. Badly broken shards might contain only part of a universe. A jagged shard may contain parts of a universe that flicker in and out of existence.

Shards can be very dangerous, tragic places where the laws of time and physics can be very different. Shards can develop a different form of time then they used to have. Shards naturally try to heal themselves much the same way bones heal; they connect and fuse with any other shards or timelines they come into contact with. A skilled chronomancers can guide shards back together properly. A badly damaged timeline can break into shards and heal in a completely new and different way. Shards can ever attach themselves to other timelines and become part of them.

Gaffer's Chaos has provided great amounts of information about shards. The many different planes that make up Gaffer's Chaos are all very similar alternate realities. There are a number of shattered and damaged timelines which can be compared and measured against the healthy ones.

**Curled Shard:** A shard, all by itself, may find a way to loop by curing around and connecting to itself. This gives it a means of allowing time to flow. Some curled shards repeat events over and over. In non-paradox time, the repeated time is always the same but in paradox time the loop can change.



Michael Short (order #2081358)

In a curled shard, there is a beginning and end to the loop and they have "healed" together. Generally, living creatures, and objects, which are in motion, will cross over this boundary, without changing, but everything else which is not in motion will reset itself to the way it was as the beginning of the loop. It is a very frustrating sort of world because major change is virtually impossible. Curled shards that are only a few seconds long are almost impossible to create change in, while longer shards are more livable. (See: Gaffer's Cake World, for a similar form of time)

Another result is that time functions normally with no history older then the length of the shard. While people will remember further back, time travel further back is impossible (without 5th dimensional time travel).

In either case the shortened time line will eventually become worn and fall apart destroying the shard and the plane within. Longer curled shards will last longer.

**Sphere Shard:** Similar to a Curled Shard, a sphere shard has healed into a sphere. Time can become connected to space in Spheres. Within the sphere there will be areas, if you pass through, you will move to a different time. Sphere shards can only be paradox time.

**Broken Glass Shard:** A broken glass shard is like a piece of glass. Time begins at one edge and ends at the other. The inhabitants are unlikely to even be aware of their form of time. When they reach the end of the time line, they simply cease to exist. Badly broken shards may see parts of the plane flicker in and out of existence along the rough edges of a broken shard.

**Bits:** Occasionally a time line is so badly damaged that bits break off, tiny shards. They only have a few seconds and may only be as large as a closet. Chronomancers often use Bits to hide or store items. Knowledge of Bits with non-moving time or whose time has frozen is valuable and these are highly sought after. Using a *stasis* spell on a Bit leaves a magical aura that makes it more easily discovered so it is rarely done.

**Slivers:** Slivers have a fair amount of time but only very little area. Sometimes they are used by chronomancers to conduct experiments. Slivers are sometimes used as prisons when a prisoner is especially difficult to confine and is required to serve a number of years in prison.

**Glass Drip:** In this shard eventually every living thing ends up at one end of the shard frozen in stasis at the end of the time in the shard. Eventually time itself begins pooling at the end of the shard. The rest of the shard becomes thinner. Time and reality starts to break down. If the shard does not break up, usually the time collecting at one end starts moving forward, and everyone along with it. The shard becomes a form of Moving Non-Time. There is a history but it is being erased as the shard moves forward. The shard ends up looking like a drop of water.

Within the shard, time moves at varying rates and is as unpredictable as the weather. In some places, time may be slightly faster then others. People are always aware of this but their understanding of the phenomenon is rarely complete. In a Glass Drip shard, you can be late for work and blame it on the weather.

Glass Drips often encounter other timelines or pieces of their own timeline, which they merge with. Sometimes the shard will simply be bigger or it will become a different kind of shard. If the Glass Drip encounters a stable timeline and merges with it, the odd time variations will stop.

The name for this form of time comes from the tendency for old stained glass windows to become thin at the top and thicker at the bottom. This is because glass isn't entirely a solid. The glass will very, very slowly shift, pulled down by gravity.

**Snow Flake:** A very rare kind of shard breaks into a pattern. The holes in the pattern represent missing time and space. If a person within the shard travels into a hole, they are lost. It is a very dangerous form of time, however beautiful the shard may appear. (See: Gaffer's Snow Ball.)

**Shards and the Soul:** When a timeline is broken and there are different pieces, the matter of the soul becomes important. If a timeline breaks into three shards and a person is living throughout all three shards, he could die in one shard and remain alive in the others, or he could die in two shards and remain alive in one others. The spirit tries to move chronologically forward through the person's life. Once they die or a shard ends, the spirit will move forward to the next shard, until the person dies in the oldest shard. Since only the spirit moves from one shard to another, the memories do not transfer. It is similar to a re-incarnation where the spirit might be aware of it's "past life" but the body has no knowledge of it. Once all versions of a person have passed on in all the shards, the spirit moves on to the afterlife.

Occasionally the actions of a deity, or unusually circumstances, will result in a spirit traveling to its afterlife while the person is still alive in other shards. This results in a person who has no soul. It is a very bad condition, the effects of which are up the Game Master and other source books, which more closely address the matter. The soulless are obviously immune to such spells as *Trap Soul*. It is suggested that they can be turned or rebuked as undead, that they become outsiders and that their alignment move one step towards neutral.

**The Fundamental Present: Complex Time.**

The rules for the fundamental present are complex and optional. They solve a number of problems with time travel but they also create certain problems. The Game Master should be familiar with these rules before incorporating them. A number of spells, feats and even class abilities refer to the fundamental present. If you decide not to use it, simply treat the fundamental present as the "proper present" although it does not matter if the players are in the proper present or not.

## The Fundamental Present

There is a "proper" present time. It exists on nearly all planes and in just about all forms of time. You, right now, are living in the fundamental present. The fundamental present moves forward through time at the rate of normal time. It started at the dawn of time and will stop when it reaches the end of time. If you are in the fundamental present you are in the present, otherwise you are in the future, or the past.

Other planes each have their own fundamental present. One alternate earth might have a fundamental present in 1500s. This plane would be younger then a plane with the fundamental present in the 2100's. If you lined the planes up beside each other, their fundamental presents would all be in the same place.



Michael Short (order #2081358)

When you plane shift, if you are in the fundamental present, when you arrive on another plane you will be in that plane's fundamental present. If you are 1 year ahead of the fundamental present, anywhere you go with plane shift you will arrive and still be 1 year ahead of the fundamental present on that plane.

As role-players, it is easiest to call the fundamental present, our real world present. It is absolute because we, as real people, can not time travel. The past is the past and the future remains the future, until we arrive there. In most campaigns the characters, do not time travel and live their lives entirely in their fundamental present just like everyone else.

Most importantly, the concept of a fundamental present gives the campaign a "proper time" or "default time" where the party is supposed to be. Some players may feel lost but can continue to look to the fundamental present to figure out where they are supposed to be.

Moving non-time is always in the fundamental present because it has no past or future. It only exists in the present, so that present must be the fundamental present. Chronomancers locate the fundamental present by finding the current time in the nearest moving non-time. See the cantrip *locate fundamental present*.

**Complex Fundamental Present:** Take a straight piece of string, tie it in a loop and fold it over, twist it and bend it. This can be done with time. The fundamental present is not static. It moves forward through the time streams but it does not always move at the same speed as the time in a given plane and not all planes have their fundamental present at the same time.

If two different Game Master's decide to allow players to move between their campaign worlds, the fundamental present is always the present in each Game Master's campaign. If one Game Master runs more games, or runs a faster campaign where characters "fast track" long stretches of time quickly, then the fundamental present in one game moves faster then the other game. Just as paradoxes and other temporal events go unnoticed, the fundamental present is undetectable except to those with the proper training or skills.

**Leaving the Present:** If you are in the past, before your fundamental present, you are bound by the laws of paradox that govern your time. If you are in non-paradox time, you can not cause paradoxes and if you are in paradox time you must be careful of paradoxes. (See Getting Extra Time in Chapter 10: Combat)

The Game Master should not be too meticulous about the present. If you are a few rounds or even a few minutes into the future or past, this can be ignored or explained away by a short *timeslide* or even by a natural phenomenon like elastic time that quietly shunts you back into the fundamental present. It is when a character is days or weeks behind the present that he should be considered in the past and have to deal with those ramifications.

**Free Will:** There is an existing theory that free will only exists during the fundamental present. The "you" that can make choices is the one from the fundamental present. Even if you time travel, it is the "you" that would normally exist in the fundamental present that makes choices. Your past self is fixed in its choices, having already done them. Your future self is stuck with it's choices as well but there is a little more flexibility in changing them.

It does not change how you interact with the future or past. People will still react to you. You can consider that you are bleeding free will to others when you time travel. The generation of a paradox can even be seen as a breech of this rule. Someone in the past changes their actions spontaneously to react to the actions of time travelers.

### Fundamental Present

"What the heck am I lookin' at?"
When does this happen…?"
"Now. You're looking at now sir, everything that happens now is happening now. "
"What happened to then?"
"We passed it."
"When?"
"Just now."
"We're at now, now."
"Go back to then."
"When?"
"Now."
"Now?"
"Now!"
"I can't."
"Why?"
"We missed it."
"When?"
"Just now."
"When will then be now?"
"...Soon."

- Spaceballs the Movie

**Free Will (NPC/PC from the past/future):** There is a problem if the Game Master wants to make an important NPC or have a PC come from a different time period. Often parties that time travel have characters from different time periods. The character must have free will. That is the nature of the game. There are several solutions.

First, you can simply ignore the problem. (This works bizarrely well for all time travel problems!) Second, as the fundamental present does not always move through time normally, you can allow the character to exist in his fundamental present with the other party members (he was fated to leave his own time). Third, you could accept that he is from the past and that his actions change the past. (He is no longer participating in his past as he should have and if he dies, a major paradox could occur.)

A character from the future does not pose so many problems. Actions in the present can erase him creating a future paradox (see Future Paradox in Chapter 6: Troubled Time).

**Science:** Modern science has moved away from a concept of a present. This is greatly a result of the determinism (fixed time) school of thought. If all things are fixed and can not change, it does not matter if you are in a past, present or future. You can not cause paradoxes and you can not change events. This is not very heroic however and does not suit the nature of this manual.

The fundamental present solves problems that occur with free will and change (in fact it sets the moment of free will). It also sets a perspective. One can say you is X amount of time ahead or behind of the fundamental present. If an event happens in the fundamental present it will take X amount of time to reach you (Causality).



Michael Short (order #2081358)

Michael Short (order #2081358)

## Multiple Fundamental Presents

**Related Dates:** A common tool for time travel movies is the use of related dates. There are two fundamental presents. One is your present and the other is either in your future or past. Both move forward as you do. When you travel to the future or past you always travel to the other fundamental present.

If you encounter someone from a future fundamental present, and he comes to visit again he will be older. In fact he will be exactly the same amount older as you are. If you see him again after a year, you will both be one year older.

This is the one scenario which justifies the absurd heroics and rushed adventures through time. Time does run out, in the present, the future and the past.

**Focal Points:** *Back to the Future*, appears to use related dates, all exactly 100 years apart but there is (at least) one exception where the main character travels back and meets his previous time traveling self, something that is impossible with related dates. This is, instead, a focal point that.

**Creating a new Fundamental Present:** By creating enough changes to the past, you can so drastically alter the course of history that a new fundamental present begins at that point. This requires a catastrophic paradox, but not necessarily a destructive one. People in the past always do the same thing. That is why history does not spontaneous change on us. If you force enough people to change the actions they were going to take and force them to make new choices they will essentially be creating a new present with an unknown future.

This requires huge changes and that usually means a global disaster. Making it rain for a year non-stop, destroying all gold on the planet, carpet nuking countries, solving world hunger a thousand years early and similar events could spawn a new fundamental present. Depending on the speed paradoxes travel it may affect the original fundamental present or might never reach it. If you are using a one-fundamental present time, then the old fundamental present is erased when the paradox of the new one catches up to it.

## Moving Between Times

Occasionally you will encounter a location or event where you can literally step from one form of time to another. This most often occurs in a damaged time such as Shard Time or Chaos Time or by leaving a moving time machine. The boundary may be obvious, appearing as cracked glass or the distorted view through a lens. Objects and people on the other side might move at a different rate. In some cases, however, there is no normal way of recognizing the boundary between two times. This is potentially dangerous.

The safest way to travel to a new form of time is via instantaneous travel; *blink*, *dimensional door* or *teleport*. Depending on the destination time it may be very disorienting but far less likely to be harmful.

A human can survive without air for about five minutes. If you stop the blood from flowing to your arm for five minutes, you will not die but it will hurt greatly. After a certain amount of time, however, the arm would die. (All the cells in the arm would eventually die.)

If you stick your arm outside of a moving time machine, your arm will age differently then the rest of you. Five minutes could pass outside the machine, and only one second within. That means that you arm is without blood for five minutes. If you had stuck your head out the window, you would most likely die.

***System Shock:** If your head or heart travels into the other time and you fail your Fortitude Saving Throw you must make two additional Fortitude Saving Throws, one to avoid having a Heart Attack and another to avoid having a Stroke. Damage from heart attack or stroke is applied after damage from the time difference. (See below)

****System Shock:** As above but you must make the additional saving throws.

**Ratio:** This is presented in the format *your time - other time*. 1-10 would mean the other time is 10 time faster then your time. For each second that passes for you, 10 seconds pass in the other time period. For your one minute, ten minutes pass in the other time. For your one hour/day/year, ten hours/days/years pass in the other time.

10-1 indicates that the other time is ten times slower. For each ten seconds that passes for you, only 1 second passes in the other time period.

**Your Time** (cross time)/**Other Time** (cross time): This shows the ratio in common terms. (The time required to cross from one time to the other is shown in brackets. It is always the longer time, so some cross times are shown in each column). Once you have started to cross, if you want to quit and come back, it takes a number of rounds equal to the number of rounds you have already spent trying to get through.

**DC** (half): This is the Fortitude save required to reduce the damaged received crossing the times to half. (Death is negated.) This save must be made each round you are passing from one time to another. If you are trying to avoid touching the barrier between the two times, this is a reflex saving throw instead.

**Table 5-6: Effects of moving between times**

| Ratio | Your Time (cross time) | Other Time (cross time) | DC (half) | Limb/rnd | Body/rnd |
|---|---|---|---|---|---|
| 600+-1 | 10+ minutes (100+ rounds) | 1 second | 30 | 0 | Death |
| 600-1 | 10 minutes (100 rounds) | 1 second | 25 | 0 | 20d6 |
| 300-1 | 5 minutes (50 rounds) | 1 second | 20 | 0 | 5d6 |
| 60-1 | 1 minute (10 rounds) | 1 second | 15 | 0 | 1d6 |
| 10-1 | 10 seconds (2 rounds) | 1 second | 10 | 0 | 2 |
| 2-1 | 2 seconds (move action) | 1 second | 10 | 0 | 1 |
| 1-1 | 1 second (move action) | 1 second | n/a | n/a | n/a |
| 1-2 | 1 second | 2 seconds (move action) | 10 | 0 | 1 |
| 1-10 | 1 second | 10 seconds (2 rounds) | 10 | 0 | 2 |
| 1-60 | 1 second | 1 minute (10 rounds) | 15 | 1 | 1d6 |
| 1-300 | 1 second | 5 minutes (50 rounds) | 20 | 1d6 | 5d6 |
| 1-600 | 1 second | 10 minutes (100 rounds) | 25 | 5d6 | 20d6 |
| 1-600+ | 1 second | 10+ minutes (100+ rounds) | 30 | 20d6 | Death |



Michael Short (order #2081358)

**Limb/rnd:** This is the dmg you will suffer, per round, if you only put a limb, an arm, leg, tail or wing, through. A successful fortitude save reduces the damage to half. If you roll a natural 1 on your saving throw, and the damage is at least 1/4 of your total hit points at full health, then the limb has been destroyed.

**Body/rnd:** This is the dmg, or effect, you will suffer, per round, if you move your head, heart or any part between them from one time to another. A successful fortitude save reduces the damage to half. If you roll a natural 1 on your saving throw, you must make two more Fortitude saving throws at the same DC, to avoid a Heart Attack and then to avoid a Stroke.

**Faster:** Traveling into a time that is moving faster is very dangerous.

**Slower:** Traveling into a slower moving time is not quite as dangerous. Putting only part of your body into the other time (other then heart, head or parts in between) is not harmful because time is slower and blood flow can occur. However separating your heart and head, or crossing over, can cause considerable harm to your respirator and circulatory systems (breathing and blood circulation).

**Heart Attack:** Your heart stops and your hit points are immediately reduced to -1 and you are dying. You can stabilize normally. (See Dying in Combat in the Core Handbook.) If you recover, you must make a Fortitude saving throw (DC 15) or permanently lose one point of Constitution.

**Stroke:** Lack of oxygen to your brain has damaged it. Your hit points are immediately reduced to -1 and you are dying. You can stabilize normally. (See Dying in Combat in the Core Handbook.) If you recover, you must make a Fortitude saving throw (DC 15) or permanently lose one point of Intelligence.

**Graduated Change:** Naturally occurring connections between two forms of time usually have a graduated connection, that is, the difference between the two times gradually meets. You can travel between them at about a walking pace and suffer no ill effects.

## Interaction Between Two Forms of Time

Using spells such *coat of history* or *personal time*, you can enter a different form of time while remaining at your own form of time. The time around you will move faster or slower, backwards or not move at all and remain in stasis.

**Simple Time:** You can not interact with persons moving at a different rate then you.

**Moderate Time:** You may interact with persons moving at a different rate, but only if you slow down to their rate, if it's slower, or they slow down to your rate, if it's faster.

**Complex:** The difference in speed determines how you interact. For times that are slower then yours natives and objects in the slower timestream gain a temporal hardness equal to the number of times slower their time is. If it is 10 of your rounds to 1 or theirs (10:1), they gain temporal hardness: 10. If it is 1000 of your rounds to 1 of theirs (1000:1), they gain temporal hardness: 1000. Temporal hardness includes all forms of damage, physical and energy.

This also works in reverse. If you enter a time that is faster, you gain temporal hardness. If you enter a time that is 1 of your rounds for 100 of theirs (1:100), you gain temporal hardness: 100.

There is a great deal of room for abuse by entering a slow time and being able to move very quickly. Since you are moving outside of the normal time for that place, you can not remain in the fundamental present and incur Fate's fee for any changes you make.

**Movement:** Aside from combat, it is physically difficult to manipulate objects in other times. In a faster time there is tremendous resistance. Simple wind blowing can tear something out of your hands with a gale force. Unless you can envelope in item in your own time, it requires a strength check with a DC equal to the number of times faster the time is.

In a slower time, objects are easy for you to move. To the natives, however, you are moving very slowly and they could manipulate the item or take it away from you too quickly for you to react.

## Creating a Form of Time

In simple time, you do not need to worry about a form of time. In intermediate time you only need to choose whether your campaign is paradox or non-paradox. Complex time requires a few more steps described below.

As the Game Master, when you create a form of time, first decide whether it is going to be paradox or non-paradox. Then choose a form of time in that area (flexible paradox, elastic paradox, alternate universe etc). Then add any number of temporal traits that you want to give the time.

Remember that all forms of time have a certain elasticity. You may wish to decide how elastic your time it. Finally you may wish to further customize your form of time.

If there are different forms of time in your campaign (in different time periods and/or locations) you will have to repeat these steps for each different form of time. It is easiest if only the temporal vary and the type of time is universal.

## Temporal Perspective

If we watch a movie, it may take us 2 hours. For the characters

**An Edo period red seal ship**



Michael Short (order #2081358)

in the movie, it may take significantly longer, days, weeks or months. If the characters in the movie sit down and watch a movie of their own, yet another time is introduced. This form of differing temporal perspective is another dimension that is very important for Chronomancers.

The best example of temporal perspective is the time the players take to play the game and the time the characters within the game experience. These times move at different rates but depend on each other.

Temporal perspective opens up a new form of time travel, or at least a new way to travel forward through time, or even backwards in backwards time. *Walk across the perspective* allows the chronomancer to use temporal perspective but a chronomancer can also jerry rig time travel to move through different perspectives. (See Jerry Rigging Teleports in Chapter 12: Spells.)

## Perspective

Imagine time is a string. Stand the string up beside you on the floor. Time starts at the bottom and moves up until it ends at the top. You can see all of time, from one end to the other, at the same time. You can step closer to the string or move away from the string. You can reach over and give the string a little pull and watch the changes affect the entire length of string, ripple up and down time.

How do you describe to the people living in the string, in that time, what you are? How do you explain that their distant past is near your feet, the middle of their time is near your stomach and the end of their time is level with your eyes? No, that's absurd. You could stand on your head and say the opposite. Instead, say that you exist outside of normal time. You exist at the beginning of time, at the middle of time and at the end of time, at the same time. You move, breath and exist outside of time.

A ladybug finds the bottom of the string on the floor. It grabs hold and climbs up the string to the top. It takes the ladybug a long time. When the ladybug finally reaches the top of the string, it flies away. This is the fundamental present. If you are careful not to hurt the ladybug, you could slow it down, speed it up or move it to somewhere else on the string.

The string may be an elastic band or a glass rod and the ladybug may be all manor of things. You may even have more then one lady bug moving at different speeds. Gaphers chaos would be a mess of strings and glass and rubber bands. There never is just one anyway. There are always others nearby, just as there are other planes.

Chronomancers never actually stand beside a string that represents time but they do go to places where that might as well be the case and there are creatures that live in that perspective. It is certain that at least a few gods, and those beings above the gods, can stand and a look at time as an object. Most gods live, moment to moment in the present because it brings them closer to their worshipers. In this way, chronomancers can achieve something above the gods by distancing themselves from normal reality. The chronomancer should always remember though, that he is only doing something the gods do not choose to do, not something they can not do.

This is the perspective of the chronomancer.

## Organization of the Multiverse

**Alternate Realities:** Most often we accept that we are unique and on our world and in our entire universe and this is true. There is only one of you. Beyond your universe, your plane of existence, there are other planes of existence that are very similar but not exactly the same. These are alternate realities and there are an infinite number of them exploring all the possible options of what could have been.

**Home Block:** This is a term made up by chronomancers to describe everything relevant to you. Even the greatest plane travelers and the gods themselves rarely leave their home block. Typically, a home block includes one of every known plane, one set of elemental planes, one set of outer and inner planes, even one set of gods. Beyond your home block things may be very different. You may encounter different versions of gods. Another homeblock is like an alternate reality for the gods.

**Multiverse:** This term describes literally everything, all the universes. It is possible that there are multiple multiverses but it is beyond the kin of most mortal exploration. Epic characters might investigate this.

## Means of Time Travel Defining Form of Time

There is an alternative to deciding upon a form of time for the campaign. The Game Master may decide that how you time travel determines what rules affect you. This will give advantages to time traveling using certain forms of time travel. If two groups of time travelers meet, one may have an advantage because they can cause paradoxes and the other group can not. This sort of campaign is hardest because the GM must have a firm understanding of time travel and decide how each time of time travel works.

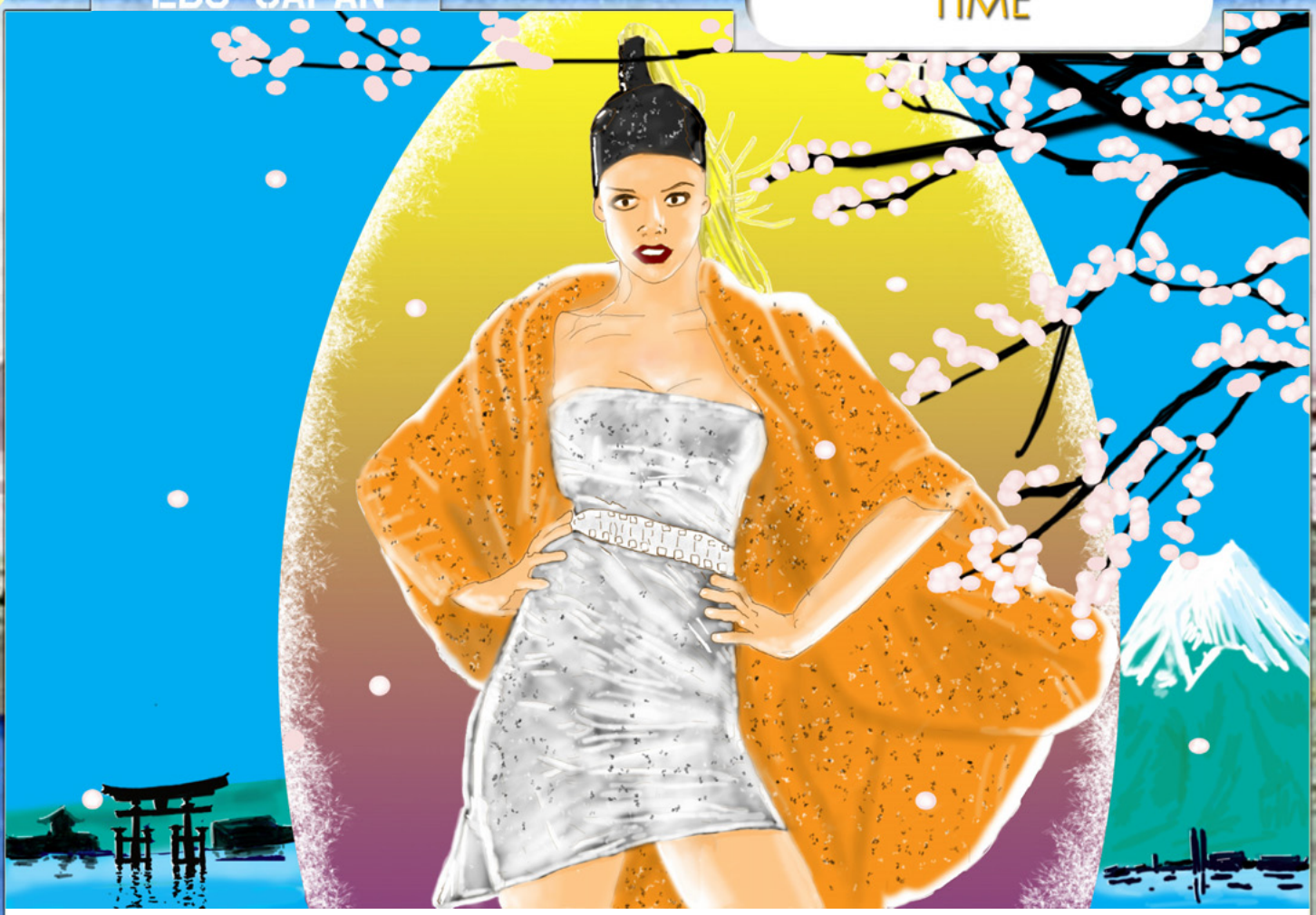
For example, arcane magical time travel is elastic. You can cause paradoxes but the time guardians will arrive to contain the damage. Technological time travel is Non-Paradox. Machines follow very rigid rules and so to the time travelers they transport. Divine magical time travel (using divine spells) is flexible paradox but the travelers are bound by religious codes and risk divine intervention if they go astray. Natural time travel using druid spells or natural portals through time is alternate universe, Flexible Paradox. Nature believes in survival of the fittest and deals with paradoxes by creating alternate universes for them to happen in.

## The End of Time

All good things must come to an end and the same is true about time. What actually occurs at the end of time varies from plane to plane. Time may simply stop, freezing everything in the plane in stasis that lasts forever. The plane may implode and vanish, destroying everything in it. After an implosion the plane may start over as a new plane of existence with a big bang, starting time over. Time may start running backwards, from the end of time back to the beginning where it may reverse again, forever traveling forward and back.



Michael Short (order #2081358)



## Regor's Rab

One-Less appeared in a simple village on a new plane and took stock of his situation. People moved wrong. He realized that time was flowing backwards and that he was continuing to move forwards. A man smiled and waved at One-Less, so One-Less said goodbye, backwards; "Eybdoog". He then cast *esp* so he could read the memories of those around him and know the future-past.

The man's name was "Regor", or Roger, and he was the bartender. One-Less was going to have met the man in about two days, right before, and after, One-Less left. The poor clueless sods who had been chasing One-Less were natives of this time and chronomancers themselves, self-appointed time guardians. They would not leave to begin their chase for two more weeks, certainly never realizing that it was actually just ending.

One-Less received money back for his room, pretended to barf up a meal and went to bed. Before he lit the candle off, he remembered to leave a piece of paper which the chronomancers here would find in about two years.

**In time travel consider that there is either infinity or one, the numbers in-between are trivial. Also know that the difference between infinity and one is the same as the difference between one and zero, zero also being a number of significance.**

**– Kierra Aztecha**

**Kierra Aztecha**



Michael Short (order #2081358)

# Chapter 6: Troubled Time

*"Some chronomancers have this idea that a paradox is a bad thing."*

Michael Short (order #2081358)

## The Innocent paradox

One-Less entered Grey Haven's Hobbies with a creak of the metal hinges on the glass door. The occupants turned to the sound of traffic, people and the school across the street, which momentarily broke the silence. The time traveler was not in his usual chronosuit, but instead, far more mundane blue jeans and a t-shirt which better suited October 2nd 1995 on Earth 752. His eyes scanned the store and not finding what they were looking for, came to rest on the most innocuous person, a trim pleasant fellow who broke the stereo type of comic store owners. He had a relaxed, "ready to be silly" aura and a trustworthy smile.

"Hi, I'm Adam, can I help you find anything?" He asked.

"I'm looking for a Darth Ca'el figurine for my nephew." One-Less answered showing him a full color newspaper add. "Like this one here."

"A Darth Ca'el figurine?"

"Yes, it's from the Ethereal Menace."

"I've never heard of it, sorry. Perhaps I could try order it in."

"Please."

One puzzled phone call later Adam informed One-Less that the White Rock city distributor did not carry anything by that name. One-Less apologized and left. In the next world over the movie had been released five years prior and he purchased a re-release of the figure, released in preparation for the ninth and final movie in the series, at the same store.

Several years later the movie was released in the first world One-Less had visited. Adam watched it and remembered the strange visitor. It struck a strong cord in Adam and he spent the next decade in university, studying quantum mechanics. Over the next seventy five years he became the leading authority in temporal mechanics. It never earned Adam much respect. He never developed actual time travel but he remained adamant that it could be done.

He became an exocentric recluse, isolating himself from other scientists and society in general so that he did not have to listen to their opinions to the contrary of his theories. His only companions were his beloved monkeys. Shortly before he died, he won the Nobel Prize for a mathematical model of a space craft which traveled backwards in time as it accelerated in velocity, allowing the craft to travel at many times the speed of light.

One-Less was forced to return to 752 when he discovered that a solar flare was going to kill most of the life on the planet in 2212. Anti-fusion had never been developed, which went against the protected record of history of that world. One-Less erased Adam's memory of meeting One-Less.

Adam became obsessed with an idea presented in a movie released several years later, went to school and developed anti-fusion later in his life. He was respected in the field of nuclear science and his girlfriend never left him. It would be one of his descendants which would use the anti-fusion technology to control solar flares later.

**About the Story:** It was a simple mistake. The results are exaggerated but are not unbelievable. As heroes, the players are more likely to be involved with important figures of history, rather then persons with no influence. In this case One-Less created a minor paradox which became catastrophic. Whose fault is it? In this case, it depends on how much everyone knows. One-Less should have recognized that he had revealed himself as a chronomancer. Adam, a brilliant scientist in both outcomes, should have realized the danger in obsession, especially in relation to time travel. In this case, both are equally to blame. Innocence and ignorance of what you have done is no excuse. Fate collects regardless.

If people do not know of a thing, they will not think to look for it. Revealing that you are a time traveler is the worst thing you can do. It spurns people to ask questions, invent security against time travel, write new laws, develop their own time travel methods and do other things they never would have done without this knowledge. This is the primary reason that chronomancy is so closely guarded a secret.

**Chapter 6:** Where chapter 5 dealt with forms of time and how you interact with them, this chapter is dedicated to the problems that can occur in those various forms of time, everything from minor paradoxes to players who want to go back in time and rob Fort Knox when it was first built. As much of this material is preemptive, best used before the problem occurs, the Game Master is well advised to become familiar with this chapter before problems can occur.

## Resist Temporal Change

In the cosmology of fantasy there are heroes who can resist just about any sort of magical effect, shrug off any blow, survive lethal poisons and land unharmed from a thousand foot drop. Time and the bizarre effects of time travel and change are no different. Characters with sufficient fortitude can resist changes to time that would otherwise change their history, modify their memory or erase them completely.

The default challenge rating to resist a temporal change is 40. It is not the common person who can resist the forces of time. Only characters bordering on epic are going to find they can resist these forces on a regular basis. The saving throw exists and even low-level characters should be permitted to try. (A lucky natural 20 can still save them.) Unimportant NPCs and the common person, should not be permitted the save. If a chronomancer makes a change to history only a very few number of people will notice, not one in twenty citizens. Player characters are more important because they are the heroes, so they are always permitted a chance to resist temporal change no matter their chances of success. Chronomancers, even apprentice NPC chronomancers, should also always be permitted a chance to save. They are familiar with time and much more able to resist temporal change.

**Erased:** A character can survive being erased, or otherwise resist being changed, by making his resist temporal change check. Although the world around him changes, he remains as he was before. His possessions also remain unchanged even if he puts them down later. This person is "erased", or "changed", and is literally living on borrowed time. He can continue in this state indefinitely, however, the next time he fails a resist temporal change check, for any reason, he must immediately check for all other conditions he is currently resisting. Equipment that survived being erased must check again for previous conditions if it ever fails another resist temporal change check.

**Opposed:** If two persons are in conflict over a paradox and both succeed at their resist temporal change check, who ever got the higher check succeeds. For example, Lurn's bracelet was lost and then she found it. Coal travels back to the time before Lurn



Michael Short (order #2081358)

found it and takes it first. Lurn makes and succeeds at a resist temporal change check so she keeps it. Coal can now oppose Lurn's resist temporal change check to try keep it. If Coal fails, the bracelet vanishes in paradox and returns to where it should be before Coal took it. There is however, nothing stopping Coal from trying again, except the price of paradox.

Coal has the advantage here. Lurn must succeed at her resist temporal change check before an opposed check can be made. If she fails, Coal gets the bracelet. Typically, the target will fail and no opposed check is made.

Those who lose an opposed resist temporal change check, pay Fate's fee for creating whatever paradox results.

## Paradoxes

*"Howya doing?"* Asked the bartender.

*"I'll tell you how I am doing. I just woke a pit fiend from an alternate abyss who should have been erased from time and he's going to be chasing me through backwards time all afternoon. To make matters worse I just found my blood splattered corpse in the back of your eating establishment in corridor non-paradox time. So, how are you?"* Said the chronomancer.

*"I think I'm doing better than you my friend."* Answered the bartender.

**Minor Paradox:** If you are able to travel back in time and change the past, then everything you do changes the past while you are there. Consider that you are breathing air someone else could have breathed. You are walking where someone else could have gone. Minor changes create minor paradoxes. Most minor paradoxes have no noticeable affect on the future. These paradoxes are mostly ignored. They can be used to track a chronomancer's movements but they never incur the Fate's Fee (see Fate's Fee in Chapter 5: Time).

Fate's Fee is incurred for minor changes your actions cause. These normally only affect you. (A paradox that also affects others becomes moderate.) This includes changing a spell in your spell selection, gathering different gear, changing a single choice, re-rolling a single die roll, having said something different, stealing or affecting an item worth less then 2500gp, altering the name for a street, changing the color on a sign, moving a plant, etc.
(This gold piece value is derived from 25gp per experience point cost. The Fate's Fee for a minor paradox is 100xp or 2500gp, 500xp for a medium paradox or 12 500gp and 1000xp or for a major paradox or 25 000gp.)

For example, if Gaffer goes back in time and eats an apple which Lurn was going to have eaten, a minor paradox has been created. Lurn will probably find a different apple to eat or not eat an apple that day. It will not greatly affect the future. At first this might not appear to be a paradox, but it is. Gaffer knew that Lurn had eaten the apple. If Gaffer eats the apple history will record that he ate it. How will he know that Lurn had eaten it and himself choose to eat it first?

Where a spell effect causes a paradox and already has an xp cost, Fate's Fee should be considered paid unless the spell is used in a way to create a much greater paradox, in which case Fate's fee should be paid instead.

The Game Master decides what creates minor, medium and major paradoxes. The Game Master should dismiss the outcome of minor paradoxes most of the time. The minor change might be funny to mention but should have no lasting impact on the campaign.

The Game Master must be careful because even some minor events can influence very important later events and thus changing them does not create just a minor paradox.

**Medium Paradox:** This is a more serious paradox which falls between the ranks of trivial and stopping short of being dangerous. These include noticeable changes. A character might end up with a new race, class, feats or skills as the result. The name of a major town might change. Command structures might be re-written; new leaders put into place, different forms of government created, etc. A good book might not be published.

Medium paradoxes are very obvious changes but they are limited to a certain location, person or event. Time remains similar but the change is obvious to anyone who can remember the way things used to be. A medium paradox can not save a life but might change how long that life was.

The greatest danger is that a medium paradox will be annoying and leave you or events changed. They can affect yourself and others. They may even involve the death of unintelligent animals and plants but nothing truly sentient or with free will.

Medium paradoxes include altering permanent features of your character (feats, skills, spells known and even ability scores), stealing or affecting an item worth less then 12 500gp, altering minor historical events, changing the mayor of a town, changing the captain of a boat or even changing a word from a language.

**Major Paradox:** These paradoxes are the ones people try to avoid. They are obvious and most people are familiar with a few of them. People, places and events can be completely erased from history. Time itself can be damaged. The party can be wiped out and the entire campaign world can change in an instant. (Fortunately, there are ways of controlling paradoxes, dealing with their outcome and repairing the damage they have done.)

If you kill a sentient being, you have created a major paradox. The most famous one is killing your father before you were born. As long as the being is sentient, even if it a plant race, you have created a major paradox. If you are in a battle and slay a number of persons, Fate's Fee starts as 1000xp. If more then one of those persons was historically significant later on but is not dead the Game Master can charge you 1000xp per person up to a maximum of 10 000xp for any one encounter or related event.

Interfering with the politics, influencing major wars, famous historical figures, the foundations of any culture, stealing or affecting any item worth more then 12 500gp, assassinations, the spread of plague or disease, introducing future technology, transporting people to different times, and providing information about the future are examples of major paradox material.

For example, if you went back in time and explained to Napoleon or Hitler about the cold weather dangers of traveling into Russia, this could dramatically change the outcome of their wars and alter the rest of history.

## Resolving Paradoxes

The simplest solution is to allow the paradox to occur, even if it erases what made it occur. Decide what the future will be after the changes and make that the future. Remember that memories are going to change. People will not remember what it was like before the changes, not even the time travelers themselves, unless



Michael Short (order #2081358)

they protected their memories.

If the event that causes the paradox was erased by the paradox, consider that history simply buried underneath the current history. It still exists somewhere, a lost time in an alternate dimension. It is possible to visit this lost history but it is especially difficult and made more so by subsequent paradoxes.

If a paradox erases a character, then that player can no longer use that character. If the changes to the past change the way a character is, then make the appropriate changes to that character.

*For example*, if a character goes back in time and kills his mother two things could happen; His character still exists but he has a different mother. (This is most likely in elastic paradox time.) His character ceases to exist. (Since his friends never met him, they will not know he is missing making rescue from this fate difficult.) The player will have to create a new character to continue playing. It is possible that they discover the lost companion through divination but rescuing him could be an adventure in itself.

Changing the past can be hazardous and players may not like the results. As the Game Master you may explain to characters with Knowledge (temporal) any options they might have. If they could change the past once, they might be able to change it again, perhaps with better results. The trouble is they may not remember that there have been any changes. Protecting your memory or being able to make a resist temporal change check can improve survival and success when creating paradoxes.

A Game Master may refer to the following table to help him adjudicate the results of a paradox.

**Table 6-1: Random Paradox Events**

| Minor | Medium | Major | Result |
|---|---|---|---|
| 01 | 01 | 01 | Blessing |
| 02-25 | 02-20 | 02-10 | Best possible results |
| 25-50 | 21- | 11-40 | Positive |
| 51-99 | 21-80 | 50-75 | Neutral |
| 100 | 81-99 | 76-90 | Negative |
| - | 100 | 91-99 | Worst possible results |
| - | - | 100 | Catastrophe |

**Blessing:** This change has had an unforeseen benefit. The results are better then the players could have anticipated.

**Best possible result:** Resolve the matter in the best possible way for the players. If they plan for a certain result, it should be very nearly that result.

**Positive:** Events turned out well. After the paradox players and events may be different but they are not worse. Players and events should allow the PCs to continue playing their characters in a similar environment.

**Neutral:** Resolve events in a logical impartial fashion. Players and events may be quite different afterwards but they are neither better nor worse. If there was some benefit, it should be balanced with a loss.

**Negative:** One or more negative results occur. Characters may find themselves completely changed or living in a different setting, perhaps as lowly peasants, injured or even deceased.

**Worst possible result:** The players are most likely erased, killed, or thrown into oblivion. They could easily wind up in a bad spot, just as high level characters becoming low level characters again, but still enemies of the great red dragon.

**Catastrophe:** The paradox has damaged or greatly changed the timeline. This will shatter a crisis paradox time and could change other forms of time. The campaign could be very well over, or it could change dramatically. Alternatively, one major effect could change and go very wrong. The ancient gold wyrm who created and supported the paladins of the realm could now be the vile head of an order of black guards, already in control of the world.

**Protected Past:** One of the greatest ironies is that the best way to solve a problem with a rogue chronomancer to allow him to create major paradoxes until he erases himself. Eventually a careless chronomancer will strip himself of his chronomancy and become a normal wizard. Even a chronomancer who foolishly thinks he is safe, having cut his lifeline and lived forever in paradox time or non-paradox time still has a distant connection with his past. Enough major paradoxes can reach it, eventually reaching back through 5th dimensional time or 6th, 7th, 8th etc dimensions to find the chronomancer's past and tamper with it.

Each step a chronomancer makes to protect himself from his past, should put that past one dimension further away. A chronomancer without a lifeline has a past but it's in the 5th dimension. Further protections could push it farther away. Other protections include spells that provide the chronomancer with his own time, protected memory or protected past. Each catastrophe paradox gets one step closer to affecting the chronomancer. Eventually the chronomancer must either repair the damage he has done or he will be affect by its outcome looking at only a Fortitude save DC 40 to resist temporal change and avoid changes to his past.

**Intervention:** The Game Master should decide if there is any intervention from other chronomancers, time guardians or deities. The Game Master can roll a d100. If the number is lower then the result he had on Table 6-1: Random Paradox Events Table, then there is some form of intervention. The worse the result, the greater the chance of intervention.

**Paradox Precautions** (Extra time travelers and memory): A time traveling party is safer with more then one chronomancer. At the very least the chronomancer should make sure the party can time travel at least a few times without him. If he gets stuck, erased from time, separated or suffers from any other effect which prevents him from time traveling, he will have to depend on other time-travelers to rescue him.

One of the biggest precautions is protecting memory. This allows the time travelers to realize that there have been changes. Even if they just keep a journal, which is protected from time changes, they can look back and see how their past used to be.

## Resolving Paradoxes

**Paradox Loops:** Some paradoxes loop, often changing and then unchanging an event. One solution is to pick a point where the loop stops repeating.

For example, a chronomancer goes back in time and inadvertently cause the death of his father. His father never has children and the chronomancer is erased from history. Now his father does not die, so he is born and goes back in time beginning the loop again.

In breaking this loop the Game Master could determine which events are critical to the loop and roll skill checks, attack rolls and saving throws until an eventual fumble, natural 1, changes the



Michael Short (order #2081358)

outcome of the events.

Events where a fumble would change the outcome of this loop are as follows; the chronomancer could fumble his skill check when time traveling and arrive at a different time or location and end up not causing his father's death. The chronomancer could fumble on his action which directly resulted in the death of his father. His father, as some point, meets his mother and at this point a fumbled charisma check could avoid the marriage of the chronomancer's parents. The chronomancer could eventually succeed at his resist temporal change check.

In most forms of time these rolls will always be the same. Only the intervention by another time traveler or the eventually deterioration of time itself in that area because of the infinite loop is cause for changing the dice rolls. The loop is infinite so eventually, even from other temporal perspectives, another chronomancer will stumble across the loop and change it. Chronomancers know how dangerous loops are and tend to disrupt them when they can.

**Infinite Loop:** Another solution is to accept that the affected character and his father are both lost in the loop. They vanish. History may remember them, history may forget them or it may alternate back and forth as the loop continues. With an alternating loop, people will eventually notice and this will drive them to do something about it.

**Information Paradoxes:** If an invention is made and later someone goes back in time and tells the creator of the invention how to create it, an information paradox is created. At this point, no one has made invented. If you use lost time, you can simply accept that the origin of the item has become lost time. From a 5th dimensional perspective, the origin did occur but now is erased but the important point is that it did occur.

Another outcome is a loop. When the origin of the invention is erased, the invention is erased. No one can go back and tell the creator how to create the invention. So no the creator makes the invention and the loop begins again. You can use the same solution as paradox loops above.

## Dealing with Specific Paradoxes

**Killing Your Father:** The most classic paradox deals with killing your father before you were conceived so that you will never be born to later go back and kill him. This is a major paradox. How things resolve is up to the Game Master but should be based on the form of time you are in. Many forms of time provide their own solution and are not mentioned again here.

**Resist Temporal Change:** The first thing you can do is attempt a Fortitude save DC 40 to resist temporal change. If you succeed you exist but your history is erased (but exists in lost time). No one remembers you, nothing you ever did happened and the only possessions you have are the ones on you at the time of the paradox. Everything else is gone. Most people can not resist temporal changes so something different usually occurs.

**Infinite Loop:** There is an infinite loop. This gives other chronomancers ample time to save you but your sanity may be suspect in the end.

If no one stops the loop, and someone usually does before things get bad, time can be damaged. The time from moment you started to the moment you ended the killing is destroyed. The timeline could break into two separate times or heal together with a missing section. You are erased in the process.

**Elastic:** Historical momentum is maintained. Time changes slightly and you end up with a different father. The Game Master may adjust events of your life and even your ability scores and appearance to reflect this change. There is still the major paradox that you tried to kill your father and, now, your father is still alive, albeit a different person from when you started. Unless you can protect your memory, you may think you are not in paradox time at all, but rather, fixed time, where you can not kill your father no matter how hard you try.

Elastic results can happen in any form of paradox time. This is because of historical momentum and lets the Game Master maintain his campaign world without sweeping changes because of time travel.

**Stealing The Mona Lisa:** Let us suppose you travel back in time and acquire the Mona Lisa, shortly after it was finished, before it was worth a great deal. If you bring the painting back to the present day, it would be unknown and have little value. It would be suspected as a fake. It would not be old enough.

Storing the picture risks theft or destruction and it still remains unknown but could be discovered as a "lost work". This method makes it relatively easy for another chronomancer to steal it.

The best means of performing such a temporal theft is to study history and see if any of the artist's paintings did go missing, travel back in time and arrange to find them later in the present day. (See Research and Rewards in this chapter.)

**Change The Outcome Of World War II:** It is possible that a modern scholar could journey back and provide Hitler with information that would change the outcome of the war. Even providing to him a standard history book would be invaluable. (Convincing him that it was real would be another story.) Let us suppose Hitler now wins the world war. How does the scholar return to warn Hitler about his defeat that, now, has never happened?

*Elastic*: It is fairly easy to apply historical momentum to this kind of situation. There are so many people and events involved that history will tend to remain the way it was. The changes the chronomancer can make are only minor. Only through a great deal of effort can he make any significant change to the outcome of the war. This can be frustrating for the players but at higher levels they are going to be more able to make these changes.

*Resist Temporal Change*: Not just the players can resist changes to time. Important historical figures may have been high level and be able to resist such changes. When they realize that things have gone wrong they are likely to go about setting them right. This ends up with an elastic result. History does not change much.

*Allow the Change*: The most satisfying outcome, at least for the players, is when they can make changes to the past which causes change to the present. If the Game Master allows these changes, later the players will be more willing to accept the possibility that someone else has changed the past, possibly setting things back to the way they used to be, or changing them further. Even allowing the time to remain changed for a period of time allows players an important sense of accomplishment. It is too easy to make the results of any change bad.

History records Hitler in a very poor light. Perhaps his successor could take the best ideas of Hitler and produce a very



Michael Short (order #2081358)

effective, fair government opposed by a rebellious element.

## Restricting the Paradox Makers

*"With regards to time, to do anything is to do the wrong thing. Only in doing nothing can we do what is right. It is too late for you though, you exist."* - Alexander

The creation of major paradoxes is the most powerful and game-breaking thing a chronomancer character can do. Much of this book has been dedicated to giving the Game Master and player options for playing chronomancers without changing the past. However, making changes may be the most interesting part of chronomancy and there will always be players who want to do so. The unprepared chronomancer is in for an unpleasant surprise.

**Changing Your Own Past:** This is the most hazardous thing to do. Your memory will change and there is a good chance you will wind up somewhere in the past with no memory of why you are there at all. If you go back in time and change something, you will no longer remember the need to change it, because it was changed.

**Changing Other Time-Lines:** This is safer because you will retain your memory, but the longer you remain in any timeline, the longer your past is there and the greater a chance that changes to the past will affect your memory. The Game Master should feel free to ban or restrict memory protecting spells by simply deciding they do not work in all or some times. This makes is much more difficult to create paradoxes.

The Game Master could freely alter the past back to a way that suits the campaign and explain it as a time alteration the player does not remember but needed to make. While this can be very frustrating for the players, no Game Master should allow a chronomancer to ransack the history of her campaign. It should be just as difficult to destroy or unbalance a campaign with time travel, as via any other means.

**Time Guardians:** These are a very classical and realistic way to restrict changes to history. Many people or groups are likely to hire or create time guardians to ensure their past is not tampered with; powerful clerics, sorcerers and wizards, kingdoms and societies with access to chronomancy or time machines as well as most chronomancers and chronomancy groups. Finally, the most dangerous time guardians come from deities and other powers.

One or more, time guardians travel through time to the point, or just before the point, where the chronomancer makes some unwanted change. Most time guardians will first warn the chronomancer to stop his activities. Failing that, they will use whatever force is required to prevent the activities. Finally, some guardians will attempt to slay the chronomancer. If the time guardian can not stop the activity, another, more capable one is likely to arrive.

Some places are not protected and it is possible that even a paradox master might never see a time guardian. It is up to the Game Master where and when time guardians appear and what times they guard. If a plane of existence never develops advanced technology and never has powerful wizards or chronomancers, it is likely not to be protected. Changes however, could quickly spur the creation of such guardians.

Planes that are guarded vary. Always consider the highest technology level or most powerful magics that will exist on the plane. The better it is, the more of the timeline will be watched and the better their detection will be. Planes with Crisis Paradox time tend to be the best guarded.

**Future Paradox:** This is a paradox that occurs when something in the future, that is supposed to happen, is changed by an event in the present (or past). If a diviner has told you that she saw that next week you will meet the local king, and you flee the country and do not see him, you have created a minor paradox. Perhaps you travel to the future, see your own future, and then take steps to change that future.

Generally, you are allowed to change your own future. This is especially true if you are using the fundamental present (see Fundamental Present in Chapter 5: Time). The greatest worry about changing your future is upsetting Fate. As a primordial force, Fate can be a little touchy about her plans and the mortals who tamper with them. However, time guardians rarely monitor changes to the future.

You can still create major paradoxes by playing with the future time. If someone from the future gives you critical information or a tool and you later prevent him or her from doing that, you can create a paradox. With future paradoxes, it is usually a matter of remembering to do the future events you have seen. It is like

**The Medieval era saw a brief revival of the Ancient Barbarian, a last flicker from the embers of a fire long since gone out.**

MARK CHARKE



Michael Short (order #2081358)

debt. You owe the future and if you do not pay them back by performing those actions, you suffer paradox.

## Looping

Looping is a type of paradox. When something loops, it goes back in time and then travels forward until it reaches the same point and begins the loop again. For example, *you get a shovel on Monday. On Tuesday, you take the shovel back to Monday and give it to yourself.*

This creates a loop. The shovel will travel from Monday to Tuesday and then back to Monday over and over again. This will never stop. Resolving what happens when this occurs is based on the form of time.

Anything can loop, air, a flee, dandruff but the Game Master need only really be concerned about important items, people or information looping. The looping of information is a little different then an item. For example, you could take book back in time, before it had been written, and give it to the author to copy. This is an information loop.

**Without Origin:** If the origin of an item is lost because of the looping then the item ceases to exist and is erased completely from memory. This could happen if you travel back in time and give the shovel manufacturer your shovel. He never actually makes your shovel, instead selling you the one you later take back to him.

Information can be destroyed in this way. If a man writes a book and then later someone from the future travels back in time to the past and gives the man the book to copy, the book was never created by anyone. The book becomes blank.

**Non-Paradox Loops:** In non-paradox time loops never occur. As the Game Master, no matter what occurs, you must add some event which stops loops (and other paradoxes). This can be very frustrating for players. The Game Master should remind players that these are the laws of physics, like gravity or friction and that players are not prevented from creating paradoxes to be mean or unfair. The Game Master should be allowed to use a form of time in her campaign which she is comfortable with. Many Game Master's are not going to want to deal with the many problems of paradox time.

**Overlapping Items:** One simple explanation as to why looping can never occur in non-paradox time is simply that the younger item is in the way. As in the example above, if you tried to give yourself the shovel, you would find that someone was also there with the original younger shovel. If you tried to loop anyway, you would start piling up shovels as more and more copies of yourself came back in time to give yourself the shovel.

There is no reason this can not happen in paradox time as well. However, in paradox time, one might simply prevent the younger shovel from being delivered and give the older shovel instead to perpetuate the paradox. (This creates the additional paradox "where did the shovel come from in the first place" and one result of this is described below under personal time.)

**Alternate Reality time** (Non Paradox): If you take the shovel back, changing the past, you will actually be giving it to yourself in a different universe. Your alternate self will take it back and give it to another alternate self until it reaches an alternate reality where your alternate self does not take the shovel back. Thus, the shovel will start in one universe and possibly end up many universes over. No paradox is created but, depending on how long the shovel traveled, it might be very old.

**Non-Sequester Time** (Non-Paradox): The past has no relationship to the future and thus you are taking the shovel to a completely unrelated universe even if it appears similar.

**Fixed Time** (Non-Paradox): Something will always happen to negate the loop. The Game Master simply thwarts the attempt. If the players try to discover exactly why the loop did not occur, the Game Master can provide any answer that fits her campaign. No amount of effort on the player's parts will produce a loop (See: Overlapping Items above).

**Paradox Loops:** It is in paradox time that the result can be quite disastrous. It is quite possible to loop an item an infinite number of items. This can destroy the item, damage time and even cause knowledge to be erased.

**Flexible Paradox Time:** The item will loop. The Game Master may choose one of several possible outcomes. If the item loops infinitely it will be destroyed by old age. In this case the item should simply *disintegrate* (as the spell) into dust and the loop stops because there is no item to loop. This is most likely with an item that loops by accident or without being noticed. (There is never a reason to stop.) Alternatively, the Game Master could rule that the loop stops earlier because the item is not worth taking back any longer. This item is simply greatly aged. Looped items in flexible paradox can lose their origin.

**Elastic Paradox:** This time tends to resist loops. It is very difficult to get a loop started and even if you are successful it usually stops shortly thereafter. The looped item tends to be replaced with the younger item. If you tried to go back and give yourself the shovel, even if you succeeded, the next time the loop occurred, you would probably fail. Each time the event loops the Game Master may impose a -1 penalty to rolls made to maintain the loop.

**Chris Paradox:** In this time, a loop is like putting a whirling blade through a glass window. It smashes the time line, causing terrible damage. The damage caused by a loop only affects time near the loop, and thus might be small. However, the affected time requires much more work to repair and even expertly done is likely never to mend properly.

**Personal Time:** Loops are unusual. Items and people grow younger when they are taken back in time. A looped item will not become extremely old. As a result, items and people stuck in infinite loops are not disintegrated and can remain stuck in these loops forever. Time keeps moving on normally except for the people or items stuck in the loop. This looping can eventually wear time out and cause damage to the time stream. Chronomancers frequently repair such loops.

**Conservation of Magic (Optional):** By coincidence or out of discovery and abuse, limited use magic items may get used and then a paradox may change history so that the item was not used. In this case the loss of charges or effects of use remain. The Game Master may even apply this to memorized spells, spell slots and power points. Spells and power points used are not replenished by changing history so they are no longer expended. This is an optional rule but is useful in regards loops or abuse by the players.



Michael Short (order #2081358)

## Once Again With Feeling

Every single night, you have the same arrangement; you travel to the same time and there you are, all five of you. One is failing to stop the demon. The second is trying to trip the demon. A third is digging the hole for the demon to fall into. A fourth is tripping into the pit and the fifth in grabbing his arm and preventing him from falling. Welcome back.

A great difficulty in dealing with time travelers is the re-visiting of times and places you have already been.

**Getting Crowded** (Going back and changing your own actions): There is a misconception that you can go back in time and simply re-attempt an action; reroll an attack roll, saving throw or take a different action. When your present self travels into the past, you will see your past self performing those actions. The only way you can change the outcome is to assist your previous self somehow. Perhaps you could push the villain into a better spot to be struck by your blade, or you could cast a protective spell on your past self to better make a saving throw or even provide advice so your past self changes his action.

If you fail and go back and try again, there will be three of you. This can get a little confusing because now you have to deal with the failure of your second self. The chance of ever fixing the action should decrease dramatically each time you try. If there was a 10% chance of fixing the event the first time, it should be 1% the second time, 1/1000 the third time and 1/10000 the fourth time.

This sort of time traveling can only be effective in paradox time. In non-paradox time, the action/roll/event can never be changed, no matter how many times you go back. The type of paradox time will have some influence in the chance of success and the results. The Game Master will have to consult the time and its traits and determine the results.

There is also the increased chance that you will kill yourself, or someone else will and generate a major paradox. When many multiples of yourself appear in any location, it is likely to attract the attention of time guardians and other chronomancers. It can also be especially hard on time itself. In Crisis Paradox time, it is a sure way to badly damage the time stream.

There are a handful of spells which do let you replay previous events such as *minor paradox.* When used to save someone else's life or change events, there is no additional penalty or xp cost. The spell has its own restrictions; it must be memorized and can only effect the past so far back. If the caster wants to use this spell to save his own life, the spell should cost him one level. This is because, normally he would be dead, and unable to cast the spell to save himself.

**I Do Not Remember What Happened:** If players do not have a clear memory of events that occurred previously then it is up to the Game Master to resolve the situation. If specific details are not important, then the Game Master can roughly re-account the events. However if details are important but no one can remember how events occurred, it is recommended that the Game Master simply not allow the event to be changed. A certain responsibility is placed on the shoulders of a player wishing to run a chronomancer. They must take responsibility for recording events that they might later wish to change. Realizing they will not be able change events they have no record of, will both limit the events that are changed and encourage the player to take a more active role in the game.

The Game Master may rule that the mere presence of the chronomancer has changed some of the minor details. (Perhaps someone sees the chronomancer and performs actions slightly differently as a result.) This allows the Game Master to re-write the details and make them specific.

**Preventing Yourself From Dying:** At best, the Game Master should keep a real handle on this activity. It is extremely powerful and has dramatic consequences but there are several ways to limit it but still provide the chronomancer with thrill of being able to save themselves or someone else.

**XP Cost:** As per Fate's fee and the *resurrection* and *true resurrection* spells, the chronomancer or subject may be called upon to spend experience upon a successful rescue. Rescuing someone else costs the chronomancer 1000xp or it costs the character saved 1 level (or 1 point of Constitution if they are first level). If the chronomancer is rescuing himself it costs himself one level. The cost of doing this is not paid until the event is over and successful. If the chronomancer is not successful, he must pay 100xp even if it lowers him a level. If the chronomancer is now dead, the Game Master must decide how any paradoxes resolve and consign the chronomancer to the void or the plane of whatever deity he worshiped.

**Luck:** There are a variety of luck systems. This one proposes that each character gain 1d10 luck when created. If you roll a 10

**Loud and obvious, not difficult for time guardians to find, but hopefully just an oddity to locals.**

MARK CHARKE



Michael Short (order #2081358)

you get another d10 of luck (and again if you keep rolling 10's). A 10 allows a re-roll for more luck with no limit on re-rolls. A point of luck can be used to re-role any die roll or add a 50% bonus to a die roll not yet made. One luck can also attract an encounter, gain an extra standard or move action or allow an action to be changed. Luck is "out-of-game" and requires no actions to use. The player can use any information he has, regardless of what his character knows, when using luck. Any amount of luck can be spent at the same time with more luck allowing for greater effects. Like wish, luck can be used for other things but the exact wording becomes important. One luck can allow a chronomancer the chance to go back and try save himself or another person. It does not guarantee success.

*"I just want to be alive."*

## This Way or That

This is a solution to the party who keeps going back and warning themselves about future events. An example is a party that has started into a dangerous dungeon. On the first try, Theodore is killed by a trap. Another party member *time slips* back and warns the party. On the second try Nails is killed by when the party awakens a lair of sand sharks.

It is on the third try that the Game Master should consider putting her foot down. The "this way or that" solution is as follows. On the third try, the information from the first try is lost. Therefore, the party naturally repeats the first attempt. If they insist on pressing the issue further, on the forth attempt information from the first and second attempts are lost and the party repeats the second attempt. This continues, giving them only the options of the first or second attempts. To curb this cycle even faster, Fate's fee can be imposed upon each attempt at the Game Master's discretion. This can lead to a perpetual loop. If the Game Master is feeling particularly vindictive the loop ends only when the party loses so much experience that they are no longer capable of casting *time slip*.

As the Game Master, you may give the party the option of changing some events, perhaps trying to avert the death of the party member, without restarting the whole dungeon or adventure. This is another escape from the loop. Ultimately, this is a heavy handed tactic for the Game Master but it prevents the game from degrading into something akin to a perfectly played video game where you save the game when you succeed and reload if you fail.

## Déjà vu

Déjà vu is the repetition of certain events, the feeling that you have done this before. Although many magical events can cause déjà vu, temporal events are the most likely cause. Anyone who fails at a resist temporal change by 5 or less may get a feeling of déjà vu. Time loops, maze time, exposure to backwards time and other events can result in a feeling of déjà vu, especially if those involved succeed at a resist temporal change check. Damage to time can cause déjà vu; a thinning of the natural barriers between parallel universes or a weakening of the difference between past, present and future. For chronomancers déjà vu is a warning sign that something is wrong with time. It may be the only warning of a change that occurred to your past.

Déjà vu tends to be vague and difficult to understand or remember. Persons with protected memory have a very clear understanding of déjà vu.

## Immortal Future

*"So is killing your future self a crime?"* – Citizen
*"Certainly but it is a crime with its own punishment."* – Kand
*"What's that?"* - Citizen

If a person in paradox time discovers, by some means, that they are alive in some future event then tries to kill himself, it will work. They will die and a paradox will occur. In chronomancy circles, this fate will get a quiet smile and the shaking of heads.

If a person in non-paradox time discovers they are still alive sometime in the future they have created an immortal future. No mater what they do they will arrive at that point in the future. It creates an ugly set of circumstances that can resolve in a variety of ways.

**True Immortal Future:** In this case the character simply can not die. Nothing they do will kill them. They are effectively immortal, at least until the future event arrives.

**Horrible Immortal Future:** In this case the character can not remain dead. No amount of agony, death or dismemberment will keep them from being alive for the future event. Variations on this are often used as the most horrible of curses.

**Mistaken Immortal Future:** In this case it was not the same person that was seen in the future. Perhaps it was their son, a clone or some illusion. Alternatively, the person might be mistaken that his time is non-paradox. It is rare, but not unheard of, for times to change between paradox and non-paradox. The character is not immortal at all and can die just like anyone else. Good divination can rule out this possibility.

**Crisis Immortal Future:** The character can still die, but if they are not alive for the future event, or avoid it somehow, a paradox is created in non-paradox time. This damages the timeline. It could shatter it or even destroy the timeline altogether. For this reason, deities themselves will often intervene to prevent an immortal future from occurring.

**Divination:** Many forms of divination come from divine sources, and as a result, are unlikely to provide information that would create an immortal future. Other, more chaotic, sources of divinations are happy to create immortal futures. A diviner willing to pay the price for such information can eventually acquire it. The price is often too high though, leaving ones church, sacrifice of persons or loss of one's soul. This makes acquiring this information from a diviner very expensive.

Sometimes it is deemed necessary or allowable that someone in non-paradox time learn about his or her future. It may be important to get a hero to begin his quest, or end it. This information may not only be easy to divine but may present itself to the hero often in order to get his attention.

*"If you tell me what I'm going to do again I'll - well you already know, don't you?"*

## All About The Money

*"Ah so you're rich now. You used your skill in time travel to acquire a fortune. Well that's unfortunate. You see, that fortune was going to have been mine, not for a long, long time but*



Michael Short (order #2081358)

*eventually. Now that you have it, that money is going to go a different route. I was going to have used that money to become the head of a corporation, a rather large company that wields more power then your pitiful little nations. And I used to employ chronomancers who are better then you. Funny that. I woke up to find myself a chronomancer. I suspect it was a contingent plan set in motion by one of my brighter chronomancer employees.*

*I guess I just wanted to gloat. You see I've already just killed you, about a year ago actually and the paradox is about to catch us… …now."*

- CEO Multicorp

One of the first things most new chronomancers do is try to make a quick buck with their time traveling capabilities. They take the winning numbers for a lottery back in time or they pick up valuable collectables when they were cheap or simply make a deposit in a bank a thousand years ago. This is a major problem because even a low-level chronomancer could quickly become a major financial power. Fortunately, there are many reasons a chronomancer should not do this.

**The Law:** In most civilizations where chronomancy is known of, temporal moneymaking is against the law. Bank accounts will be erased, properties seize and the offending chronomancer may find himself before a court facing some serious jail time. Not all time police are capable of stopping a high-level chronomancer, but once they become aware of him, they can make it very difficult to abuse time travel in this way. A chronomancer can not watch his investments constantly.

Many civilizations have rules regarding leaving the plane with currency, valuables or precious materials. Often only a small amount is permitted to be taken off the plane. While the authorities will not take property away from the plane traveler, they will not permit certain property to be taken off the plane. This takes money away from a civilization.

**Paradoxes:** Moving any large amount of valuables around can create major paradoxes easily. If a different person was supposed to win the lottery or gain a valuable item then their future has been drastically altered.

**Ruining the Value:** Old and rare items that have been moved through time, are not as old as they should be. Even societies, which are not capable of carbon dating an item, can look at an item and determine the age is off. This will lead to suspecting that the item is a fake. An Appraise check (DC 15) is required to notice the age is off. (DC25) reveals that it is genuine but not old enough, usually revealing the chronomancer's trick to the appraiser.

Moving many rare items into the future could flood the market and make the item worthless. Leaving money in a bank too long to gain interest could put that bank out of business. If you take a one-of-a-kind item, then people in the future might not know what it is, because it never became famous for being one of a kind.

## Game Breaking Chronomancers

*"Well what did you think would happen if you killed the first single celled organism?"*

**After the Fact:** Dealing with chronomancers after they have abused their abilities is not the best solution for the Game Master. It is a better idea to discuss these things with the aspiring chronomancer player before they start running their character and get the player to agree to some guidelines ahead of time. Restricting them after the fact will lead to frustration and accusations that the Game Master will not let the chronomancer do anything.

## Research and Rewards

"Research and rewards" is a common phrase among the time traveling community. Knowledge is a powerful thing and the lack of knowledge can be just as important, even more so to a time traveler. In the simplest explanation, any unexplained event in history could have been caused by a time traveler.

Most chronomancers research the past for unexplained events so that they can go back in time and interact with those events. If there were only five copies of a very valuable book were printed and one went missing fifty years ago, perhaps a chronomancers took it and perhaps you can be that chronomancer. Research and Reward gives time travelers a chance to do things in the past without causing problems. If all five copies of that book were accounted for, perhaps the chronomancers should leave well enough alone.

Fixed time always works like this. If tomorrow you are going to time travel back a week and save someone's from a burning building, then today you could look in the newspapers from that day and see your future self doing that activity. You can never actually change the past in Fixed Time.

In other forms of time you can change the past. There is no reason the Game Master can not allow a little fixed time into other times.

## Variant Time Travel Feats

### 5th Dimensional Time Travel [Temporal]

**Prerequisites:** Internal Clock, Game Master's permission, Ability to cast 3rd level divinations, Knowledge (temporal) 13 ranks.

**Benefit:** You may use any time travel spell to move across the 5th dimension. (Relative to the real world players or another perspective decided upon by the Game Master.)

**Normal:** You can not normally move through time from any perspective but your own.

### Fundamental Present Time Travel [Temporal]

**Prerequisites:** Internal Clock, Game Master's permission, Knowledge (temporal) 13 ranks.

**Benefit:** You may use any time travel spell to time travel and remain in the fundamental present.

**Normal:** When you time travel forward or backwards, you are not in the fundamental present.

## Secrets of the Chronomancer

*"In an infinite multiverse where there is as much good as evil, law as chaos, it is good that people believe that just about all gods, avatars, proxies, and guilds are dedicated to stopping time travel. It lets us move around a little easier."* – One-Less

The best way to keep a secret is not to let anyone know there are secrets being kept. In this vein, it would perhaps be best if the player characters did not read this section. However a



Michael Short (order #2081358)

serious chronomancer player is going to want to read everything regardless. The Game Master should feel free to build on these secrets.

**Moving Across The 5th Dimension:** Time travel "across the 5th dimension" means moving through time relative to another person's perspective. Usually this means as the player characters see time passing (real world time). Naturally, we can not actually move through real world time. If a chronomancer moves forward or backward through real world time, he may have to sit out of the game for a while or play a future version of his character which has traveled back in time. This can be quite difficult for the Game Master but may be a great deal of fun as well.

The secret is that chronomancers can use any time travel spell to travel across the fifth dimension. The trouble is he has to know how fast that time is moving. This normally requires some form of divination. *Divination, contact other plane, limited wish, wish* and similar spells can provide this information to the character. It is recommended a chronomancer need to make a Knowledge (temporal) check DC 40 in order to learn how to do this.

**Moving Across The Fundamental Present:** The fundamental present, explained elsewhere, suggests that there is a proper "present" for any plane. This present determines what is considered the future and past. This present slowly moves forward until the end of the time stream. In some worlds there is no future after the fundamental present and no past before the fundamental present. If you can travel across it, you can move into the future and past of any time stream, even it if does not normally have a future or past. (This includes moving non-time and fixed time.)

The secret is that you can use any form of time travel to do it but you have to know how. It is recommended that the chronomancer need to make a Knowledge (temporal) check of DC 40 to learn this and that he require the following feat. (See the Variant Time Travel Feats sidebar below.)

## Determinism

Determinism is the belief that all actions are caused by previous actions which are cause by previous action, ad infinitum, all the way back to the dawn of time where the first action occurred. Simply put, this is based on Einstein's theory that *for every action there is an equal an opposite reaction*. Something pushed something at the dawn of time and even today we are simply reacting to that original push. No matter how complicated our world is, or what illusion we have that we choose our actions, it is all the result of the original and subsequent action(s) in the universe.

This does make sense. If you think hard, there is a reason for every action you take. You get hungry so you go to the store to buy food. You decide you like or dislike something based on what experiences you have had with it.

According to this theory, the future is set. It is already predetermined by the actions of the past and can not be changed. Time is fixed. Even from a skewed perspective, you can even apply this theory to paradox time.

Determinism and Fate are similar. Fate is most commonly thought of as a power or a deity or other being whose laws are somewhat flexible and can be bargained with or even cheated to a certain degree. Determinism is more akin to the cold logic of a computer.

Determinism implies that there is no true free will. The choices we think we make are simply reactions to previous events. We are angry because we were wronged. We choose peace because we have seen the horrors of war. Our choices are based on a very complicated set of previous circumstances but we have no influence on the process. With Fate, we have free will which may or may not be in conflict with Fate's wishes.

As the Game Master, you can think of Non-Paradox time as deterministic if you wish.

## Freedom (Free Will)

Freedom is the opposite of determinism and allows that living creatures have the capability of choosing the course of their lives. We, as living sentient beings, are above the laws of physics and can make truly free-willed decisions and actions. Fate is not incompatible with this idea but determinism does not allow for free will. Freedom is best suited for paradox time.

There are a number of theories in regards a combination of determinism and freedom. Perhaps the most popular combination theory is that sentient creatures possess free will, while non-sentient creatures and objects are subject to determinism.

Determinism and freedom are important philosophical issues and this article does not do them justice, serving only as a basis for investigation and a proposed link between determinism and freedom and the various forms of time.

## Déjà vu

You may not notice Déjà vu right away. It may leave a nagging thought upon your subconscious that takes time to bring forward to the conscious. Even if someone fails a resist temporal change check, they may end up with a nagging memory that bothers then and leads them to a course of action. Anyone who fails a resist temporal change check for an important event by 10 or less should suffer from a déjà vu.

## Old Age and Chronomancy

Chronomancers, whether they are arcane, divine or psionic will eventually become masters of time. Above all else, it is what they do best and besides their skill with *haste* effects, the other gift a chronomancer has is the ability to avoid old age. There is no hard and fast rule that says a chronomancer will never die of old age, but the resources that should be available to them make it unlikely. Once a chronomancer can plane shift, this seems a near

**Table 6-2: Time Until Paradox Occurs**

| | Distance from Paradox | | | | |
|---|---|---|---|---|---|
| **D20** | **Rounds** | **Minutes** | **Hours** | **Days** | **Years** |
| 1 | 1 round | 1 minute | 1 hour | 1 day | 1 year |
| 9-10 | 1d6 rounds | 1d6 minutes | 1d6 hours | 1d6 days | 1d6 years |
| 11-19 | 1d10 rounds | 1d10 minutes | 1d10 hours | 1d10 days | 1d10 years |
| 20 | 1 minute | 1 hour | 1 day | 1 year | 100 years |



Michael Short (order #2081358)

certainty.

There are a wide variety of means a chronomancer can remain young. Future health care is perhaps the most mundane means. He could also travel to a plane with personal time and stay within his lifeline. Stasis is a poor but available choice. He could change his past so he is of a longer lived race. Finally there are a number of chronomancy spells and temporal feats that will do the job.

## Defending Against Chronomancers

It is usually the task of wizards to defend against their time traveling brethren. Those that have had dealings with chronomancers eventually learn of the Temporal Horizon and learn a few ways to stop time travelers by blocking access to and from the Temporal Horizon. *Planar lock* and similar counter-teleportation spells are enough to stop chronomancers using the Temporal Horizon. The problem is, at higher levels, chronomancers are no longer restricted to time travel through the Temporal Horizon. Few wizards ever even learn how a high level chronomancer time travels, much less formulates an effective way to stop it. In this case, is comes down to a matter of who has the greater firepower. A chronomancer is a specialist and can not devote as many of his spells to combat as a wizard, evoker or sorcerer. Also the secrecy of chronomancy usually means the chronomancer travels by himself or with a small group. Any sizable garrison of soldiers is often enough to deter a chronomancer.

**Locking A Chronomancer:** If you can arrange to save a chronomancer's life, then if he goes back in time and changes or erases your history, he risks his own life; you will not be able to save him. This is a method of stopping chronomancers from interfering in your past but it is extremely difficult to arrange.

If you arrange for the event that jeopardizes the chronomancer, then the lock will not work. If he erases you, he erases both your saving of his life and your attempt to risk his life. The chronomancer or something else must have put himself at risk. Even then, in tampering with your history, he may be sure to erase the event that put him at risk.

Creating a lock is very difficult but worth the effort. If the chronomancer can not, or more importantly, is not willing, to erase the lock then you have protected yourself from that chronomancer. Further his life is bound to yours and he may stop other chronomancers from changing your history.

## Loosing Control (For the Game Master)

Let us suppose you have chosen the most liberal form of time (flexible paradox) and allowed your players a fair amount of freedom in exploring the time-stream and making changes. Now let us suppose that they have abused this freedom, making deliberate and great changes to the past of your campaign for profit and humor. The players have become too powerful and your campaign setting has been completely changed.

**Power Gaming:** Allow your players to be powerful. Abandon your original campaign ideas and accept the new campaign world that has been created. Use the changes in time to create villains and monsters that are appropriate challenges for the players. It may hurt your pride but as long as everyone, including yourself, is having fun there should be no hard feelings about the change.

**Negotiate:** Inform your players that you feel they have become too powerful. Ask them to give up certain abilities or propose restrictions that would make the game challenging. Never simply tell the players you are making changes but rather, ask and talk to them about it. Be sure to explain you are doing this to restore game balance, which keeps the game challenging and, ultimately, interesting.

**Manipulate Time:** This solution ranges from simple changes in how your campaign time works, to a complete change in your campaign time. It is your campaign and you are free to make any changes you want. You might wish to have an explanation ready for the players if they investigate the changes. A pantheon of gods whose temples were erased by the actions of the players might change the time to elastic paradox or even to fixed time preventing most forms of time travel. This can be a drastic solution and you should consider carefully before making such a big change.

**Intervention:** The most classical example of protecting time is the use of time guardians. This does not include just the prestige class, but any form of monster or proxy a deity or other power decides to send against the party to stop their abuse of time. It is always a good idea to make the actions of a deity reasonable. A deity whose church has grown because of the changes to time, is less likely to do anything about the changes then a deity whose church has been diminished or forgotten. This way the story can move forward. The players can find out which deity they have angered and perhaps find a way to appease her. They might rebuild her church by recruiting followers and even try fixing the problem by making yet another change to history, and thus risking the wrath of a different deity.

**Past, present and future.**



Michael Short (order #2081358)

**New plane:** If characters have made such grand and sweeping changes to your campaign world, you may decide that it is indeed a new world now. Your original campaign world continues elsewhere and the players are now in this new plane of existence. They may even discover this and decide they wish to return to their original home. They may have history or friends in this new campaign world. This is what normally happens in alternate universe time, but you may wish to adopt it to restore order to your campaign world.

**Stop All Forms Of Time Travel:** This is the worst method of regaining control of your campaign as it will be the most frustrating for players. There is little means to continue the time traveling storyline and the time-traveling chronomancer will find many of his abilities suddenly gone. One or a combination of the above solutions is a better idea.

**Try to be consistent:** After their first attempt, players should have some idea about what is going to happen if they abuse their time traveling privileges. It can advance the story greatly if the players decide to make changes but also prepare to deal with the consequences.

## Natural Memory Retention

Normally when your past is changed your memory of those events changes. You remember the events as they have become and you forget how events used to be. Only protected memory or a resist temporal change check will allow you to keep your memory of how events used to be. (See Resist Temporal Change in Chapter 6: Troubled Time.)

If you are in the past, at the same time the past is being changed, you become aware of the change. As your memory changes you think about those events, putting them into a new location in memory, while the original is changed. You end up with two memories of the same time period.

For example, 10 years ago you remember young James walking across a street. You remember James stepping off the curb, walking across the street and arriving at the other side where he takes a drink from the fountain.

Now you and an evil chronomancer go back 10 years to that time. This time the evil chronomancer runs down James with a horse while James is crossing the street. At the moment the evil chronomancer runs into James, you remember James stepping off the curb, getting hit and killed, but you also still remember James arriving at the far curb and getting the drink of water. This is because, those events have not been changed yet, but they soon will. (For anyone in the future the event has already concluded and they only remember the new history and are never aware of the change.) Because you are thinking about them, they are remembered again, even as they are erased and replaced with the horrible new history of James's death.

Retained memory may not be as clear as the original. It is only a copy. You might not remember James in the middle of the street unharmed because you were not thinking about the event again until he was hit.

Natural memory retention only occurs when you are present when the change is made.

## When do Paradoxes Happen

When you create a paradox in the past, affect the present? How could you possibly measure that? For the layman, the change might as well be instantaneous. However, for the chronomancer, the time is takes for a paradox to affect a time stream is important.

Any change to the past, any paradox, begins at it origin and from there it moves outwards across land, sea, into space and, beyond, forward and backwards through time.

**Measuring Paradox:** As the Game Master, when a paradox occurs, note the time when it occurs. Also note the time where the players are. (These two events, a paradox in the past and the players in the present, happen at the same time, but only from the perspective of the players.) The difference between these times determines how long the players have to react to a paradox.

**Simple Time:** It is simpler to give the players a random number of rounds to escape a paradox in the last few hours, a few minutes to escape a paradox in the last year, and days to escape a paradox years or centuries old. Use Table 6-2: Time Until Paradox Occurs. Use the *round*'s column if the paradox occurred within the last 1 minute, the *minute's* column if within the last hour, the *hours* column if within the last day or the years column if later then 24 hours ago. (This table also works for paradoxes that occur in the future.)

**Complex Time:** There are a vast number of ways to work with the speed of paradox. You could assign it a speed such as the speed of light. It would move very fast, thousands of years a second, and only people in the distant future, or past, would have time to react. (Although rather un-heroic, light-speed is a good number because it is the maximum velocity of causality in our universe.) Alternatively paradoxes may move slowly, perhaps only at twice the normal speed of time. Characters may have whole lifetimes to react, but multiple paradoxes could be on their way.

Characters of medium to high level will have access to spells and magical items which can protect them from paradox. For these characters, making paradoxes resolve instantaneous will not be a problem.

**Evading a Paradox:** Assuming that a paradox moves once from its origin outwards until it has completely resolved all the changes and reached the end of time, it is possible to evade by time traveling. If you can find out where the paradox is, and instantly time travel or teleport past it, you can dodge it. This requires instantaneous time travel such as is available by higher level spells and jerry rigging teleport spells. Additionally since a paradox moves outwards over the land, you could teleport closer to the origin and get by it in this manor.

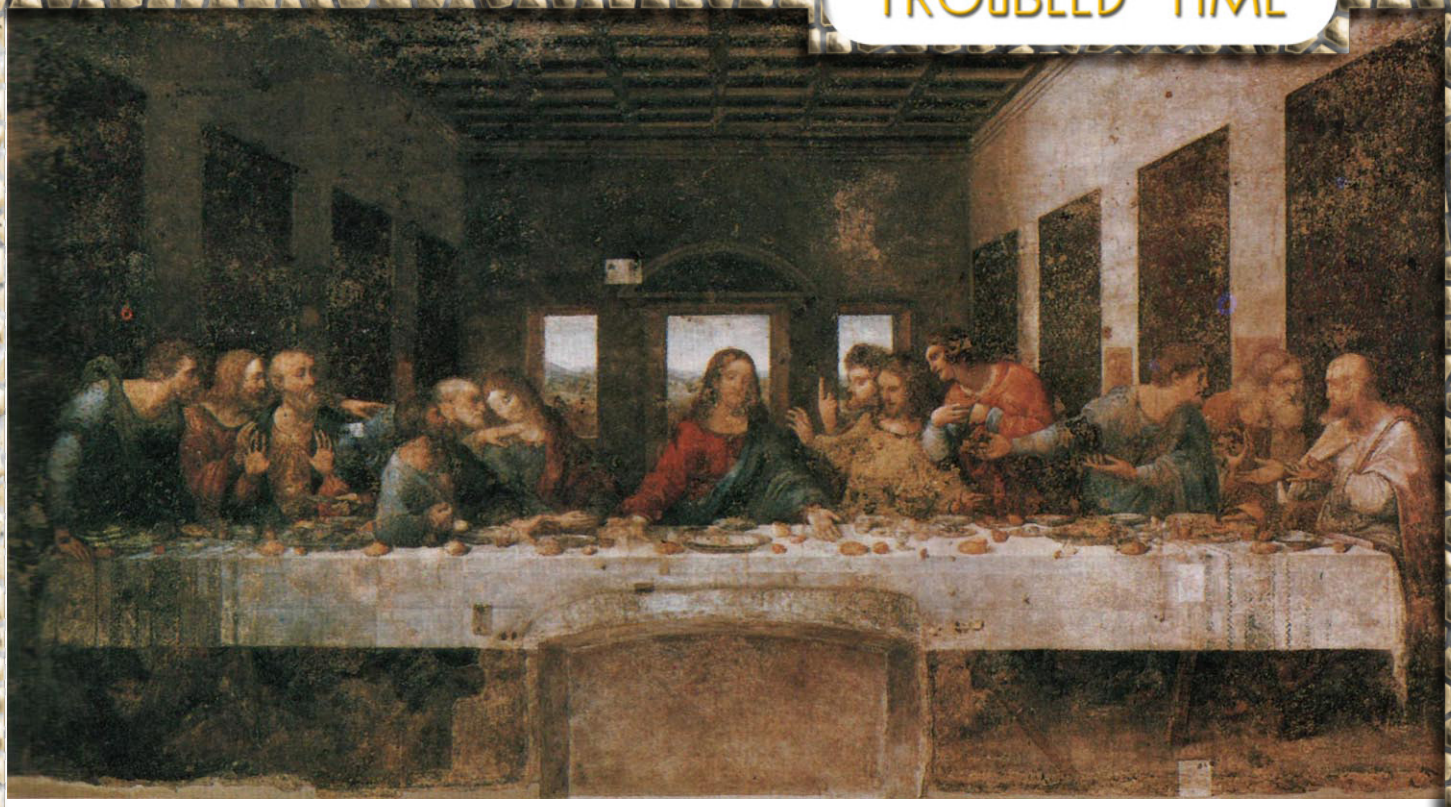
Unfortunately only a diviner fluent with temporal perspectives is going to be very capable of using this method of dodging paradoxes, but a party could try time traveling randomly if they are aware that a paradox is about to occur, and try dodge it.

## Spontaneous Change to the Past

If you are in your proper present (the fundamental present) occasionally, and only very rarely, a powerful chronomancer in your past will spontaneously change the past. This is usually the result of divine interference that allows someone in the past to make changes to written history. A few chronomancers, especially paradox masters, can do this without help. The person in your past might even be yourself! When this happens it is treated exactly as a paradox, but the transgressor does not even need to time travel.



Michael Short (order #2081358)



***The Last Supper***
**Leonardo da Vinci, Milan, 1498**

## Hiding

The vast majority of divinations only look at a single point in time, either in the present or sometime in the future, or occasionally the past. Even if a divination is capable of 'scanning' more then one point in time, it is rarely done. If a chronomancer skips that period of time, by time traveling past it, he can not be found there. Even the nigh unstoppable *discern location* can be evaded if the chronomancer is not in that time to be found.

The problem is determining when the *discern location*, or other spells are cast and avoiding that time period. The chronomancer can skip a long period of time and hope to evade divinations, or travel to the future and try find out in histories when the spell was cast or he can resort to divinations himself.

Chronomancers are famous for hiding from even gods, but not for very long. Gods are powerful but they are connected to their followers who are linear. As a result most gods live in a linear fashion. (Woe be the chronomancer who tries to trick a god who has a great number of chronomancer followers.) While a god might be hesitant to pursue a chronomancer, especially to a time where the god had few or no followers, gods live a long, long time and their influence stretches over many planes. A chronomancer must avoid all of that time and all those planes during that time, to continue evading a god. This is often such a huge area of time and space that gods are content that the chronomancer must either exile himself from all his friends, family and resources or else surrender himself to the god.

What this gives the chronomancer is time, and that is appropriate for the master's of time. It is time to plan an apology, beg for mercy, find wealth to pay a restitution or come up with another solution to the problem. Chronomancers are well advised to find a solution with whatever little time they manage to find. Chronomancers are no match for gods, not by any stretch of the imagination. Even epic chronomancers should think twice before challenging even the least of powers. Remember that a god might be reluctant to travel but they can. However it is incredibly unlikely that any mortal chronomancer could earn such wrath from a god to be visited personally. It is more likely the god would create and send his own chronomancers after an offender.

## Temporal Disorientation

Temporal disorientation is similar to being drunk, the intoxicating effect of deep sea diving or the long term effects of lack of sleep. You have difficulty concentrating, maintaining your focus on one task, your physical coordination degrades, your vision may blur and you may feel head-ache or stomach sickness. The result is a penalty to all your d20 rolls ranging from minor, -2 penalty and moderate -4, to severe -6. You need to make Concentration checks to cast spells or manifest powers (DC 15+ spell level) or to perform an ongoing activity (the Concentration check DC equals the DC of the skill required for the activity or 10).

Temporal disorientation lasts 1d20 minutes for minor, 2d20 minutes for moderate and 3d20 minutes (or longer) for severe, after you have left the disorienting environment. This is usually caused by miscast teleportation spells, or movement from one form of time to another that the subject is not used to. Many chaotic forms of time will cause temporal disorientation for the entire time the subject is in that form of time plus some time afterwards.

## What If He Can Alter The Past

Game Master's can get stuck in the trap of trying to prevent a chronomancer from ever being able to alter the past. There are



Michael Short (order #2081358)

certainly enough rules and forms of time to prevent a chronomancer from doing so. However that is the power of the chronomancer. They are not known for brilliant fireballs, clever illusions, raising the dead up or summoning monsters. Their power is time, let them use it.

Other types of characters have the ability to make changes to the campaign. In fact, they are supposed to. That is the point of questing; to right wrongs and make the world a better place. The chronomancer works in a different medium but to the same goals and with the same morality.

If the chronomancer can fell the villain after much hardship and effort by changing the past, perhaps he should be allowed to do so. It is a different kind of story but the story has unfolded. As the Game Master, never make light of such effort by restoring history with a wave of the Game Master's pen. Ask yourself if you would take such a win away from the fighter who had fought his way through legions to slay the villain?

## Damaging Time

**Results of a Severed Time Line in Paradox Time**

| | |
|---|---|
| **1** | The timeline heals, but in an odd way. Form of time changes. |
| **2** | The severed ends heal to other timelines changing those forms of time. |
| **3-50** | The severed ends heal to other timelines changing those forms of time. |
| **51-98** | The two ends heal together. Some time might be missing. |
| **99** | The time line breaks into shards. |
| **100** | The time line is destroyed completely or broken into very short fragment shards. |

## The Math of Triangles and Squares

The mathematics on any given plane of existence will vary slightly depending on the physical laws of that reality. That is not to say that one plus one will not equal two, although it could certainly happen, but that in some more complicated mathematical models of the universe certain patterns are different. In a crisis paradox form of time, the mathematical models will contain triangles that build a rigid structure, fixed and unable to change, while in non-paradox time squares, rectangles and other, flexible shapes can be found. In chaotic time, one plus one only probably equals two for the purposes of temporal mathematics.

## Severed Lifeline

*"He killed me five times before he realized I had cut my lifeline already. He died three times doing it."*

The concept of lifeline is an old concept. It is like an invisible string that follows behind you marking the entire path you take as you journey through your life. In Greek mythology the fates would cut your lifeline and you would die. In the fantasy cosmology, your lifeline can be seen on the Temporal Horizon, virtually immune to damage and stretching for miles forward and backward through time, its length depending on your lifespan (and if you have time traveled). Your lifeline is as important as your soul and could be seen as the same thing by many religions.

Damaging a lifeline is difficult so severing one is more difficult. You can not sever a lifeline with any mortal weapon or tool without divine help. An artifact designed to do so may be able to cut a lifeline and a complicated and expensive ritual dedicated to Fate might convince her to let you cut a lifeline. If you managed to cut your lifeline, you would die, as would anyone else with a cut lifeline. Any method of raising you from the dead starts your lifeline again.

The chronomancer's severed lifeline is a bit of a misdemeanor. The process the chronomancers perform severs your lifeline and eliminates any future lifeline, without killing you. You can achieve this with the Severed Lifeline feat, sever lifeline spell, a carefully worded *miracle* or *wish*.

How you sever your lifeline is important. Some people try to kill it or hack it off, usually using necromancy or evocations which leaves you like an amputee, possibly even picking up undead traits or becoming undead. This method is rarely practiced because of the associated penalties and mortality rate. Chronomancers usually travel to moving non-time where the lack of a lifeline is natural and erase it. This method is most common and most effective.

Sometimes they only shift the lifeline into lost time. You still have a lifeline but only someone capable to traveling to lost time can affect it. You will want to discuss with the Game Master what happens to your lifeline if you try removing it. How complicated is it to lose your lifeline is up to her.

Diviners have much more difficulty determining the future of a person without a lifeline and may not be able to do so at all.

A person without a lifeline is still bound to the laws of the time he is in concerning the present. If you die it is virtually impossible to use time travel to save you. You have no associated future or past to work with. If you have a lifeline in lost time, you can travel there, if you know how, and then be able to travel back and attempt to save the person without the lifeline.

## Dealing With Absolute Chaos

John just went back five rounds ago to tell his past self not to use a charge on his wand of *slow* because the targets are going to succeed at their saving throws. Brian just jumped ahead a few hours to ask the future party what kind of encounters they should be expecting. Jack was pretty badly hurt and now he has a large scar on his face even after the healer saw him. Jack goes back in time to push his old self out of the way of the blow that did this injury. The villain was just slain by temporal magics but was very lucky and succeeded at his resist temporal change check. He arrives in the present ready to fight the party.

**Stop the Time Travel**. When you have a scenario with multiple paradoxes it is reasonable that time storms in the Temporal Horizon restrict all further time travel until the paradoxes have sorted themselves out. It is a good idea to allow the players to return to the present before stopping time travel. You can leave them in the past and have them spell out their actions while waiting to arrive in the future (if it's within their lifetime). You can leave them in the future until the party from the present reaches that point in the future (if it is not too long).

**Fate's Fee**. John and Brian both created minor paradoxes and



Michael Short (order #2081358)

will have to pay 100xp at the end of the game but John saves a charge on his wand and Brian might find out about an encounter that would otherwise have been a surprise. Jack has created a medium paradox; that critical hit is passed along to a different party member and Jack owes 500xp at the end of the game but no longer has the scar or any crippling injuries resulting from it.

It is a good idea to allow the players to return to the present before stopping time travel. Maybe later the time storms will pass and people will be able to travel through this section of time, but right now they are cut off.

The players arrive in the present, watching time storms develop during their trips. They also have an encounter with the same villain to contend with.

The villain really has a problem. He does not exist right now except through sheer will of force. The next time he fails a resist temporal change check, he will be erased. He needs to win this fight and go back and create yet another paradox that will bring him back to life. But he can not time travel right now so he must contend with the party. If he survives he can wait for the time storms to dissipate and try.

**Sort it Out:** Sort everything out in the present without the benefit of further time travel. As the Game Master do not cheat and allow the villains or NPCs the benefit of help from the past or future. It is reasonable to go so far as to have time storms carry the players and NPCs back to the present. Time and Fate can be angry forces when you disturb them.

### On Triangles

The expensive starship appeared before the wormhole. On the bridge the Captain strummed his finders on a console waiting to make the jump through. That is when One-Less appeared on his bridge.

"You can not go through here." One-Less announced.

"Who are you?" The Captain demanded.

"A chronomancer." One-Less continued. "If you proceed you will crumble the temporal fabric of your universe. It is something I have already seen and come back to warn you about."

"That is an impressive claim. This is a multi-billion dollar flight. If you are half as intelligent as you appear to be, you'll know I need some kind of proof." The Captain said.

"The proof is in the mathematics. Your scientists have made a fundamental error in their calculations. Your world is not possessed of square mathematics, but triangular math. I have with me a math text from three planes over where they discovered this some time ago.

"You will find it to be right."

## Still Do Not Understand

If you do not understand something, do not use it. The rules presented in *Chronomancer* are meant to make the game playable and are not intended as a straight jacket. As the Game Master, you should feel free to abandon these rules when they no longer suit your campaign or if they become too cumbersome.

*Chronomancer* addresses a great number of time traveling issues but can not possibly cover every situation. As the Game Master, if you have not found the rule, or you do not understand or agree with a rule, make it up. As a Player, ask your Game Master.

*"What is time?"*

*"Go take a shower and while you are there, step out of the water and watch it fall. Cup your hand, reach over, fill it with water and withdraw your hand. See how still the water in your hand is. Then put your hand half in the falling water and half out. The water fills your palm and overflows. If you hold still the level of the water never changes, besides a few splashes. It looks still but is, all of it, moving. Imagine that our world and everything you know, lives within the water in your hand."*

*"What happens without time?"*

*"Flip your hand over."*

*"So who's hand is it?"*

*"I like to think it is the hand of Chronos."*

*"Who is Chronos?"*

*"We think he may be the future of the prime."*

*"Who is the- "*

*"That's enough. Outside with you."*

- The Guardian's of Prime



Michael Short (order #2081358)

# Chapter 7: Temporal Horizon

*"What is this Temporal Horizon anyway?"*
– Temporal Arch-mage Alexander

You first see it as an orange sheen that fades to purple in the back of your brain like remembering a long faded memory. It is immediately familiar, like an old friend you have not seen in a long time but it is also foreign like meeting a stranger. The Temporal Horizon is the plane of time, existing in the same place as reality but in a different dimension.

The transfer from reality to the Temporal Horizon is a remarkable experience as reality fades from color to black and white and the rules of physics rearrange themselves. Time becomes movement, movement becomes willpower and reality becomes a black and white movie.

When you enter the Temporal Horizon you don't actually go anywhere. If there was a building beside you, it's still there, but it appears fuzzy, and in faded black and white. Most people appear as grey-white blobs, just like people in chronosuits. Reality remains frozen at the moment you left and does not move.

If you try walking forward, time starts to move forward, your legs move but you don't go anywhere. If you are standing on your front porch, you stay there. If you keep walking, you'll see a black and white sun rise and set, people perform their daily activities and all the normal events of the world carry on. Like a ghost, no one can see, hear, smell or even touch you and you can not touch or interact with reality. You are in the Temporal Horizon.

If you try to walk backwards, time moves backwards (if your Game Master allows time travel into the past) and that is where things can really get interesting. Walking backwards you can watch the sun move backwards across the sky and see people un-perform all their daily activities, un-eat breakfast and climb back into bed in the morning before a long sleep to the previous night.

Those of strong will can force themselves to move, relative to reality. If your intent is strong enough you could step off your porch and move around. You still can not interact with reality, but when you *time slide* back, you will arrive back in reality at a different place than where you left. Experienced and strong willed travelers of the Temporal Horizon can even move sideways, again walking without moving, and travel into different dimensions or lost times.

**Origin:** The Temporal Horizon has existed since the dawn of time, created by the primordial forces. There are a handful of creatures which developed on the Temporal Horizon but most are visitors that adapted to life there. It is, at first, odd that creatures can exist in the Temporal Horizon upon careful consideration it makes sense. It is like a maintenance tunnel. It allows creatures to monitor time and make repairs. Who was intended for this job is unknown, but the position has been filled by chronomancers, for good or for ill.

**Knowledge:** Many general aspects of the Temporal Horizon are common knowledge to those which connections to the chronomancy community or who have traveled with a chronomancer. This includes the effects of gravity, how to travel forward and backward through time along the timestream and the hazards of the Temporal Horizon. These details can be discerned fairly easily with trial and error testing. For those outside of the chronomancy community, simply discovering the Temporal Horizon, that it exists, is challenge enough to last a lifetime. Chronomancers have a much more complete understanding of the Temporal Horizon.

## Temporal Traits

**Objective Time:** See Time in the Temporal Horizon below.
**Size:** Infinite Size.

**No Gravity:** Gravity is based upon the gravity that existed in the reality the visitor came from. Gravity continues to affect them, although there is no surface which they stand on. Down can be decided upon mentally and can be changed to suit the visitor's desire. There is no changing the strength of the gravitational field, but "down" may be any direction wished. Changing orientation does not mean falling. The creature simply spins slowly until its feet are pointed in the correct direction.

**No Elemental or Energy Traits:** As a mental plane there is no requirement to breath.

**Neutral-Aligned:** Paradox planes are slightly more chaotic. Non-paradox planes are slightly more lawful.

**Enhanced Magic:** None.

**Impeded Magic:** None.

### Travel to the Temporal Horizon

The *timeslide* spell is the primary means of travel to the Temporal Horizon.

**Planeshift And The Temporal Horizon:** You can not planeshift to the Temporal Horizon under normal conditions. Travel to the Temporal Horizon requires the right state of mind. The plane is dominated by thought. An understanding of time is required that few posses. Even if one could arrive, without adapting to the 5th dimensional time the visitor would remain in stasis, exactly where he started until he was finally expelled by a natural phenomenon back to his starting point. Anyone with temporal access and enough levels in a chronomancy class has an understanding of time and can adapt to other forms of time. These persons can even jerry rig a *planeshift* and try to use it to reach the Temporal Horizon. (See Jerry Rigging Teleport Spells in Chapter 12: Spells)

**Air:** A creature can breathe on the Temporal Horizon. Fires can be lit. Are these indications of air? Not exactly. It is thought that the medium needed for breathing is present through the creature's link to its reality. In this way, water breathers, oxygen breathers, and non-breathers can all live together on the Temporal Horizon.



Michael Short (order #2081358)

Likewise, the materials needed to build a fire, since they must be brought from reality, retain a link that allows the process to work. Other chemical reactions that require an atmospheric element work similarly.

This effect fades with exposure to the Temporal Horizon. It is the only condition that operates in this way, and this can cause hardship.

Flammable materials become harder to ignite the longer they are on the Temporal Horizon. If there for 10 days per pound of material, they can not be ignited. If taken back to a plane of reality, the materials burn, but if brought back to the Temporal Horizon before another 10 days (per pound) have passed, they are still nonflammable.

A creature that remains on the Temporal Horizon for more then six months discovers that breathing is no longer necessary. If it returns to reality, a -1 circumstance penalty is applied to its Constitution for one week. If a full month is spent in reality before slipping back to the Temporal Horizon the condition does not repeat for another six months. Otherwise, the condition worsens. After another six months, breathing is lost as an autonomic function. The first round the creature spends in an atmosphere, it is helpless while struggling for breath. For the next ten minutes, it can do little but defend itself and work on breathing. A -4 circumstance penalty is applied to the creature's Constitution. One point is recovered after each month spent in an atmosphere. Unless the full four months are spent in an atmosphere, the condition relapses immediately.

Natives to the Temporal Horizon do not suffer this condition.

**Spell modifications** (for the Temporal Horizon): Casting a spell that draws upon any plane outside of the Temporal Horizon is difficult. It requires a Spellcraft check DC 30 + spell level or a Knowledge (temporal) check DC 25 + spell level. This includes any effort to contact another plane (except to contact your deity) with divinations, or summon creatures or objects from another plane. There is almost no matter and relatively few creatures on the Temporal Horizon so they must be drawn from outside this plane.

Spells that modify movement are virtually useless because all movement is based on Wisdom. Characters can fly just be deciding upon a new ground. *Fly, jump, levitate* and *spider climb* do not change how you move on the Temporal Horizon. Spells that modify your Wisdom score, however, do increase your movement rate.

Teleportation magic can not move you forward or backward because this is time travel and *teleport* does not time travel. Chronomancers can 'jerry rig' a teleport spell to make it work as a time travel spell. If this is done in the Temporal Horizon, the results are the same except that you still need to *timeslide* back to reality. (See Jerry Rigging Teleport Spells in Chapter 12: Spells.)

**Infinite Size:** In theory, there is no limit to the size of the Temporal Horizon. It stretches infinitely as time and space are infinite. However if a chronomancer travels forward or backward far enough, an end to the lifelines can be found on most planes. These correspond to a time before life appeared on the world and after all life disappeared from the world. These do not necessarily mark the beginning or end of the timestream. When the timestream ends, an end to the Temporal Horizon can be found. Moving over to another, longer lived, plane the chronomancer would find that the Temporal Horizon continues in that area. It is rare for more then a handful of lifelines to reach the end of the timestream. Most planes decay slowly, only a catastrophe would be abrupt.

The end of a timestream can be a dangerous place. A variety of monsters, but especially undead, migrate to this location. The beginning of a timestream tends to be much safer. Often there is a deity present, the one who created the plane. They often welcome chronomancers with stories of the success of their creation.

**Doubling Your Lifeline:** This is an optional rule which should be treated as a temporal trait; It is up to the Game Master if you can double your lifeline or not. You double your lifeline whenever you are in any time where you already exist and there are now two of you in that time. While in the Temporal Horizon, you can not leave where your lifeline already exists. If you are in the past and you are about to reach a time you have already been in, you are shifted to the Temporal Horizon and have to pay Fate's Fee as if you had created a minor paradox (100xp) but no minor paradox occurs.

If you make a concerted effort to double your lifeline, time storms will appear in the Temporal Horizon around the event, both before and after. The harder you try, the greater the storms until they bar all time travel with deadly lightening storms, wild magic and maelstroms. *Lurn's timereaver* can penetrate these barriers however causing a major paradox, doubling your lifeline and possibly damaging the Temporal Horizon permanently.

This restriction prevents characters from inadvertently killing themselves, creating doubles, and stops a number of abusive time traveling tricks. However, Fate's fee, the different forms of time, the potential for taking double damage, the risk of erasing yourself and other rules already moderate doubling your lifeline and the doubling your lifeline restriction is recommended for non-paradox time. Note that characters without lifelines can meet themselves, ignoring this restriction, because they do not have a lifeline to double.

**Temporal Anomalies:** Anomalies in the Temporal Horizon are most often caused by paradoxes, but may be cause by natural events and damage to the timeline. A Knowledge (temporal) check is required to investigate a temporal anomaly. To determine the DC of the check the Game Master must decide if it is a major, medium or minor anomaly and check as if you were looking at a paradox.

## Movement

There are two types of movement in the Temporal Horizon; temporal movement and real movement.

**Temporal Movement:** When you try walking forward in the Temporal Horizon you move into the future. The black and white image of reality around you starts moving forward. If you try walking backwards you move backwards in time in the same way. Unless you have special training, trying to move sideways or change direction has no effect.

You can sit down and stand up, turn around, open a backpack or put it on the ground and pick it up again. You just can't actually move more than a few feet in any direction. In fact, the harder you try the move, the faster you can make time move.

The maximum speed you can move on the Temporal Horizon is determined by your Wisdom score. The higher your Wisdom



Michael Short (order #2081358)

score, the faster you are capable of moving forward, or backwards, through time. A very wise person who spends 1 day walking, can walk forward, or backward, in time almost a full year. The average person would only travel 100 days.

It does not matter if you walk or run. It only matters how fast you intend to go. Table 7-1: Temporal Horizon Movement shows your maximum movement. You may move slower if you wish, but you can not move faster.

A group of travelers, who wish to stay together, use the lowest Wisdom score in the group to determine their movement forward or backward through time.

To determine exactly how far forward, or backwards, in time you travel, take the amount of time you moved and multiply it by your Wisdom score squared. (A move action is 1/2 round)

**Temporal movement on the Temporal Horizon**
(Time spent moving) x (Wisdom Score) x (Wisdom Score) = Time traveled forward or backward.

### Table 7-1: Temporal Horizon Movement

| Wisdom Score | 1 Hour Spent Walking | 1 Day spent Walking |
|---|---|---|
| 1-2 | 4 hours | 4 days |
| 3-4 | 16 hours | 16 days |
| 5-6 | 36 hours | 36 days |
| 7-8 | 68 hours | 68 days |
| 9-10 | 100 hours | 100 days |
| 11-12 | 144 hours | 144 days |
| 13-14 | 196 hours | 196 days |
| 15-16 | 256 hours | 256 days |
| 17-18 | 324 hours | 324 days |
| 19-20 | 400 hours | 400 days |
| 21-22 | 484 hours | 484 days |
| 23-24 | 576 hours | 576 days |
| 25-26 | 676 hours | 676 days |
| 27-28 | 784 hours | 784 days |
| 29-30 | 900 hours | 900 days |
| 31-32 | 1024 hours | 1024 days |
| 33-34 | 1156 hours | 1156 days |
| 35-36 | 1296 hours | 1296 days |
| 37-38 | 1444 hours | 1444 days |
| 39-40 | 1600 hours | 1600 days |
| 41-42 | 1764 hours | 1764 days |
| 42-44 | 1936 hours | 1936 days |
| 45-46 | 2116 hours | 2116 days |

**Real Movement:** Real movement is normal walking around that moves you from point A to point B. You can walk, run, climb, swim and so forth. This is harder to do on the Temporal Horizon.

First you must intend to use real movement. (New visitors to the Temporal Horizon may not realize that they can use real movement.) As a free action, you have to succeed at a Will saving throw DC 10 to walk, DC 15 to run and DC 20 to climb, fly, swim or perform any other kind of movement. You must declare what kind of movement you wish to make before attempting the saving throw. If you fail, that action is lost.

If you succeed you move normally. As long as you keep using the same type of movement, walking, running, climbing etc, you do not have to make another saving throw. If you stop for more than a minute another saving throw is required.

For example, if you entered the Temporal Horizon in bar, you could walk out of the bar and across the street to the tailor's shop. If you left the Temporal Horizon and re-entered reality you would be in the tailor's shop. Further the trip would be instantaneous. You would not yet have traveled forward or backward in time.

**Other People in the Temporal Horizon**

Objects in the Temporal Horizon appear in full color and are much more solid and clear than objects that are still in reality. If you travel to the Temporal Horizon with a friend, they will appear beside you, in full color. Normally there is very little on the Temporal Horizon so other persons on there are obvious. Many natives to the Temporal Horizon have a white appearance which blends in with the background and makes them very hard to detect.

Other people in the Temporal Horizon may simple be far away from you or they might be in the future or past. Someone right beside you, who is in the past or future, appears far away until they become very close.

### Table 7-2: Random Orbit Path Direction

| d4 | Past Orbit | Future Orbit | Notes |
|---|---|---|---|
| 1 | East | West | Normal Spot Check |
| 2 | West | East | Normal Spot Check |
| 3 | Up | Down | -4 penalty to Spot persons in the future |
| 4 | Down | Up | -4 penalty to Spot persons in the past |

**Direction of the Planet's Orbit**

The lifelines on a planet follow the planet around the sun. If you look backwards along the planet's orbit, you will see your past lifeline. If you look forwards along the planet's orbit you will see your future lifeline.

(If you look really hard forward, you can also see you lifelines that are a year old. Since planets do not follow exactly the same path around the sun each time, these older lifelines may be several, hundreds or thousands of miles away.)

As the planet rotates, the direction of the orbit appears to change. It moves, just like the sun and moon, across the sky. If you can see the sun and know which direction is north, you can determine the direction of the planet's orbit. Sometimes the path of the planets orbit is to the east, sometimes to the west, sometimes down and sometimes up. (It is never north or south.)

There are two directions that are important; Past Orbit and Future Orbit. Past Orbit is the direction the planet came from in its path around the sun. Future Orbit is the direction the planet is going around the sun.

**Importance of Past Orbit and Future Orbit:** Other people in the Temporal Horizon, who are in the past, are always in the direction of Past Orbit. Other people in the Temporal Horizon who are in the future, are always in the direction of Future Orbit.

A Survival check DC 15 determines the direction of both Past and Future Orbit. (See Survival in Chapter 3: Skills).

Once you know theses directions when you Spot someone you can tell if they are in the past or future by looking for the orange (future) or purple (past) hue. (Persons or objects in the past take on a purple color. Persons or objects in the future take on an orange color.) A -4 penalty is made to spot persons in chronosuits because they blend in so well and look as if they are in reality instead of being on the Temporal Horizon.

Sometimes the Future or Past Orbit's direction is down (See Table 7.2: Random Orbit Path Direction). Spot checks in that



Michael Short (order #2081358)

direction suffer a -4 penalty.

There is a 50% chance the path of the orbit is east to west, or west to east. The rest of the time the path of the orbit is up and down or down and up.

**Time Waves:** Sweeping, massive, changes to time cause time waves. Two sets of waves flow away from a major change. One travels forward from the change until it dissipates or reaches the end of time. The other travels backwards from the change until it dissipates or reaches the beginning of time. Time waves are created accidentally from time to time as the result of a major paradox or major change to the past or future.

A handful of the most extreme chronomancers have learned to surf time waves. Surfing a time wave is dangerous and requires quick reflexes. A rider makes Reflex saving throw. The DC is usually 10 to 30 depending on the size of the wave but the Game Master can assign higher DC's for larger waves. If the rider makes the Reflex save, he can use the DC of the wave to determine his movement rate in the Temporal Horizon, instead of his Wisdom score. (See Movement in this chapter.) A rider can substitute a Balance skill check for the Reflex saving throw if he wishes. A rider must make a check every few minutes or if he can take 10 and still make the check he need only check once per hour. After and hour he suffers a -1 cumulative penalty per hour for exhaustion.

Divide the wave's DC by 10 and round up. This is how many d6 damage a rider takes when he falls from the wave. For example, a DC 30 wave inflicts 3d6 damage. This is falling damage and can be prevented in the same way. The damage is actually caused by the wave hitting the rider as there is no ground in the Temporal Horizon to hit.

### Looking at Objects in the Past or Future

Everything moves. Moons orbit plants. Planets orbit suns. People spend all day moving around on the surface of these large round balls. Even the stars and galaxies move and rotate around in patterns. This makes the temporal horizon much easier to navigate.

By concentrating you can see the past or future versions of an object in reality (you can not see the past or future versions of anything in the Temporal Horizon). By making a Will save DC 10 you can see an object up to one round into the past or future. With a DC 15 you can see an object up to 3 rounds into the past or future. With a DC 20, up to 1 minute (6 rounds). After that most objects are simply too obscured by other objects too see them. Of course, if you move into the future or past, you can expand on what you see.

An object that is truly sitting still would have all its past and future copies all piled up in the same space making them un-viewable until it moves.

Between all the copies of objects drifting behind and in front, it can be difficult to see reality. The future turns a shade or orange and the past turns a shade of purple. Both fade and become transparent eventually vanishing into the distance in the direction of the Future and Past Orbit.

One-Less's Note: Wouldn't scientist be infinitely fascinated with the Temporal Horizon simply because, from here, one can actually determine if an object is moving or not.

## Lifelines

## Temporal Inhabitants

The Temporal Horizon is inhabited by a number of creatures which can travel through the time stream. Some can not survive, or can not survive long, outside of the Temporal Horizon, while others are simply visitors. There are a number of creatures that find their way onto the Temporal Horizon by accident but these are few and rarely occur in any numbers.

There are no settlements on the Temporal Horizon. Groups of creatures might gather in one area for a time, but for the most part, the Temporal Horizon is barren.

## Life Lines

Everything leaves colored, usually silver or white, lines about a quarter inch thick trailing off into their past and continuing into their future. This is their lifeline and many believe it is a physical manifestation of free will. You can see lifelines about twice as far as you can see an object's future or past copies. These lines move and weave leaving a rope-light mess of cord that circles the sun in the Temporal Horizon like one of Saturn's rings, but much finer. There are many different types of lifelines.

A birth can be detected by a second lifeline splitting from the original, and a death by the gradual fading of the line into a ghostline and then becoming undetectable. The lifelines of people involved in intense interactions (a husband and wife, or a band of adventurers being devoured by a black dragon) would intertwine so tightly that one could not pass a hand between them.

The lifeline belonging to any organism that slips to the Temporal Horizon turns ghostly or appears to vanish while they



Michael Short (order #2081358)

are on the Temporal Horizon.

**Living Influence:** It has been suggested that we only influence the world during the time we are alive, and perhaps a certain period of time afterwards. This is true but only for practical use. In fact, every action we take has changes that exist for the rest of time. If you move a rock it causes other minor changes. The wind blows differently over the land. The sun does not bake the area under where the rock is now. Worms may collect under the rock in its new location, rather then it's old one. These changes will cause other, very minor, changes that will persist for the rest of time. These changes seem insignificant, and they are, but if enough time passes, some event of importance can eventually be traced back to the movement of the rock. For most such minor events, it is unlikely a major event ever results from it before the end of time.

However, when you deal with something as complex as a living organism and the influence of its life, the impact is tremendous. Imagine all the minor and major things you have done in your life. Imagine all the things you do not realize you have done (moving rocks and such). With all those events, the odds that one event in your life will be responsible for some important event in the future increases dramatically. Your influence in the world does fade when you die, but it never goes away completely and your influence can unexpectedly become important again. Of course, you are only a step on a long chain of events, and each one can claim a certain importance as well.

You give a poor man some new clothes. He uses them to get help get a job, eventually earning enough to put his daughter through college. She goes on to become president. How important was your influence? In elastic paradox, not very, but in other forms of time more important but remember that the course of important events does tend to be the same. There is a little elasticity in most times. The poor man might have been able to get clothes by himself or someone else might have helped him out. His daughter might have gotten a job and paid her own way through college, delaying her campaign for several years but not eliminating it.

## Lifelines by Type

Lifelines tend to differ from person to person and, more dramatically, from race to race. The following list describes the most common lifelines by type.

**Aberrations:** The lifelines of aberrations vary greatly. They come in many strange colors, shapes and thicknesses. Some are square, triangular or other odd shapes rather than round. Some aberrations even have more than one lifeline, leading to the suspicion that they have more than one soul.

**Animals:** Animals have classical white lifelines that generally travel in a straight line. They don't glow brightly or stand out very much at all most of the time. Occasionally by accident or by means of help from another, an animal will do something important and the lifeline will move around a little, possibly getting entangled in other lifelines. If an animal's type changes, because it becomes a familiar or is magically changed, its lifeline tends to become more complicated, moving around and possibly changing in color.

**Construct:** When a construct is created a small part of the lifeline of its creator breaks off and that is the construct's lifeline, a thin fragile thing. It usually follows the original lifeline around until the destruction of the construct, at which point the lifeline merges with the original again. Sometimes a construct gains free will, in which case the lifeline becomes a full lifeline rather than a tiny wisp of one.

**Dragon:** You can tell the color of a dragon by the color of its lifeline. Younger dragons have a pale colored lifeline while older ones have thicker, more vibrant lifelines. You can determine each age category of a dragon by the thickness of its lifeline. Algon's lifeline is a massive crimson tree-trunk and occasionally whole masses of lifelines end near it.

**Elemental:** Elemental lifelines are very unusual because they don't have separate souls. Their lifelines are made of the same stuff as they are such as flame, water, air or earth. Severing an elementals lifeline has no effect on it.

**Fey:** Fey have silver lifelines that flow and mix together with animal, plant and other fey lifelines in spiderweb like patterns.

**Giant:** The lifelines of giants do not appear to be any different than other lifelines. They tend to be slightly more grey than white but often this is hard to notice. However, their lifelines are incredibly strong.

**Humanoid:** The most common lifelines, except for insects, humanoids have winding white lifelines that occasionally change color, size and shape.

**Magical Beast:** Often created from animals, magical beasts often have a hue, purple, silver, gold or another color associated with the magic that transformed it or created its race.

**Monstrous Humanoid:** Similar to humanoids, monstrous humanoid lifelines each differ in at least one small way. They might wander in particular patterns, have a distinct color, size or texture but often they can be mistaken as humanoid lifelines.

**Ooze:** Ooze lifelines are obvious. They appear as a white liquid, half melted like candle wax. Some take on shades of green, red or brown which indicates a particularly strong or large ooze.

**Outsider:** Outside lifelines can have very intense colors, gold and silver for celestials and blacks and reds for creatures of the lower planes. Often these are very short, indicating a brief visit to the prime plane but they become more common when one leaves the prime planes.

**Plant:** Most plant lifelines are green, very thin and run in perfectly straight lines getting thicker in an even pattern as they age. After a plant dies, it leaves a ghostly lifeline until its remains are destroyed. Tree lifelines are often chopped up and bits remain for hundreds of years as wooden objects, houses, furniture and so forth. Even the lifelines of sentient plants, such as treants, tend to be straight lines with occasional changes.

**Undead:** Undead have ghostly lifelines which can usually be traced back to a solid, living lifeline. Some undead are a mess of ghostly lifelines when an undead is made of parts of many others. Vampires have pulsing transparent red lifelines. The simplest undead, such as skeletons have very faint lifelines. Undead lifelines tend to get larger if they last a long time and living lifelines near them tend to end.

**Vermin:** The lifelines of vermin are identical to animals, as they are all animals. They tend to move in packs of lifelines but usually in a straight line. They often eat a lot of insects and other animals ending those lifelines that come near them.

**Objects:** Objects have faint shadowy lifelines, similar to undead, but less ghost like and more like a shadow. They rarely do anything but form a great dark background. Occasionally an



Michael Short (order #2081358)

Michael Short (order #2081358)

object will perform an important task and its lifeline will become brighter for a time. The lifelines of magical items tend to sparkle. Psionic items often have a blue or purple hue. Both magical and psionic items have some interaction with a spellcaster or psionicists at some point. Intelligent items, like constructs, have a tiny lifeline which branches off from their creator.

### Severing a Lifeline

Severing a lifeline is traditionally the act the fates perform to end one's life. It is difficult and risky. All lifelines are rather sturdy. Those of important, willful or strong individuals are much tougher.

**Damaging a Lifeline:** First, lifelines can only be harmed by weapons with a +3 or greater enhancement bonus. A +2, flaming weapon, for example, will not damage a lifeline. Second you must intend to damage the lifeline, which requires a Will saving throw DC 20 with each attack. Failure indicates you can not damage the lifeline for the rest of the round but not prevent retries.

*Hit Points:* Lifelines have a number of hit points equal to their owner at full health.

*Damage Reduction:* All lifelines have damage reduction 15 +1 per level or HD/ adamantine, sharpness or vorpal and damage reduction 1 per level or HD/— and energy resistance (all types) 15 +1 per level or HD.

*Resisting:* Finally, after you sever the lifeline, the owner may attempt to Resist Temporal Change by making a Fortitude saving throw (DC 40). If he succeeds the lifeline immediately heals. If the fail, the lifeline is severed. A paradox, usually minor, is created. The owner must make a Fortitude saving throw DC 10 or die.

**A Severed Lifeline:** If you have a severed lifeline you are unaffected by changes to the past and future. If someone goes back in time one round and kills you, your present self won't die, although everyone around you will be affected by the paradox and believe you died last round (unless they have protected memory or severed lifelines as well). However if you die in the present, going back in time to prevent they death can not prevent it.

## Time in the Temporal Horizon (Optional Rules)

It is easiest to say there is no time in the Temporal Horizon. In fact there is time. For example, let us say that at 1:00 PM on January 9, 2007 you travel to the Temporal Horizon and spend 1 hour having lunch (but don't move forward or backwards through time). When you return it will still be 1:00 PM on the same day but an hour will have passed. You will be an hour older. If at 1:01 PM you traveled back to the Temporal Horizon and then walked backwards to 1:00 PM, you would not find yourself eating lunch.

The Temporal Horizon has its own time. It starts moving (for you) every time you visit the Temporal Horizon, no matter what time period you arrive from. It stops when you leave. If you use a time travel spell on the Temporal Horizon (not a spell such as *timeslide* which takes you to the Temporal Horizon) you can travel backwards or forwards through time in the Temporal Horizon.

Continuing the example, if you traveled to the Temporal Horizon at 1:01 PM, walked backwards to 1:00 PM and then used a time travel spell to travel back a few minutes, you would see yourself just finishing the hour long lunch. You could talk to yourself and interact with yourself (almost certainly causing a minor paradox)!

If you did the same trip but stayed at 1:01 PM, when you traveled back in time, you would see yourself eating lunch, but you would be a little further away from each other. If it were 2:00 PM, you would be very far apart and might not be able to see each other. (The distance apart would be equal to the distance you can walk in about an hour.)

This an example of 5th Dimensional Time. There can be any number of dimensions of time, 6th dimensional time, 7th dimensional time, but the term 5th Dimensional Time refers to any time that happens outside of the normal flow of time.

**Meeting Others:** Intent is very important in the Temporal Horizon. If you want to go somewhere or somewhen badly enough, you can move there. If you want to meet others on the Temporal Horizon, it is easiest for the Game Master to say that they are there and you meet them. Otherwise the DM needs to keep track of time on the Temporal Horizon.

**Tracking Temporal Horizon Time:** For further game depth, you can track the passage of time on the Temporal Horizon. Each character tracks his own time separately. Everyone starts at 0 time. They record each round, hour, day, year or however long they have spent on the Temporal Horizon. It's only the one number. They can only interact with persons on the Temporal Horizon at the same time as they are. This makes for a complicated game, creating a second past but is extremely accurate. It solves one problem with the Temporal Horizon but makes it much more complicated.

**Point Time Temporal Horizon:** As the DM you can simplify the Temporal Horizon by using Point Time. The Temporal Horizon has no past or future. Your past on the Temporal Horizon is lost and there is no future. You can't meet yourself but no one has to keep track of time in the Temporal Horizon. Once you leave the Temporal Horizon, it is as though you were never on it.

If you are trying to meet someone on the Temporal Horizon both of you have to be there. Using the Fundamental Present (the "proper" present) makes this easy. If two people are both in the Temporal Horizon at the same time (using real life time), then they can meet each other. Otherwise they can not. You can't say you are going back in time to find someone. You can only meet their present self there.

**Too Complicated?:** If following time on the Temporal Horizon is too much of a headache just use intent. If you intend to meet someone you can. You may require a Will saving throw DC 10 for easy meet ups, DC 20 for moderately far apart persons or DC 30 for persons far apart or in difficult circumstances.

**Why The Temporal Horizon?:** As a game mechanic the Temporal Horizon allows time travelers a means of time travel that is slow and can be regulated fairly easily by the Game Master by using encounters and temporal anomalies that restrict the movements of the time travelers to areas the Game Master does not wish them to go. This means that time travel can be made available at a low level without throwing the doors wide open and allowing the chronomancer do anything he wants. As chronomancers progress in levels, their spells and equipment will make travel through the Temporal Horizon easier and faster and



Michael Short (order #2081358)

they will begin to find other, faster, ways of time travel.

The journey involved in any quest or adventure is important. The heroes encounter monsters, people, places, meet allies and make friends. Many famous quests would never have been completed except for elements encountered on the journey. The Temporal Horizon allows heroes to journey through time, and not leap across it instantly. They can look at time, encounter temporal creatures and meet other time travelers. While the journey through the Temporal Horizon should not encompass the entire adventure, it can be an important part.

## Temporal Horizon Encounters

There are a number of creatures which live in the Temporal Horizon, as well as many visitors. The odds of encountering another living creature is quite low, however, because even when you are standing still time is passing but in a different way. The Temporal Horizon has it's own past, present and future which is continuous across the whole of the Temporal Horizon. Even if you return to the same place on the Temporal Horizon where you had an encounter, it is unlikely the creature you encountered is still there, and certainly your previous self is gone.

Occasionally the Temporal Horizon changes in a major way. If time and history undergoes a drastic change, storms will appear on the Temporal Horizon. If many lifelines end, all at similar times, the timestream can become a void of lifelines. In some places technology has infested the Temporal Horizon; some future culture's effort to take over the Temporal Horizon.

The farther into the future one travels, the greater a chance for encounters exist. Creatures which live on the Temporal Horizon naturally migrate towards the end of the time stream. A few creatures following an instinct similar to salmon spawning upstream will travel backwards towards the beginning of time. The end of time is quite populated and the beginning of time is not as devoid of creatures as one might expect.

## Temporal Anomalies

This fancy word simple means, 'weird stuff'. Anything strange or unusual on the Temporal Horizon is usually a temporal anomaly. This is important because by studying temporal anomalies, you can find paradoxes, hidden chronomancers, lost time and other unusual things.

Time is like the perfect bed spread. It's all tucked in at the corners and everything is cleaned, ironed and perfectly flat. It's the work of the gods. When someone creates a temporal anomaly, it's like someone sitting on that bed. It creases the sheets. They might leave dirt, sweat or a hair behind. It's almost impossible to smooth out the bed spread and get everything off. If someone examines it closely enough, perhaps calling in a CSI team, they will be able to find something.

Some anomalies are obvious. Major paradoxes take lifelines and twist them all around. The landscape might be twisted and confusing, blurred like a digital character morphing into another digital character where the paradox occurred. The very fabric of reality may be damaged and mashed back together like clay. Other temporal anomalies are hidden.

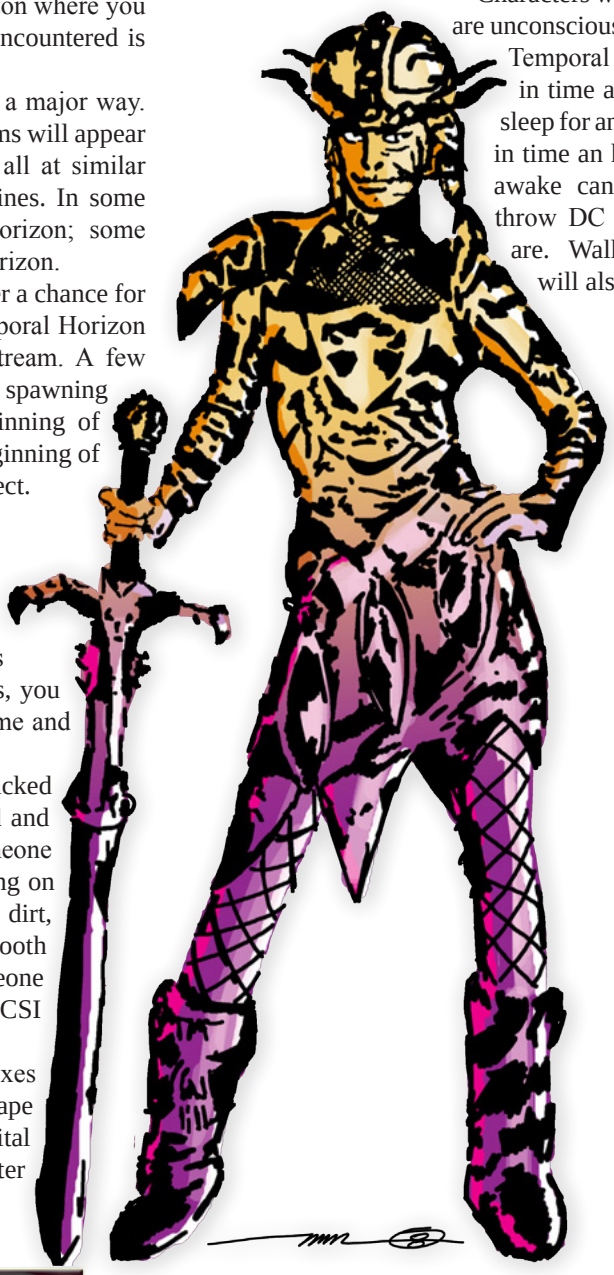
Flexible paradox time is easy to mold and accepts changes. It can have many anomalies without any problems. Other forms of time, especially crisis paradox, are stressed by paradoxes; temporal anomalies. The air might appear cracked or damaged. It's a warning sign of worse things to come.

**Turbulence:** The time flow can get rough around temporal anomalies. It may speed up or slow down or move in strange directions.

**Vortices:** A vortex is a connection with the prime plane. They appear from time to time to flush junk out of the Temporal Horizon to the prime plane.

### Time Flow

Characters whose attention drifts, who are unconscious or who are asleep on the Temporal Horizon move forward in time at the normal rate. If they sleep for an hour, they move forward in time an hour. Characters who are awake can attempt a Will saving throw DC 5 to remain where they are. Walking backwards slowly will also counter the effect.



**Have sword, will travel.**

MARK CHARKE



Michael Short (order #2081358)

# Chapter 8: Gaffer's Chaos

*This next plane in the chaos is just as the others, ancient and eternal in its appearance. I know now I will find differences that make this world different and unique, but only slightly from the rest. I study these tiny details in an effort to find a way out of this maze of planes. Still I think this place is amazing and shouldn't lament too greatly if time and fate keep me here forever.* - Gaffer

## Gaffer's Chaos

Gaffer's Chaos is not one plane, but thousands, or more, alternate realities which are all close to each other. Each plane possesses a different form of time making it of fascination for chronomancers.

### Gaffer's Chaos Traits

**Normal Gravity:** Most planes in Gaffer's Chaos possess normal gravity.

**Variable Time:** Within each plane there is a great range of different forms of time but the great majority move forward normally.

**Infinite Size:** Most planes in Gaffer's Chaos are infinite. Shards and other damaged times often contain planes that are less then infinite.

**No Elemental or Energy Traits:** Gaffer's Chaos contains few if any elemental or energy dominant areas.

**Neutral-Aligned:** The great variety of Gaffer's Chaos assures that, overall, it is neutral.

**Stunted Magic:** Two things affect magic on Gaffer's Chaos. First, each plane has its own temporal trait that may or may not affect magic. This is usually only significant to temporal magic. Second, each plane regularly loses all technological advancements including improvements in magical knowledge. Magic above 4th level rarely appears but this does not stop visitors from using such magic.

**Natives:** There are no species unique to Gaffer's Chaos but there are some unusual modifications to such persons as pit dwellers and the residents of Pain. (See below.)

#### Gaffer's Chaos Links

For those chronomancers who have studied it, Gaffer's Chaos is a favored hiding place. There are stories of even gods who lost pursuit of a chronomancers who entered Gaffer's Chaos. Trying to planeshift out of Gaffer's Chaos is 99% likely to move the traveler to another timeline in Gaffer's Chaos. A planeswalker can make a Knowledge (temporal) check (DC 35) to planeshift out of Gaffer's Chaos. Leaving Gaffer's Chaos typically puts you into a similar prime material plane from where you can travel further.

There are no natural portals into or out of Gaffers Chaos. There are a few links between planes within Gaffers Chaos but they occur mostly as a result of damage to the barriers between the planes and are hazardous to pass through. Every few hundred years the planes converge (see Convergence) and persons can travel from one plane to another within Gaffer's Chaos.

## The Discovery of Gaffer's Chaos

This time was named for the chronomancer who first documented it. All of Gaffer's Chaos is switchback time where there are hundreds of timelines which intersect in a seemingly random pattern. Further, the timelines use different forms of time. Every major kind of time is represented across the time lines, even a Crisis Paradox timeline which appears at the center of all the timelines and never changes.

Ancient texts in Gaffer's Chaos speak of a war of the gods suggesting that Gaffer's Chaos is the result of damaged timelines, rather then being a naturally occurring switchback time.

Many people love life in Gaffer's Chaos because it is so stable near the core. At least one immortal is known to live in the core, a monk who has found true serenity in this place. Because there is little change in the core, it has the oldest known traditions. Some families have ruled areas for countless generations.

Despite the lack of change, the core has a rich culture. Unfortunately hatred and grudges are almost eternal but so too are allegiances and love. Mutation, change, uniqueness and being unusual are extremely frowned upon in the core. These people seem to have an instinctive understanding of their crisis time and, as a result, never achieve any major change. A conqueror of a country might simply surrender it for some token fee or service only to go back to war with that same country a hundred years later.

Natives of the Core gain +1 Dexterity, +1 Constitution, -1 Intelligence and -1 Wisdom ability score adjustments in addition to their racial modifications.

**The Convergence:** About every five hundred years, the planes of Gaffers Chaos converge with the Core and become a single reality for a very short period of time. Each reality becomes identical. As they re-divide each person's actions determines which plane he returns to. Almost every plane has a copy of each person and only one version of each person can go to any one plane. Most often people return to their original plane but some people end up in alternate realities. They have a slightly different memory of events because their original world was a little different form the one they are now in. Few understand the convergence but most people are aware it happens because of the changing memories. Often the convergence has passed into myth and legend by the time it happens again.

The crisis paradox time which is the core of Gaffer's Chaos is a feudal society that has existed for thousands of years without any technological or sociological advancement. They are stuck in a perpetual dark age. Many of the other timelines advance beyond the dark ages but are plunged back into the dark ages during the convergence. Technology and other advancements are reset back to the unchanging standard of the Core, as the planes converge technology is lost, societies crumble and geniuses fail to find students to pass on their knowledge. Some think it is a curse. Scientists theorize that it is a natural occurrence, that technology can never get beyond a certain level. Occasionally they stumble



Michael Short (order #2081358)

## The Stagnant Kingdoms of Gaffer's Chaos

across the truth but it is lost during the next convergence.

A handful of groups have figured it out and carefully move from timeline to timeline in an effort to avoid the convergence. These small technological or magical groups are the most advanced people in Gaffer's Chaos. They believe the core is cursed and often seek to change Gaffer's Chaos. Chronomancers worry that if they succeed they may badly damage the time lines but at the same time chronomancers do not want to deny these people the right to a normal civilization.

Not all of the planes in Gaffer's Chaos converge at the same time or in the same way. Most of the inner planes, the ones closer to the core, converge once or twice every thousand years. Planes whose technological level grows faster actually seem to converge more often. The 'outer' planes, the ones further from the core, may only converge with the core every ten thousand years, but they will converge with some of the inner planes as well so that the outer planes end up converging once or twice every thousand years as well.

There are some planes in Gaffer's Chaos that never converge and others that converged in different ways. Each example of planes in Gaffer's Chaos also contains a description of how they converge.

**Time:** The calendar is measured from the last convergence. It starts at zero and uses the same system until the next convergence occurs. In the core, the convergence is least noticeable but each time there is reason found to restart the calendar.

**The Pit:** The kingdoms of Gaffer's Chaos devised the pit ages ago. It used to be an abandoned mine but has been transformed into a penal colony. There are two mine shafts that lead down into the pit. Once only a dozen feet across the shafts are now over a thousand feet across and littered with makeshift homes and caves all the way down to the bottom of the pit. There are two horizontal tunnels dug between the two shafts which house a large population.

The uncounted population of the pit remains the same, somewhere between 1000 and 5000 with new convicts routinely arriving. The pit may seem barbaric but it is so wrapped in tradition that opposition for it is weak and scared of becoming an inmate. It is well known that sentences are for life. Officially, no one has ever left the pit. If someone was sent to the pit for a non-life sentence there is no system in place for finding and removing anyone from the pit.

The two entrances are guarded by a contingent of Aarakocran guards who use ballista mounted around the openings as well as bow, arrow and spears. There are no guards within the pit.

Rank and social class in the pit are determined by how high you live in the pit. The higher you are the better a lifestyle you lead. It is a logical process. Everything brought to the pit is thrown in; goods, garbage, offerings and even new inmates. Early on this was not the case but hundreds of nets line the walls to catch these imports and the odds a newcomer falling to his death is relatively low. The people higher up catch just about everything, throwing out what they do not want or need. Being at the bottom has its one advantage, everything eventually works its way to the bottom but



Michael Short (order #2081358)

it a dark smelly life.

There is sunlight near the top but to take advantage of the short daylight, one must live dangerously perched on the walls. Falling is almost certain to lower your status as it is difficult to climb home from any great distance. Those further down, at the bottom or in the tunnels have more land and can grow better crops but do so mostly in the dark. They can produce fire but it consumes precious resources to do so.

The people in the pit have evolved for life there. The race in the pit is a mixture of dwarf, elf and human with other races mixed in. They are called pit dwellers. Some look more elvin or dwarven or have traits of other races but for game purposes they can be treated as human with several modifications below. They have 10ft darkvision and are resilient to the cold. Reduce all cold damage done to them by 1.

Those near the top have overly muscled torsos adapted to climbing but, like all inhabitants, they suffer from a lack of education. They gain +2 Strength, -2 Intelligence and have a +6 racial bonus to Climb.

Those near the bottom are more resistant to disease. They gain +2 Constitution, -2 Intelligence and have a +4 racial bonus to save against disease and poison.

New inmates do not gain these modifications and generally have a tough time of it. Their children, provided they procreate with a pit dweller, are considered pit dwellers themselves.

From time to time, the Kingdom which is home to the pit will remove a pit dweller or take a captured escapee and demonstrate the changes to their physiology to the public as proof that pit dwellers are no longer capable of surviving outside of the pit. Those who do escape are hunted down and slain.

Where sympathy for the pit dwellers exists and rebellion forms, even if it succeeds it is swept aside by the convergence and the pit remains, a permanent black mark of Gaffer's Chaos.

**The Stagnant Kingdoms** There are 27 major kingdoms on the major world of Gaffer's Chaos. There have been 27 kingdoms since the dawn of time and there will be that many until Gaffer's Chaos reaches the end of time and is consigned to oblivion. The names and faces change slightly. King Jeffery passes the throne to King John, then King Giles but eventually another King Jeffery will appear. Part of the reason traditions are so ingrained here is because little changes, little is capable of changing.

**Two Old Houses:** Two households, both alike in dignity, in fair Gaffer's Chaos, where we lay out scene, from ancient grudge break to new mutiny, where civil blood makes civil hands unclean. From forth the fatal loins of these two foes a pair of star-cross'd lovers take their life; whose misadventured piteous overthrows do with their death bury their parents' strife.

Nestled deep in the stagnant kingdoms are the cursed lords. They play out the same roles generation after generation. The tragic irony is that in each generation two die trying to stop the fighting between their families but their efforts only help to ensure the continuing grudge in the long run. The fighting stops for a time but escalated every 20 years or so until it culminates in the death of one lord's son and the other lord's daughter. Each time there are some minor changes. Sometimes its one lords daughter and the other lord's son. There are always other, inconsequential deaths.

The manors have not change in hundreds of years. The servants are the descendants of servants of the house. Each generation, like clockwork, there are visitors from other provinces that introduce new blood who marries into the various families. Never the less, one would expect signs of inbreeding after thousands of years but there are none. That would be change. Gaffer's Chaos does not change.

When the convergence occurs particularly tragic events that occur which reduce both the households, staff and peasantry in the surrounding area to their original number of members. Everyone knows their part, and often how it is going to end, but until their end they live peaceful content lives. They enjoy the years they do have while waiting for the inevitable. It is only two star crossed lovers who ever try to break the cycle.

The manors are huge dark wood buildings. There are signs of age everywhere. Some floors have been polished thin. Eventually they are replaced. There is probably no part of the houses that are original but they are certain to appear as they did hundreds of years ago. Even the country side, the plants and the organization of the crops never changes. It is a lush beautiful countryside though and the people love it.

**Frozen Ponds:** Frozen ponds in Gapher's Chaos sometimes reflect images from other planes in the Chaos. Most people are not aware of this phenomenon but it is commonly held that frozen ponds are haunted by harmless specters. It is has been reduced to simple common knowledge and little investigation is every done. Attempts to reproduce the effect in a more portable medium always fail. The pond must be naturally created and naturally frozen.

## Gods in Gaffer's Chaos

Only a few deities choose to answer prayers and grant spells to persons in Gaffer's Chaos because of the difficulty in doing so. As a result, many deities common elsewhere are unknown in Gaffer's Chaos. Clerics from outside of Gaffer's Chaos have a variety of methods to make sure they receive spells. They can ask their deity to watch them. This requires more of the deity's attention than usual so it is less likely to be granted but it allows the cleric to receive spells normally. More commonly, the cleric is required to keep track of his god with divination such as *touch the divine*, below. Alternatively the cleric may need to carry an important relic or token of his deity which is easier to track. *Contact other plane* and other spells that commune with a deity also work to request spells from within Gaffer's Chaos.

### Touch the Divine

Divination
**Level:** Cleric 1, Paladin 1, Ranger 1
**Components:** S
**Casting Time:** 1 hour
**Range:** 0
**Target:** You
**Duration:** 24 hours (D)
**Saving Throw:** None (harmless)
**Spell Resistance:** No
**Creator:** Link

You constantly inform your deity where you are so you can receive spells. Any deity in your pantheon can also locate



Michael Short (order #2081358)

you easily. Without this spell, in Gaffer's Chaos, you can not receive your spells, change which spells you have memorized or spontaneously cast spells, unless you make special arrangements with your deity.

*Level:* Any character who can cast divine spells can cast this spell as a 1st level spell.

## Cake World

**[Elastic Paradox Time.]** Cake World has such a strong elastic nature to it's time, that it is extremely difficult to make any changes at all to the world. From the beginning to the end of time, the events of Cake World are rather dull and without change. Here and there along the timeline a change has been made, someone died, someone new was born, etc and it is only at these points that a planeswalker can even enter Cake World without being expelled.

This world is thus named because you can literally eat something and watch it spring back into existence a short time later. If you are happy on Cake World, you will probably always be happy. Natives do not age. They do not really ever do anything or perform a limited fixed routine every day. The people do not mind this form of existence either. If you visited this world and tried to effect change, it might surprise you to see the natives move to restore things to the way they were.

There is a 10% chance, each minute after a change, that something will happen to undo, or at least try to undo, that change. Magic is much more difficult to use here. It tends to end early or malfunction. There is a fixed 10% (+10%) spell failure here. Chronomancy works but the past and future are almost the same as the present.

Cake world is an odd form of shattered time that has restored itself into this perpetual loop of similar time. The restructuring of the shards has left them all the same with flexible strands holding them together, forming and unusual elastic nature. A major paradox is all it would probably take to tear their timeline asunder. Certain gods representing the void, similarity and stability have claimed this plane as their domain and protect it against such a disaster.

Cake world can be a fun place to visit for a short period of time. After that, it is a good idea to leave.

**Convergence:** Cake world converges nearly constantly with the core which is the reason for its elastic nature. If the core were ever damaged, Cake world would be equally affected. Cake world is right beside the core.

## Changing Places

**[Elastic Paradox, Looping Time, Curled Shard]** On this plane time loops around every day and everything becomes the way it was the day before. Every morning starts out the same. People tend to repeat what they did over and over. A small number of people have learned a trick however. If, near the end of the day, you end up where someone else starts the day and that person ends up where you start the day, you can switch places. You tend to repeat that persons actions and he tends to repeat yours. People treat you and react to you as if you were that person.

This plane is a curled shard and the population is slowly getting smaller. There was a chronomancer on the plane and found a way to leave. After the chronomancer left someone took his place by accident and left too. Every now and then someone else takes the chronomancer's place and leaves.

There is change but it is slow to happen. People are becoming aware of the problem. If you tell someone the same thing everyday for about a year or so, they stop forgetting it and you do not need to tell them anymore. It is predicted that this plane will be empty eventually.

Persons who visit will find themselves taking the place of someone who has already left. They will be inexorably led through that person's daily events over and over until they find a way out.

Persons need to make a Fortitude save DC 40 to resist temporal change and remember what happened the day before. They gain

### Isabella of France

**1295-1358, Known as the She-wolf of France, she was the queen consort of Edward II of England, and mother of Edward III. She narrowly escaped from Robert the Bruce's army and was instrumental in the loss of England's holdings in France.**



Michael Short (order #2081358)

a +1 bonus to the save for each day they have tried to resist the same change.

**Convergence:** Changing Places is a tiny plane that was probably chipped off another plane. Its home plane has not been found. Changing Planes is too small to converge as it is too far from the Core. It is near the outer planes of Gaffer's Chaos. Changing Planes would probably become part of another plane and vanish if it converged.

## Dead Line

**[Flexible Paradox Time]** The beginning and end of Dead Line touch the negative plane. What caused this is unknown, like much about Gaffer's Chaos. When the beginning of Dead Line touched the negative plane, it killed every living creature and turned them all into undead shortly there after. There are no living creatures on Dead Line.

Every alignment and undead type exist and Dead Line is as cosmopolitan as any other plane in Gaffer's Chaos. Most of the undead are intelligent. Generally Vampires are the most powerful of the numerous undead and rule the planet. In some places they are noble. In others they are tyrants. The few liches are relatively solitary and have little to do with politics. The rest of the undead make up the peasantry while the vampires are treated as nobles - most like their previous living selves. The less-human undead, skeletons and zombies, are the lowest in the rank of things here.

These people were not happy to become undead. They can not have children and the undead are slowly dying out. Even the noblest natives can become quite bitter when a living person arrives in Dead Line. However, the older Dead Line is when you visit it, the more peaceful the world is. Those who have been driven insane or power hungry by their undead condition have generally been wiped out by their own actions and only those who have accepted their condition have persevered.

The end of Dead Line is said to be populated by a single resident, an ages old Lich of vast wisdom and nobility. It is suggested he is the most powerful Lich in existence by that time. It is rumored he knows the secrets of Gaffer's Chaos. His symbol is a blue hand and he is known as Broken Lineage.

**Convergence:** Dead Line never converges. If it ever intersected with the core, either everyone on Dead Line would come back to life, or everyone in Gaffer's Chaos would become undead as the realities merged. Deadline is an outer plane of Gaffer's Chaos.

## Hiccup

**[Flexible Paradox Time]** Random areas of Gaffer's Hiccup are affected by pockets of chaotic time. These pockets are invisible and virtually undetectable by the inhabitants of this feudal world (*detect chronomancy* would reveal them). Stepping into one of these pockets, or "hiccups", transports the subject forward in time. This can be a few seconds, a few minutes, days, years or even longer. Hiccups are random in location and duration. People vanish all the time in Gaffer's Hiccup, only to reappear later without having aged at all. Hiccups are common enough that people there know of them and accept them as an unfortunate norm. There are a limited number of maps of hiccups. Some longer lived hiccups are very well known.

**Table 8-1: Hiccups**

| D100 | Hiccup |
|---|---|
| 1-25 | 1d20 rounds |
| 26-50 | 1d20 minutes |
| 51-90 | 1d20 hours |
| 91-94 | 1d8 days |
| 95 | 1d10 days |
| 96 | 1d100 days |
| 97 | 1d12 months |
| 98 | 1d10 years |
| 99 | 1d100 years |
| 100 | 1D1000 years |

Each hour you travel in Gaffer's Hiccup there is a 1% chance you will encounter a hiccup. Use Table 8-1: Hiccups to determine how far into the future a hiccup takes you. Hiccups tend to change. The shorter ones tend to change more often. The exact time a hiccup changes is up to the Game Master.

There is a cult which worships hiccups as a god. They religiously enter hiccups and have special holidays centered around hiccups. They are a neutral group recruiting when they can but generally keeping to themselves except when they hold festivals.

## Motion

**[Flexible Paradox Time]** In motion, time is personal. If you move, your time speeds up. If you stand still, your time slows down. It takes 4 rounds to move from state of action to another. You have to use all your actions each round to speed up and none of your actions to slow down. If you only use some of your actions you do not change state.

In the slowest state, **slowed**, you have 1 partial action. **Normal** has 2 partial actions. **Hasted** has 3 partial actions. **Accelerated** has 4 partial actions. If you wake up to a fight, if you take you 12 rounds to become accelerated (4 rounds for each step). If you are walking around, you are probably normal, running is normally hasted and sprinting is normally accelerated.

If you are active, 8 hours of activity exhausts you like 16. Further, sleep is only half effective because you are slowed. You need 16 hours of sleep to get a full night's rest instead of 8. Most people stay awake for 8 hours and sleep 16 in Motion.

There are very few stars in the night sky of Motion. Planets that are not in a perfectly circular orbit are generally thrown out of orbit and even suns which rotate at an odd rate destroy themselves much faster then normal. On the main planet of Motion, there are no seasons and the length of days and nights never changes.

**Convergence:** Motion converges on a regular basis. Newcomers to Motion and those who leave Motion are aware of the change quickly because the physics of motion are so obvious. People generally prefer to leave Motion, rather then arrive there. Motion is an inner plane of Gaffers Chaos.

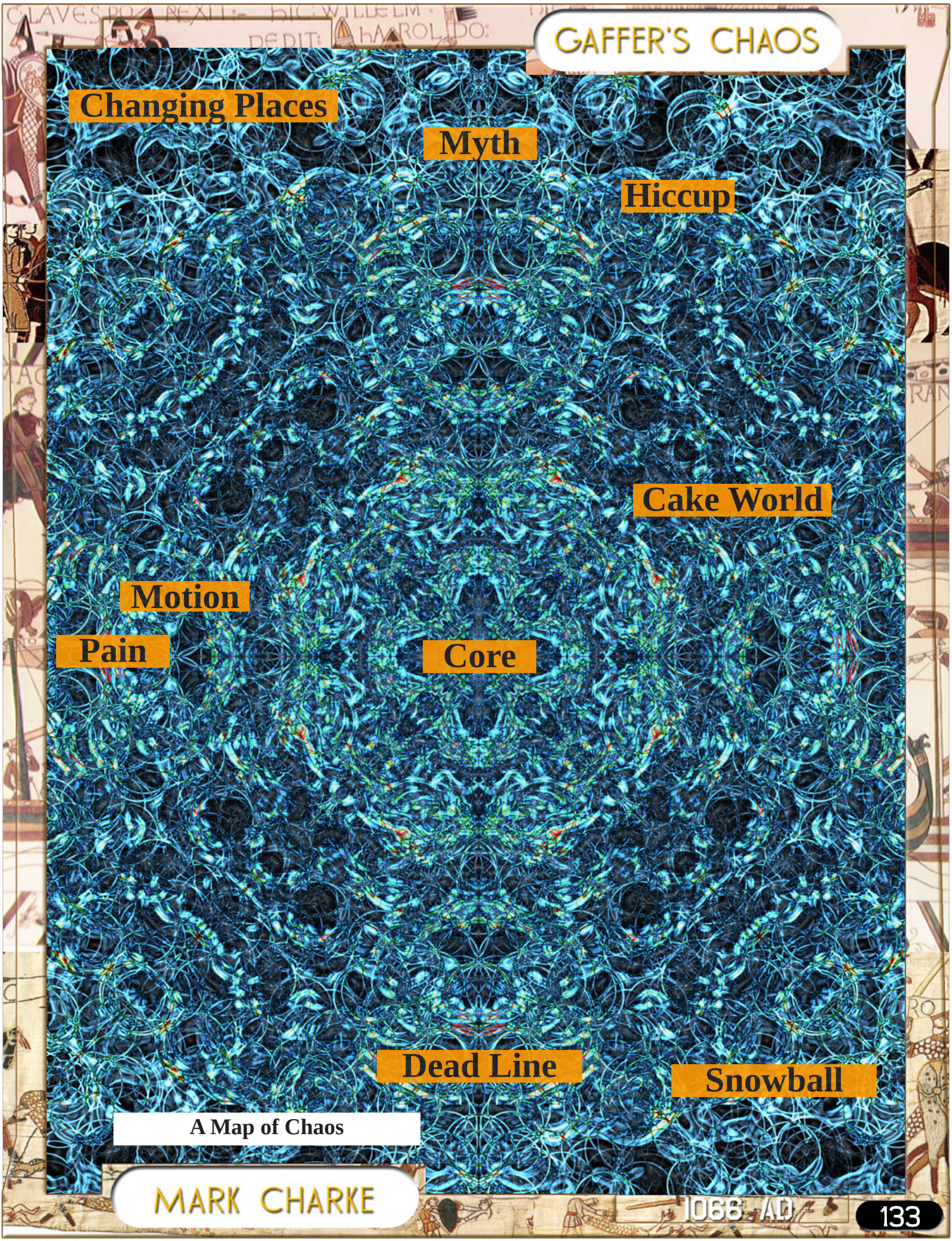
## Myth

**[Flexible Paradox Time]** When stories of Myth first circulated the Chronomaster's Hall, it was dismissed as a myth but myth is real. This plane is directly opposite Dead Line and perhaps the only good reason for visiting that realm of the undead. It is hard to locate Myth from anywhere but Dead Line.

Myth intersects the elemental plane of thought. Everyone on Myth can conjure simple illusions which are real and permanent,



Michael Short (order #2081358)






Michael Short (order #2081358)

until someone disbelieves in them or changes them. The DC to resist a Myth illusion is 10 plus the creator's level. To control an illusion, all a native needs to do is concentrate. Opposed checks are required if two people want to control the same illusion. Visitors require some time before they can control the illusions and suffer a -10 penalty to their Intelligence checks to do so for the first couple of weeks. Illusionists do not suffer this penalty.

Myth is a fantastic world full of the greatest events and people. As time passes more of the plane becomes illusion until finally the plane is entirely illusion and simply ceases to exist but this does not happen for ages. People are generally very happy on Myth. There are great heroes and villains on Myth. Their history plays out like a comic book where heroes and villains never really die or even get old.

Myth is recommended as a great vacation area. Myth has produced a handful of powerful heroes and villains that have left the surreal plane to lead influential lives elsewhere in and outside of Gaffer's Chaos.

**Convergence:** Myth never converges just as Dead Line never converges. The two planes orbit the core opposite each other. It is theorized that what Dead Line lost, Myth gained and that the two planes are important to each other. Myth is an outer plane of Gaffer's Chaos.

## Pain

**[Crisis Paradox Time.]** Pain is a Crisis Paradox world once visited by the young chronomancer Vener Paris. Paris caused a paradox which cracked the timeline. The damage extends almost from the beginning of the time stream to the end. A crack in the timeline has flooded this world with low level electricity. It causes no real damage but hurts causing the equivalent of 5 points of damage per round.

Near the beginning of this timeline about half the native population has been driven insane by this constant pain. Near the middle of the timeline people become hardened against the pain gaining a +2 bonus to Concentration. Near the end natives gain lightening immunity: 5.

Paris became stuck in this timeline, unable to cast spells in a particularly nasty area. Before he could determine a means to escape, he was driven mad by the constant unending torture that is this plane. Immortal, Paris spends his days in an ancient stone tower, visited by no one, working on some mad solution for this world.

**Convergence:** Pain very occasionally converges with other outer planes of Gaffer's Chaos, perhaps once every hundred thousand years. Those who arrive from other worlds have no resistance to the electricity of Pain. Pain is an outer plane of Gaffer's Chaos.

## Snow Ball

**[Flexible Paradox Shard Collection Time]** This timeline was Crisis Paradox. Chronomancers believe it was deliberately and expertly shattered into snowflake shards. They collapsed into the equivalent of a great snowball. This is one of the most dangerous and unpredictable areas of Gaffer's Chaos. It is easy within this maze to meet your future self and/or past self. There are multiple copies of the same world form different times that can be journeyed to but there are numerous holes that erase people without warning. It is believed that there is a temporal black hole in the middle of the Snow Ball but no chronomancers has every journeyed far enough into the Snow Ball to be sure. (See: Shards)

**Convergence:** The damage to this timeline prevents it from converging. It is obvious that it used to but time is so badly distorted here, no one would even notice a convergence but it does not happen any more. Gaffer's Snow Ball is nestled near the middle of time between the inner and outer planes of Gaffer's Chaos. It does not stretch into the future and past like a normal plane does.

### Table 8-2: Random Gaffer's Chaos Plane Generation

| d20 | Plane |
|---|---|
| 1 | Cake World |
| 2 | Changing Places |
| 3 | Dead Line |
| 4 | Hiccup |
| 5 | Motion |
| 6 | Dead Line then Myth |
| 7 | Pain |
| 8 | Snow Ball |
| 9-20 | Other Random Plane |

## Forgotten Love

Lurn wept happy tears. "They never noticed me you know."

One-Less held her tight. "I know. I know dear."

They watched the apocalyptic events unfold around them. Buildings exploded and a glow like sunrise appeared at midnight in the south. The two chronomancers stood and watched the statue of liberty from their damaged vantage point atop a skyscraper.

Lurn held her stomach to staunch the flow of blood from her belly. As she slumped One-Less gently lowered her to the ground. He looked up and tears streamed down his cheek.

"I can undo this." He whispered.

"I'd rather die knowing there was one of you, one who could love me, then live not knowing you." Lurn said, her strength failing. "I know that is the only way to undo this."

"I can't. I love you." One-Less said.

Lurn smiled and held his hand and looked at the false sun. Her neck went limp and One-Less held her head.

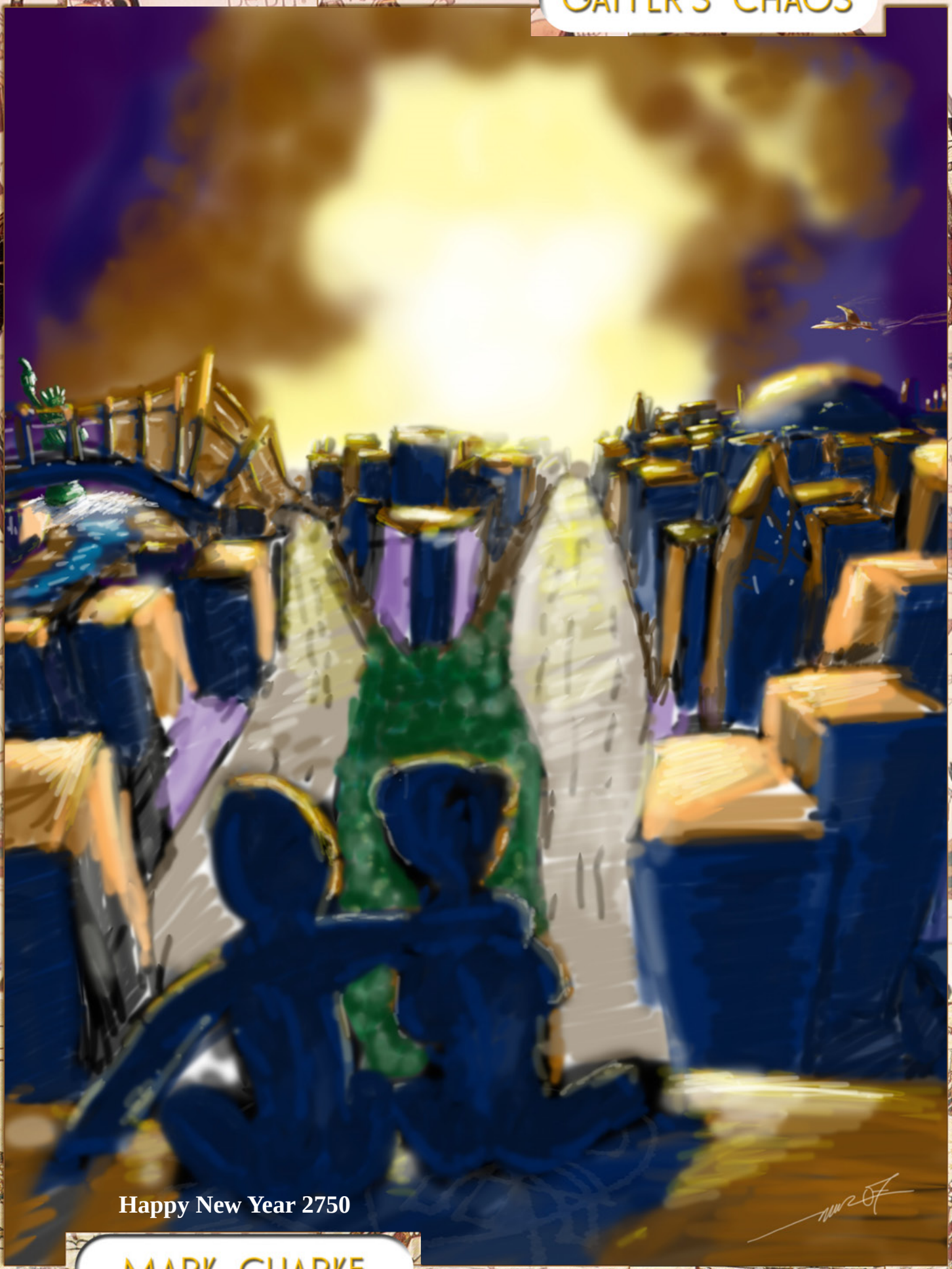
"How many times have we done this my love? It hurts far too much to have been just once. Perhaps I should just let the radiation cloud sweep over us and meet you again in heaven." He paused. A grim determined look fell like a shadow across his face.

"Perhaps not."

One-Less shattered a glass sphere on the ground beside him. A wave of energy rippled out of the globe and time began to back up, slowly and first and then faster. The bombs soared back into the sky and the city repaired itself. It was four to midnight and they were gone.



Michael Short (order #2081358)



Happy New Year 2750



Michael Short (order #2081358)

Rome



Michael Short (order #2081358)

# Chapter 9: Equipment

*"Mrs. Robinson? Hello, yes, your package has been delivered and you owe us 29.95$. Could you bring us your package so we could send it?"*

*It's the things you did not plan for, in packing, that give you the greatest grief in the grand scale of things. To that end I found myself in primitive surroundings spelunking a cave with no harness, no rope and naught but sand to keep my fingers dry on the long slow climb in the dark seeking diamonds for a much needed spell. True enough I took with me torches but not long enough to last the journey. They were there only to confirm I had found the prize of my quest. Six days in the dark and I called the journey wasted, returning to the light of day with a broken finger and too many cuts and bruises to count.*

*It was in the natives that I found my solution some six months hence having forged a friendship with them. A primitive rope is better by far then none and primitive oil burns just as well. It was knowing the way, by the three guides they offered to me, which made the search a success. I left them with the knowledge of penicillin to repay them.*

One-Less

For every job, there is a piece of equipment that could make it easier and chronomancy is no exception. This list of things you could want traveling the timestream is huge. It ranges from such elaborate materials such as a set of clothing for each age to a set of lockpicks that would go unnoticed usable for a wide range of locks from different era's.

Chronomancers need some very unusual gear but they also have access to a greater variety of equipment then anyone else. If they need something that has not been invented yet, they can go get it. They also have access to some items, which are unique to the chronomancer field; backwards items in forward timestreams, future items in the past and items that have been erased from time.

**Table 9-1: Random Starting Gold**

| Class | Amount (gp) |
|---|---|
| Ancient Barbarian | 4d4 x 10 |
| Chronomancer | 3d4 x 10 |
| Chronomancer Sorcerer | 3d4 x 10 |
| Divine Chronomancer | 5d4 x 10 |
| Nega-Psychic | 6d4 x 10 |
| Quantum Mechanic | 5d4 x 10 |
| Temporal Psychic | 3d4 x 10 |

## Equipping a Character

Time travelers, like other characters, have enough wealth to start of with the basics, some weapons, some armor and other miscellaneous gear. As the character adventures he not only gains wealth and the ability to acquire better gear but may also be able to acquire gear from the past and future.

**Equipment A La Carte:** If you do not use a starting package, refer to Table 9-1: Random Starting Gold, to determine how much gold your character starts with at 1st level. If you begin play with a character from the Core Handbook, you will have to refer to Equipment in the Core Handbook to determine starting gold.

## Backwards Items

Somewhat difficult to create or acquire, backwards items begin play in poor, almost useless condition and repair themselves as they are damaged through use. A backwards item is indestructible insofar as any amount of damage that would destroy it would instead repair it to perfect condition. Eventually backwards items break down into the components that made them and then vanish back to their proper time.

Backwards items, magical or otherwise, operate normally. Weapons cause damage, they do not heal wounds, spells cast by items function normally except that charges are gained on items until they are full and then can not be used further. Backwards items can not be repaired normally, doing so causes them to worsen in condition.

A backwards item goes through time backwards. A simple chronomancy enchantment keeps it moving this way. If a backwards item is disjoined with *disjunction*, it returns to its normal place in time. The owner will probably still have it, but it will no longer be a backwards item. Further, at some point in the future, it will vanish so that it can start out as the backwards item. *Disintegrate*, over-repair or the complete destruction of the item will have the same effect.

*Caster Level*: 3rd; *Prerequisites*: Any item creation feat, any time travel spell, *Market Price*: +2 (for armor and armor) or +50% (for any other item).

Non-magical items can be made as backwards items as well. They must be masterwork. Their cost is doubled and the caster must spend 1xp per 25gp cost. The caster must be able to cast any time travel spell but does not require an item creation feat. They radiate a faint magical aura which some wizards might recognize as a chronomancy enchantment.

## Currency of the Time Stream

*"You have money from every different time period?"*
*"Yup"*
*"But it's all American?"*
*"Of course."*
*"And we're in 7th century Mexico..."*

When time is yours to traverse with ease, money is not as stable. Powerful chronomancers can start bank accounts and then simply access them years later when there is a great deal of money in them. While, generally, good law enforcement or wizards guilds will put a stop to this, gold between chronomancers is an unstable currency.

A popular currency is time itself, stored in crystals or force cubes. 1 second of time is worth about 100gp from a stable timeline. Time Cubes can be divided into units of less then 1



Michael Short (order #2081358)

**Table 9-2: Armor**

| Armor | Cost | Armor Bonus | Maximum Dexterity Bonus | Armor Check Penalty | Arcane Spell Failure | Speed 30ft | Speed 20ft | Weight |
|---|---|---|---|---|---|---|---|---|
| *Light Armor* | | | | | | | | |
| Flight Suit | 50gp | +4 | +8 | 0 | - | 30ft | 20ft | 6lb |

second so that there is the equivalent of standard currency in value (1cp, 1sp, 1gp, 1ep, etc). Time cubes are general used as a reliable currency for expensive purchases between chronomancers so denominations below 1 second are not often used.

*Creating Time Cubes*: Caster Level: 3rd, any time travel spell, access past/present/future, *force cube*. *Market Price*: 100gp. *Cost to create*: 75gp +1xp for 1 second.

## Armor

**Flight Suit:** Found in any time advanced jet aircraft have been invented this jumpsuit is commonly worn by military pilots, arcane spellcasters, and other who want full-body protection without sacrificing freedom of movement. It is constructed of high-strength, synthetic composite fiber. The suit is light, non-restrictive, and very effective.

Flight suits are the only mass produced armor available to chronomancers that does not cause spell failure. As a result they are extremely popular in the chronomancy community. For twice the price, most guilds have medieval looking variants.

Flight suits were originally published in the *Dragonstar: Starfarer's Handbook*, an excellent resource for players and Game Masters who want to take their game into the distant future.

**Table 9-3: Goods and Services**

**Adventuring Gear**

| Item | Cost | Weight |
|---|---|---|
| Air Walk Shoes | 500gp | 1 lb |
| Chronomancer's Planner | 150gp | 2 lb |
| Firebox | 100gp | 20 lb |
| Future Newspaper | 1cp | 1/10 lb |
| Holographic Clothing | 100gp | 1/10lb |
| Resistant Clothing | 1000gp | 10 lb |
| Safety Glasses | 100gp | - |
| Speed Loader | 10gp | 1/2 lb |
| Strand Shield | 75gp | 25 lb |
| Sunglasses | 300gp | - |
| Swiss Army Knife | 1000gp | 1/2 lb |
| Temporal Surf Board | 2500gp | 20lb |
| Tether | 50gp | 5 lb |
| Turbulence Detector | 1000gp | 2lb |

## Goods and Services

**Air Walk Shoes:** These shoes use a static field which allows them to walk on clouds and fog to a limited extent. This provides a +10 enhancement bonus to Jump checks and does not limit the height of your Jump. You can also make a run check DC 15 each round to literally run across clouds or other misty gasses. Because they utilize static charges in the air, you can not run across water with them but water does not damage them.

In time periods where you can buy air walks, it is illegal to bring them into major sports venues and there are usually scanners at the entrances to detect such contra ban. Air walk shoes can only be purchased in the distant future where advanced technology is available.

**Chronomancer's Planner:** The size, shape and format of this tome changes from time to time. It is a leather bound book filled with parchment pages.

**Firebox:** Building a fire on the Temporal Horizon can be tricky, even if wood is brought along. The lack of gravity makes it difficult, but chronomancers and alchemists have developed a solution.

The firebox is a metal container approximately 1 foot square and 6 inches deep. Inside the container is an unusual mixture of oil, wax, and chemicals. This solid mixture can be ignited with a flint, and it burns steadily without much smoke, yet hot enough to cook. Each firebox is good for eight hours of burning. Closing the lid extinguishes it. Incense sprinkled on top adds the aroma of choice.

**Future Newspaper:** This does not have to be a newspaper. It can be any document containing information about what is going on in the world. The importance of the document is that it comes from another time period, either the past or future. A chronomancer with protected memory can watch the newspaper, and if the future or past changes the information in the newspaper will change.

Occasionally a change in history will erase the newspaper. It might never have been made into paper or it might never have been printed upon. There are no fixed odds that this will happen but the Game Master might assign a low percent chance per change in time, 1-5% or she can decide upon this result.

**Holographic Clothing:** Holographic clothing is only available in distant futures and requires a generator the size of a watch or other piece of jewelry. It is not very warm but it can pass for real clothing, can take on a number of appearances and has almost no weight. There are no other benefits to wearing holographic clothing. It never provides an armor class bonus or other special abilities.

**Resistant Clothing:** This masterwork quality clothing found in future times is specially made to resist acid, cold, fire or electricity and provides resistance: 5 against one of these types. Clothing with multiple resistances is much more expensive and costs +5000gp per additional resistance. This clothing is slightly restrictive and counts as light armor and has a maximum Dexterity bonus of +5.

**Safety Glasses:** These glasses have hardness: 5 and 1 hit point. Any damage to the eyes must first destroy the glasses.

**Speed Loader** (Western Pistol): This device allows a western gunslinger to reload their western pistol faster. Normally loading this weapon is a full round action. With the speed loader, it becomes a move equivalent action. If the character also has the Rapid Reload feat, it becomes a free action. A character who has Two-Weapon fighting and two guns can reload both weapons in the same time it requires to reload one.

**Strand Shield:** This item is both a tent and shield for times when a character must rest on the Temporal Horizon. The item has a base that affixes to a lifeline by means of clamps. Three strong rods are then attached to the base in a tripod fashion, with the ends of these legs pointing upstream. An umbrella network of metallic weave and lightweight rods are spread and fastened to the tripod's legs. Characters rest downstream of the umbrella without fear of getting horizon strands on them.

Due to the adhesive nature of horizon strands, the weave



Michael Short (order #2081358)

must be discarded after each use. Spare covers can be obtained, weighing 5 pounds and costing 25gp each. The rest of the strand shield is reusable.

**Sunglasses:** Available in a variety of shapes, sizes, brands and with different levels of protection, sunglasses are an early addition to fashionable chronomancer's wardrobe. Sunglasses provide a +2 concealment bonus to saving throws that affect the eyes (*blindness*, *color spray*, *glitterdust*, other blinding effects and gaze attacks), Intimidate and Disguise. Search and Spot suffer a -2 penalty. Sunglasses have a hardness of 2 and 1 hit point. Damage to the eyes must first destroy the glasses.

**Swiss Army Knife:** The most versatile tool ever manufactured, all chronomancers should pick one up at their first opportunity. This tool provides a +2 circumstance bonus to Appraise, Craft, Decipher Script, Disable Device, Escape Artist, Forgery, Open Lock, Search and Use Rope. Because of its small size, it may not be appropriate in all circumstances. Because of its versatility, this bonus may apply to other skills at the Game Master's discretion.

A Swiss army knife can function as the following standard equipment: Flint and steel, pen, whetstone, magnifying glass, masterwork thieves' tools. Additionally it functions as a compass, knife, saw, corkscrew, screwdriver, ruler and other miscellaneous items. The Swiss army knife can be used as a knife and deals 1d3 damage. The Swiss army knife has a hardness of 10 and 5 hit points.

**Temporal Wind-surfboard:** These are made with coated fiberglass on wood or foam and a metal and fabric sail, this wind surfboard functions by letting horizon strands accumulate on the sail which pull the board along down the timestream (into the future). Because you can control, to a certain extent, the path of the board, the pummeling you take from timelines is reduced. You can make a dexterity check or swimming check DC 20 to reduce the damage by half.

(See Horizon Strands in Chapter 14: Monsters to determine the speed of the board.)

Typically, when you are finished your ride, you detach the sail. A new sails cost 500gp. After about ten rides, however, the board has accumulated horizon stands itself and must be discarded. Discarded equipment eventually ends up back on the prime material plane. You can save a board, or sail, by returning it to the prime material plane. The horizon stands will naturally leave the item after 24 hours. Temporal wind-surfboards have a hardness of 2 and 10 hit points.

**Tethers:** Tethers are short pieces (4-5 feet) of strong silk rope with a spring clamp on one end and a very thin loop of mithril on the other. These tether-and-clip devices were developed to keep everyone and everything together on the Temporal Horizon. Just open the mithril loop, using the installed catches, and slip it around the nearest lifeline.

The largest benefit of the tethers is for those worried around running into horizon strands. When resting, tethering important equipment to the travelers can prevent a problem if anyone happens to acquire enough horizon strands to be swept away. For the truly paranoid, the loop slips along a lifeline with little resistance, and the tether can be worn while traveling.

**Turbulence Detector:** This piece of equipment is small but extremely complex. Made of light metals and thin wire, a detector resembles a combination gyro and compass. It must be specially made, requiring two weeks of careful work by an artist or craftsman.

Turbulence detectors work similar to a *detect temporal anomaly* spell, sensing disruption in time on the Temporal Horizon. They can lead someone in the general direction of a disturbance. Range corresponds to one year of time in reality, and it detects the nearest turbulence. This is a helpful device in finding major events being manipulated.

## The Yesterday Computer

Once it was thought that the speed of light was the fastest speed possible. When a computer was made that ran at that speed, they called it the fastest computer possible. Then the yesterday computer was developed and it was faster. It could finish operations before they were started. A person could sit down to do some work and find it done already. He was still required to do the work but he could hand it in early.

Like debt, as yesterday computers became better, people could show results for a whole year's work before they did that work. They owed time this work however and problems started to occur where persons tried to cheat time, and more importantly Fate.

Massive paradoxes were created that cost businesses billions of dollars and erased large sections of cities and whole product lines. In some areas yesterday computers were outlawed. A council of chronomancers was established to monitor yesterday computer use and enforce the work ethic.

A yesterday computer does not allow you to get work done free. It is simply a loan. You can get the results before you put the effort in. More then one user has been visited by a chronomancer who held a proverbial whip over the user's head and made them do the work.

In flexible paradox time the 'punishment' suits the crime if the work is not done. As the time passes where the user should

**Preserving? Better try harder if you plan on picking it up in a thousand years.**



Michael Short (order #2081358)

have done the work, the results start to be erased from history. (Yes, this does include all copies and knowledge of the work.) Persons can attempt a Fortitude save DC 40 to resist temporal change and remember the results. Cheating the system like this is unlikely to succeed even if the user pays Fate's fee for a paradox. Chronomancers are very lively and aggressive in enforcing the laws of the yesterday computer.

## Time Travel and Equipment

**Getting Caught:** Almost any time a chronomancer is discovered a paradox occurs. The discovery of magic or the promises of immortality offered by chronomancy is very attracting.

It does not take a rocket scientist to be able to notice that someone is out of place. It takes a peasant, the town beggar, a town guard, a street urchin – anyone. There are many ways a time traveler can reveal himself starting with his arrival and finally ending with his departure.

Clothing and equipment are the most common items to reveal a time traveler. People are very sensitive to clothing as it defines one's station (rich, poor, noble, etc). Nobles and the wealthy are more likely to notice unusual clothing. Equipment is noticeable to anyone who crafts or uses tools. The lower and middle class are more likely to notice unusual tools. Further clothing and equipment is the most likely to cause information paradoxes.

Speech is especially important when trying to blend it, but when acting as an outsider, it is not so great a giveaway. Similarly, manor, attitude, odor, habits, general knowledge and other attributes can give a time traveler away.

In the long term, the little things start making people very suspicious. They might notice one small thing that is odd about you. They not only recognize that you are out of place but that you are hiding that fact! As a result, unless you are an expert of the period, it is usually better to enter the area in the guise of an outsider from far away, to explain your lack of knowledge.

Each character can make a Disguise or appropriate Knowledge (Ancient History, Future History or History) once when they change their gear and clothing which is then opposed by skill checks made to determine that they are out of place.

**Exchanging Money:** Time travelers will probably want currency from the time period they enter. With exchange merchants alone they can expect to lose at least 10%. An opposed Diplomacy check can change this percentage (up or down) by the difference.

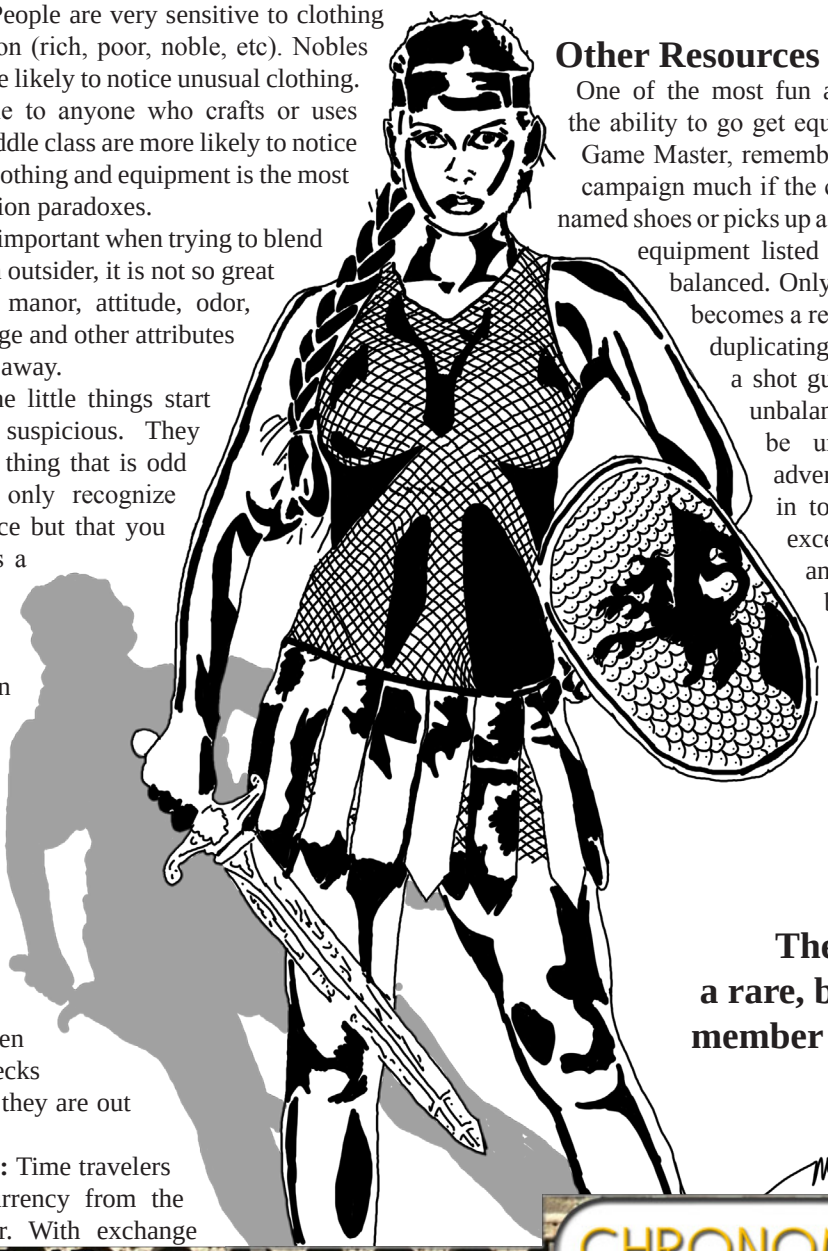
Even if the party can break even or make a profit with a money exchanger, there are other costs to consider. Paper currency must be converted into something else before it is taken very far into the past because it will be worthless. Coins should never be taken back before their printing date. Old coins brought forward are going to look too new to be thought authentic. A great deal of currency will have to be converted to another medium making it more difficult to transport or trade. Raw gold is a good medium but chronomancers frown on moving precious metals (or anything else) in any quantity from one time period to another.

Chronomancer guilds like the Chronomasters have an exchange system that avoids paradox and temporal currency pollution. They are sure to incur stiff fees for this service though. Chronomancer guilds frown greatly on exploiting time travel to earn money and investigate anyone exchanging money closely for such activity.

*"I can wear a flack vest from the forty first century; air walk runners from 2032 and holoclothing from a 17th sub-dimensional 3030 and you think I should wear wizard's robes?"* – One-Less

## Other Resources

One of the most fun aspects of the chronomancer is the ability to go get equipment from other ages. As the Game Master, remember that it's not going to hurt the campaign much if the chronomancer is wearing brand-named shoes or picks up a toothbrush from the future. Most equipment listed in other manuals is fairly well balanced. Only some of the distant future tech becomes a real problem. A modern flack vest, duplicating the *mage armor* spell and even a shot gun at higher levels, is not game unbalancing. It lets the chronomancer be unique. A party of medieval adventurers using cell phones to stay in touch would be good comedy – except without the satellite hook ups and relay stations reception would be severely limited. d20 Modern and d20 Future both offer a wide range of equipment to consider for your chronomancers.



**The Gladiatrix, a rare, but not unknown, member of Roman society**



Michael Short (order #2081358)

## Getting Your Hands on Future Tech

It's not always a terribly paradox if that technology you brought back from the future gets left behind. The chances of an archeologist finding it's remains hundreds of years later and figuring out that time travel exists, is quite remote. Changes are the cheap, mass produced device you dropped won't last that long.

It is also very likely that people will not figure out how it works or what it is. This is especially the case with electronics. People simply have no idea what electronics are and, if they have glowing lights or make sounds, they are most likely to be treated with suspicion and be destroyed.

The exceptions to this rule are the highly educated or curious, a time traveller's worst enemies, or even worse yet, someone interested in time travel. Churches and universities are bad places to leave a peice of technology. Left in the hands of peasants the device is bound to vanished into history, but in a church or university it could be preserved for hundreds of years, a great mystery that many try to solve until one day the technology is invented and suddenly the topic of time travel crops up.

Some things we take for granted are completely unknown prior to our era; How to open a cell phone, that pushing buttons has some kind of effect, how to opperate a flashlight, how to opperate velcro. A Use Magic Device check may be appropriate at least to initially figure out how to opperate the device.

Other things are painfully similar enough that that they can be figured out quickly. Guns quickly come to mind. Anyone who has used a crossbow should quickly figure out the concept behind a gun, although they are in for a terrible surprise when activated and they may be unable to reload it.

Consider the distant future where devices will be thought opperated and have security devices based on DNA or thought patterns. Bio devices may require implanting, such as a cell phone or computer, and be useless without a surgeon.

**In Game:** When something gets left behind, it can be a lot of fun for the Players to discuss whether or not it needs to be recovered and if the device will survive or it's use be determined and what effect that would have. Based on their arguments the Game Master can decide what will happen and apply Fates Fee to any paradoxes that are created as a result.

**The Safety of Very Advanced Technology:** Objects that are really advanced, ironically, don't tend to cause paradoxes right away. They only tend to expose time travel, later, to archeologists starting in the modern era. The technology is just too advanced to provide ideas or clues. A device only slightly more advanced, can cause a worse paradox more quickly, spuring changes that would not have happened otherwise.

For example, showing someone a raygun in 18th century Europe when powder weapons were being used might have no effect besides panic. However, showing them a gun that uses bullets could revolutionize gun making before it should have happened. This could give one military the tremendous advantage of multiple fire weapons, more easily reloadable than poweder weapons. The could swing the outcome of wars and drastically alter history.

The exception, of course, is technology that can be self reproduced or which is so powerful it can have a significant impact; A modern bomb that kills many. Force armor that allows it's wearer to become an unkillable warlord.

Ironically, the worse possible thing to leave in the past is textbooks. Specifically designed to educate people, they end up providing step by step instructions for a catastrophic paradox with no warning what-so-ever. A great campaign idea could involve a kingdom using modern technology learned from a single science textbook. Finding out when exactly it appeared, and dealing with those who left it behind could be a considerable challenge - the adventure ending when they finally figure it out and prevent the book from being read.

**Smaller, Stronger, Invisible:** Future technology sometimes blends in on it's own. Some devices look and work like other devices but they are smaller or more efficient somehow. A modern analog watch might go unoticed as long as you never used the light or alarm features. Some devices are stronger than their medival counterparts but otherwise indistinguishable, such as a titanium sword. Finally some are invisible, such as subdermal cybernetic technology.

It's up to the DM but allowing a little future tech into the campaign can be a lot of fun, as long as she is careful about it and penalizes the paradoxes appropriately.

## A Cry for Freedom
## October 16th 68 AD

MARK CHARKE



Michael Short (order #2081358)

# Chapter 10: Temporal Combat

*"I've killed you fifteen times!"*
*"...so?"*

## Temporal Combat

Chronomancers can travel back in time and prevent their own death, provide backup for themselves or ensure that they succeed at any task, simply by repetition. The primary tool to prevent this is Fate's Fee, the experience cost for creating the paradox (minor, intermediate or major) when the chronomancer tries to do this. The GM can also simply ask the chronomancer not to abuse the system for fear of retribution from more powerful time travelers. This chapter explores combat with time travelers, explains the restrictions and looks at combat in different forms of time. There are two areas where chronomancy can be most abused; when used to change the past and during combat.

**Paradox Time:** Temporal change imposes limits on a chronomancer. Elastic paradox universes which tend not to change; At best the chronomancer would have to succeed at a difficult saving throw, skill check or attack roll to actually effect a change that would last (see Elastic Padardox Time in Chapter 5: Time). Crisis Paradox universes are dangerous to change. A mistake could be damaging to the time line. Even if it repaired itself, the chronomancer is still likely to find that his changes were erased and whatever misfortune still exists.

A flexible paradox universe offers the chronomancer his greatest strength. He can change time over and over. This form of temporal change offers little restriction to the chronomancer. Many, perhaps most, universes are flexible paradox.

**Non-Paradox Time:** In a non-paradox universe, if a chronomancer dies, he can not go back in time and save himself. He just dies then and there. This is because he would only be able to shift himself to an alternate universe. His true history has not changed and he is still dead. (More powerful chronomancers, visiting a non-paradox universe, tend to use magics which alter the laws of physics, with regard to themselves to avoid this.)

**Perspective:** One method of resolving combat between two combatants who can time travel is simply to allow each character one action at a time, no matter what time period they are in. If they make changes, resolve the changes to time so that the opponent must deal with the result at the beginning of the next round. This takes away some of the ability to jump into another time, prepare for an hour and then arrive back without the opponent getting any time to react.

Using this system if fighter B travels into the past and appears to attack fighter A, then the present version of Fighter A's memories change. He remembers suddenly that fighter B arrived at that point in the past and fighter A can jump back in time to deal with the present version of fighter B.

*Confusing?:* Yes. The number of such grand time travel battles should be few but those few should be bizarre and memorable. Characters should record what they do each round. Such a battle is only going to occur in paradox time and the Game Master should expect the opponents to be creating minor paradoxes every round. She should take a moment to resolve the paradoxes whenever she feels it is relevant.

**Initiative:** If you know what is going to happen next round you gain take 20 on your initiative as a free action similar to refocusing. Since you know what is going to happen you can far better prepare for it. If the future changes greatly, or you were misinformed, roll a d20 and subtract this from your new initiative. This can happen in paradox time when you change the future by taking advantage of your knowledge about the future. You actually hinder your initiative because you prepare for something that is not going to happen.

**Attack:** *Chronomancer* introduces a new attack bonus; the temporal bonus to attack. This represents knowledge of the future or past that allows you to better target your attack. If you do not have access to your target's future, or past, your temporal bonus is negated. Thus a temporal bonus will be useless in certain forms of time, especially those without a future, and against many chronomancers who regularly protect their future and past.

**Damage:** *Chronomancer* introduces a new form of damage: temporal damage. This is the damage taken from shifting from one form of time to another, from violent changes occurring in time and from temporal magic. Any form of protection from that kind of damage can reduce or negate it.

**Saving Throws:** The temporal bonus can also apply to saving throws by providing you information about the future with which to help evade an attack requiring a saving throw.

## Going Back One Round

This section deals with the rules and guidelines for very simple trips back in time, usually during combat. Here are some steps to guide simple time travel.

1. You must be still alive. If you are dead, you can not travel back in time to prevent that unfortunate event. Certain spells, contingency spells, uses of luck and well worded wishes can bypass this restriction but usually with the same XP cost as dying.

2. The Game Master should determine if you can make changes. You may also be involved in this process if you understand what form of time you are in. Very simply, in non-paradox time you can not make changes. In paradox time you can, but you will have to deal with the traits of your specific form of time.

3. You must decide how you will make the change. This may seem simple but many problems can occur. Showing up unexpectedly and being a double of your past self can create confusion. Your allies may suspect you are a doppelganger or illusionist and therefore an enemy. Your efforts this time may be no more effective then last time. Your previous self might be in your way. Finally, you are trying to do something you have already failed to do once. There is often no reason you should be



Michael Short (order #2081358)

more successful this time.

Interacting with your past has some inherent dangers. You increase the chance you will be killed because there are two of you and new damage to the old one is immediately applied to your present self.

## Examples

**Going Back One Round: Stopping A Sneak Attack:** If you now know where your attack is, and you do at least when he sneak attacked you, you can jump back and try to stop it. You could try imp0se yourself between attacker and target. Since you are not surprised, you are unlikely to take sneak attack damage and take the hit in a less damaging location. If you do not know the location of the attacker, casting a protective spell could be effective, unless your past self tries to resist it. (That would be up the Game Master. It is inappropriate to play your past and present self.) Another course of action is to warn yourself. You could give your past self a +2 bonus to his Sense Motive check against a Bluff for a feint which had resulting in a sneak attack. You could alert your past self to danger so that you have your Dexterity bonus and are not caught flat footed but someone must know where the attacker is coming from. Each of these methods can fail but they offer at least a chance of success.

**Going Back One Round: Modifying A Saving Throw:** Modifying a saving throw is difficult. Many spells and other effects operate on the mind. Unless you can offer some magical or psionic protection to the mind, there is little you can do. Assisting other saving throws may put your present self back into danger, such as pushing your previous self out of the area of effect of a fireball. Finding a way for your previous self to avoid the saving throw completely is the best course of action.

**Going Back One Round: Changing A Decision:** Often you will guess the wrong answer, route or choice but in doing so reveal the correct one. This is easy to fix simply by telling your old self what choice to make. One problem can occur when there are multiple answers, you forget which ones you have tried already because those events are erased from history.

**The Paradox:** For simple time travel, your "new" past self has seen your future actions and understands that he must do these things. A paradox is created if he does not do these things later in the future. This could mean leaving the party or giving up other activities, temptation by the Game Master to risk a paradox.

In more complex time you have created a paradox and must deal with the consequences appropriate to the form of time you are in.

**With no blood on the blade a Chronomancer would know this fight is about to have already taken place, in backwards time by a man, paradoxically moving forwards through time.**

Mark Charke



Michael Short (order #2081358)

## Backwards Combat

**Backwards Combat:** Difficult for the Game Master to plan, backwards combat can be a lot of fun. The typical fight manifests slowly. The players may arrive in the backwards time in perfect health but slowly wounds will start appearing, unhealing. Eventually the actually fight ensues. Each strike removes a gained injury, heals wounds, removes poison and other effects. Spell casters and psionicists who lost the use of their abilities begin gaining them back.

This is not a way to heal or gain spells back as the only things gained back are the same ones which vanished before (after) the fight.

## Getting Extra Time

Chronomancers can abuse their ability to time travel by using it to get a break or rest between activities where they would not normally get a break. Herein are methods of controlling this activity.

If a chronomancer is in a fight and becomes injured and/or uses up spells it is conceivable that he simply time travel somewhere safe where he rests and heals before returning to the fight fresh. Morally and strategically this is a fine tactic but it upsets game balance. The fundamental present offers one solution to maintain game balance. (See Fundamental Present in Chapter 5: Time)

The "present" keeps moving forward through time. If you left today at 12 noon, and spent one hour in the future before coming back, your present would now be 1pm. If you went back to 12 noon, you would now be in the past.

If a chronomancer leaves and travels to a different time period, the Game Master should allow an equal amount of time to pass in the present. The chronomancer does not get "extra time". For each round that passes for the chronomancer, a round passes for the other players. It would be unfair for the chronomancer to gain extra time this way.

By going round by round, you also give the chronomancer a chance to return before he misses the fight. If the chronomancer "misses" the fight, the fight is now in the past. This is important.

**Non-Paradox:** In non-paradox time, you can not change the past. When the chronomancer returns to the fight, because he is in the past, he can not change anything that happened. He must return to the present to be able to make changes.

**Paradox:** In paradox time there is more room for abuse. The chronomancer can make changes but risks creating paradoxes.

The Game Master should not re-play the entire encounter. Just allow the chronomancer to make his changes. Not being able to participate with the rest of the players also discourages temporal abuse. These rules are intended to discourage abuse and can be ignored if there are no problems.

## Maximum Bonuses (Optional)

There are many different kinds of bonuses you can receive to your armor class, saving throws, skill checks or other d20 rolls. *Chronomancer* even introduces a new one, the temporal bonus. Bonuses of the same kind do not stack. Despite the stacking rules time travelers can collect technology from the future and magic from the past and get the maximum number of bonuses possible. Below we look at different areas and when, as the GM, you should step in and cut off the bonuses.

The maximum bonus from any single source is +5, +6 for stat enhancing magic items and +10 for a skill check. Unless players are Epic level, you should not let them find items with higher bonuses. Just because there is a maximum bonus, that does not mean the players must have it.

**Armor Class:** Your base armor class, armor and shield are not bonuses (they are the base). Your base armor class is 10, the best PHB armor provides a +8 armor bonus and the best PHB shield provides a +2 shield bonus. Therefore, the best armor class you can have without any bonuses is 20. Using +5 armor and a +5 shield the total increases to AC 30. A good dexterity bonus can increase that to a 31 to 35 total. Players should not get this kind of armor class until they are higher levels, 15-20, if at all.

If players complain, point out to them the advantages of cover and concealment (See Combat in the Core Handbook) which can increase their armor class or allow them to avoid attacks.

A spellcaster can use *mage armor* for a +4 armor bonus and *shield* for a +4 shield bonus for a total armor class of 18. He can't enchant the mage armor or shield further though. A high Dexterity can increase this and *haste* provides a slight boost as well. A spellcaster should start considering *stoneskin and protection from arrows* to boost his damage prevention, rather than just armor class.

**Saving Throws:** The best saving throw base is +12 at 20th level. A cloak of protection can provide up to +5. The ability score modifier can range from a penalty to as high at +10 or more with the use of magical items and stat increases. A 20th level character could have a +27 to a saving throw, but a 20 is more reasonable. As the GM take a hard look at characters with saving throw bonuses considerably higher than their level.

**Skills (and Ability Checks):** Ranks and ability score adjustments are not bonuses for skills (they are the base). Modifications to ability scores are and bonuses to skill checks are. Neither of these increase your total ranks. Only your ranks increase your number of ranks. It is easy to gain a +10 bonus to your skill check and then add +5 from increased ability scores for a total of +15.

Acrobatics grants up to a +30 bonus to certain skills. Bonuses from prestige classes are an exception to the +10 limit but the character can not benefit from further bonuses once he reaches the +10 bonus limit.

**Breaking the Limits:** There are spells, metamagic feats, rule discrepancies and other situations which may seem to allow a bonus of +6 or more from a single source or bonuses to stack beyond +10. These should be lowered to a maximum of +5, +6 for ability score enhancement and +10 for skill bonuses. Having bonuses that don't stack doesn't help, unless one of your bonuses is negated. Having two copies of *mage armor* up helps to prevent *dispel magic* from taking them down but few wizards are so cautious.

**Epic Levels:** At epic levels the maximum bonus limit is increased from +5 to +10, +6 for ability score enhancements to +12, and +10 for skills to +20. This does not allow spells or feats to perform beyond their limits though. Getting these extraordinary bonuses will most likely require epic spells and magical items with can be constructed within the new limits.

**Why:** These limits are imposed for two reasons. First, it



Michael Short (order #2081358)

Bathtub 1872, Shoes 2012, Robot 2150

All Made in Egypt



Michael Short (order #2081358)

A chronosuit that really does breath like egyptian cotton.



Michael Short (order #2081358)

restores game balance. The core rules could not anticipate all of the material available. Second, there is reasonably only so many ways to prevent a sword from striking its target, prevent fire from burning or improve a thief's ability to pick a lock. Eventually these bonuses overlap in their method and provide no additional effect. Finally, when a player bellies up to the table with a character stacked with enchants and every conceivable bonus derived from every manual you have read and some you did not know where in print, it is not fair for the other players and it is a headache for the GM.

**Bonuses:** The current bonuses that exist are competence, concealment, cover, circumstance, dodge, enhancement, *haste*, luck, inherent, sacred, temporal, and vile. No doubt, there will be more.

## Maximum Weapons and Armor

Weapons and Armor (including shields) may not be enchanted so that their total bonus exceeds +10. This is especially important to consider when technology is applied. If a technological bonus does not have a value, assign one. A gun which deals 2d6 damage is equivalent to a shortsword which does 1d6 damage and has the flaming ability which does another 1d6 damage. Flaming is a +1 bonus. If everyone has access to guns then it is not a problem though.

At lower levels it is virtually impossible to reach this limit but at high levels it becomes easier. Weapons can have a +1 to +5 enhancement bonus to attack and damage. Armor can have a +1 to +5 enhancement bonus to armor class. On top of this, each can have special abilities, such as defending, flaming or fortification which have a +1 to +5 bonus. Spells which replicate these abilities add the appropriate bonus towards the weapon's limit. To determine the effective bonus of a spell which reproduces the effects of a specific weapon or armor, compare the weapon or armor's value against the weapon's table or armor and shield's table in the Game Master's Core Ruelbook The Paladin's Holy Sword effectively turns a weapon into a holy avenger which is the equivalent of a +8 bonus.

**Temporary Limits (optional):** Spells, psionics and technology can improve weapons and armor temporarily. What point is a +10 limit if you buy a sword which has +10 worth of bonuses and then cast spells on it to increase it further. Once a weapon reaches the +10 bonus, spells, psionics and technology should have no further effect.

Many spells and powers can improve weapons and armor but don't match one of the bonuses normally found on magic weapons armor. Add +1 for 1st-3rd level spells, +2 for 4th-6th level spells and +3 for 7th-9th level spells unless your Game Master decides otherwise. Once a weapon or armor reaches a total bonus of +10, other enchantments simply slide off it. Only the first +10 worth will function. If the weapon or armor is enchanted to +9, it can not use another enchantment of +2 or greater but it will take a +1. At +10 the material has reached its maximum enchantment. This does not make it immune to magic, harmful effects, curses or similar effects but it is immune to further enchantment.

**Epic:** Epic magic items increase their maximum bonus to +20 with a maximum enhancement bonus +10 to attack and damage or armor class (see the Characters section of the Game Master's Core Rulebook).

## All About Haste

**Maximum Haste:** At higher levels, chronomancers can try increase their number of actions per round with haste spells. The most number of actions you can take in one round is 4; two combat actions and two move equivalent actions or, two full round actions or one combat action, one move equivalent action and one full round action. Non-epic characters can only perform a maximum of one spell-like free action per round. Epic characters with the Multi-Spell feat can perform more spell-like free actions each round Otherwise epic characters have the same actions-per-round limit as non-epic characters. Deities have special abilities which supersede these rules.

*Time stop* and similar spells allow you to step outside of time and perform a greater number of actions before returning to normal time but they do not allow you to interact with people at a faster rate.

***Haste* Spells:** include any spell with the haste descriptor but also *expeditious retreat*, *haste*, *mass haste*, *steal the future* and *time warp*. The Game Master may add spells to this list at her discretion.

***Slow* Spells:** *Differential stoneskin,* and *slow*. The Game Master may add spells to this list at her discretion.

*Haste* and *slow* are reprinted in *chronomancer* in Chapter 12: Spells.

***Haste* Feats:** Heroic Surge has been reprinted here and updated to include errata for its *haste*-like effects. They are not printed in the standard feats area because both feats are problematic and the Game Master should consider carefully before allowing her players access to these feats.

The Heroic Surge feat is from d20 Modern appearing in modern and futuristic settings where *haste* spells are much rarer. As a result, it may not appropriate for a high-fantasy setting where *haste* is relatively easy to come by.

### Heroic Surge [General]

You can perform an additional action in a round.

**Benefit:** You may take an extra move action or attack action in a round, either before or after your regular actions. You may use Heroic Surge a number of time per day depending on your character (as shown below), but never more then once per round.

This extra action is a *haste* bonus action and can not be used while you already have one or more extra actions. While *slowed* use of this feat only negates the effects of *slow*.

| Character Level | Times per Day |
|---|---|
| 1st-4th | 1 |
| 5th-8th | 2 |
| 9th-12th | 3 |
| 13th-16th | 4 |
| 17th-20th | 5 |

## The Temporal Bonus

The temporal bonus is any bonus that is related to time. This includes the ability to see the future or past. This overlaps with the insight bonus. **Temporal bonuses and insight bonuses do not stack.** They are virtually the same thing.

The warping or changing to time which produces bonuses to



Michael Short (order #2081358)

defense, attack, damage or additional actions (*haste*) are temporal bonuses. Chronomancy spells could be created to increase dexterity or provide celerity related feats such as improved initiative or the evasion class ability. In this case, any bonuses would be considered temporal in addition to their normal bonus type.

Like *haste*, there may be other bonuses that the Game Master considers to be temporal bonuses that are not indicated as such. The Game Master is justified in adding temporal to a bonus type (but should not remove the original bonus type). Non-chronomancers are unaware there is a temporal type of bonus and give it another name.

In terms of game mechanics, the stacking of bonuses can become abusive if insight bonuses can stack with temporal bonuses. A number of loopholes exist for stacking unnamed bonuses or "*haste*" bonuses with temporal bonuses. The Game Master should examine the bonuses and if they are too similar, or counteract each other, they should not stack.

## Locking A Time Traveller

You can lock a *chronomancer* by saving his life. If he goes back in time and events are changed so that you no longer exist, or are unable to help him, he will die, creating a rather nasty paradox. Unfortunately it is very difficult to do this. You can only follow the chronomancer around and hope such a situation occurs.

If you arrange for the threat to the chronomancer's life, then if you are erased the threat also goes away. The best course of action is simply to interact with the chronomancer as much as possible. This makes it more complicated for him to interfere with your past. It has the side benefit of allowing you to learn about him.

You can try increase the paradox that would occur if you are erased. You can do this first by making yourself a more important or well known person and affect as many other people as possible. You can also spread word of the chronomancer far and wide, but this risks retribution from the time guardians who generally do not want chronomancy well know.

Perhaps you could spread his name without revealing his time traveling nature. It is difficult for a chronomancer to travel through an area when he is well known and being well known can cause him to be discovered as a chronomancer more easily.

Chronomancy is secret for this reason. These tactics can help you out-manipulate a chronomancer, even one who can travel to your unprotected past.

## Story: Lost Time

One-Less sat like cold meat in the snow. His muscled shoulders rested just out of the snow making him look like an odd drift. Tears stained the white clothing over his face. Ice formed out of them on the surface. He held cupped in his hands a golden ring. The wind blew powdery snow past him so that it built up on his white chronosuit.

He was in a white desert. The sky was slightly grey and marked it different from the ground by about that much. He knew there were mountains in the distance but in the sea of blowing, drifting snowflakes, they were lost. It was cold. The snow was just a dry powder that piled up like sand. The wind whispered things unrecognizable.

"Nothing." He said

He slipped the ring into his glove and began to dig. The wind blew the snow into the hole as fast as he could scoop it out. He moved faster but to no avail.

"Escari!" He cried loudly.

A brilliant light exploded outwards from him. A bubble of energy grew until it dissipated a half dozen feet from his body. The snow was gone that far around him. He stood now on brown hard packed dirt. He dug around at the surface marking up his fine white gloves. All he turned over revealed only more dirt. The ring began to glow brightly, the light visible even through his glove.

He removed an impossibly long sword from his pocket and struck at the earth, digging and gouging. He kept at it even as the ground turned white again. He hacked and pulled at the dirt, digging until something glinted a few feet down. It was a ring, a golden ring like his. It was on a white finger bone, part of a skeleton which was partially revealed by the hole. One-Less collapsed and sobbed.

## An Example of Temporal Combat

This is an example of how a temporal combat would play out at the gaming table between two Players. The form of time is complex Flexible Paradox and includes multiple fundamental presents. The Players are Alex and Richard, who are both playing 5th level Arcane Chronomancers. The two meet on the road in the wilderness and begin a duel.

**Male Human ArCh5;** CR 5; Medium-size humanoid (human); HD 5d4+4; hp 19; Init +1; Spd 30ft.; AC 11 touch 11, flat footed: 10; Base Atk +2; Grp +1; Atk +1 melee (1d4-1 19-20/x2, dagger) or +1 melee (1d8-1 20/x2, staff); SA -; SQ summon familiar, temporal access, temporal spells-; AL LG; SV F+2, R+2, W+4; Str: 8 Dex 12, Con 12, Int: 14, Wis: 10, Cha: 10.

**Spells Prepared ((4)/3+1/3+1/1+1, DC 12+spell level):** 0th-daze, detect chronomancer, drag horizon gate, future hand; 1st-clock, expeditious retreat, precognitive sense, protected memory; 2nd-haste, time warp, timeslide x2; 3rd-follow chronomancer, fireball.

**Skills and Feats:** Bluff +4, Concentration +10, Knowledge (history) +11, Sense Motive +4, Spellcraft +11; Internal Clock, Improved Initiative, Scribe Scroll.

Possessions: Spellbook, clothing, spell component pouch, scroll of feat swap, potion of cure light wounds.

**Round 1**

Alex wins the initiative. He ducks partially behind a tree and cast's temporal cover. He has partial cover now for 3 rounds (+4 armor class and +2 to Reflex saving throws).

Richard tries to move around Alex's cover to get a clean shot. He finds that he can not because of the temporal cover spell affecting Alex. Richard cast's fireball. Despite the bonus, Alex rolls a 3 and fails his saving throw. He takes 15 points of damage. He's in trouble now.

**Round 2**

Alex cast's time warp and hopes for the best. It takes the full



Michael Short (order #2081358)

round to cast the spell. If he gets hit again, Richard could disrupt the spell, or worse, reduce Alex to 0 or fewer hit points, winning the duel.

Richard takes advantage of the situation and moves up to Alex and swings at him with a staff. Fortunately for Alex, Richard rolls an 11 and misses, but barely. Richard strikes the cover protecting Alex. Alex's spell is successful. Next round he will have 2 full rounds of actions available to him.

**Round 3**

With two full rounds, Alex flees into the woods and hides. He makes 3 move actions (2 move actions and 1 standard action) moving 90 feet and hides (1 standard action).

Richard moves after him (1 move action) and tries to Spot him. Unfortunately Alex is still 60 feet away through woods. Richard's Spot check would suffer a -6 penalty but the Game Master rules Alex is behind a tree and there is no line of sight at all.

**Round 4**

Alex begins casting timeshift. It will take 3 full rounds. Temporal cover expires and no longer protects Alex.

Richard continues to move and try spot Alex. The Game Master roles randomly to see if Richard is moving towards Alex or not. Unfortunately he is not. This round the Game Master gives Richard a chance to see Alex. Alex isn't hiding so the DC is 0, with a -6 penalty for distance. Richard rolls a 7 and just barely spots Alex 60 feet away.

**Round 5**

Alex is in the second of three rounds to cast his spell.Richard makes a double move (60 feet) to stand beside Alex.

**Round 6**

Alex spends the round completing his timeslide spell.

Richard winds up with his staff and swings. He hits! He deals 3 damage to Alex. Alex only has 1 hit point left and he must succeed at a Concentration check (DC + spell level + damage= 16) or lose the spell he has spent all this time casting. He rolls a 15 and adds his +10 bonus, easily maintaining his concentration on the spell.

A portal to the Temporal Horizon opens and Alex dashes through.

**Round 7**

Knowing the battle isn't over Alex cast's drag horizon gate. He drags his own gate 5 rounds into the past one round. This creates a minor paradox. The portal he used to get into the Temporal Horizon isn't there anymore. It moves from round 6 back to round 1. The Game Master charges Alex a Fate's Fee of 100xp for a minor paradox.

Alex uses his move action to move back in time 5 rounds.

**Nefertiti, 1370 - 1330 BC**
**She gave Egypt one god, Aten. Where did she get such ideas and where is her mummy? It has never been found.**

Richard casts follow chronomancer anyway, hoping the gate is still close enough to catch. Fortunately it is (it is within 5 rounds). He steps into the Temporal Horizon. He can see Alex, who is five rounds in the past. He chases after Alex and moves beside him.

In the Temporal Horizon a character can move (time spent moving) x (wisdom score) x (wisdom score). A move action is 1/2 round, so Alex can move up to 50 rounds (1/2 x 10 x 10) forward or back.

History has been changed. The portal in round 6 vanishes from their memory. Alex instantly knows what happened, having cast the spells. Richard easily succeeds at a Spellcraft check (DC 13) to know that Alex cast timeslide and Alex vanished even though the gate never appeared. Richard then automatically succeeds at a Knowledge (temporal)(DC 10) to realize Alex has moved the gate. Unfortunately he doesn't know where the gate went (neither chronomancer can see the gate in Round 1 because it is 90 feet into the woods, otherwise they would suddenly remember it).

**Round 8**

Alex takes advantage of his paradox. The gate, now in round 1, has never been used in that round. He steps out into round 1. He drinks his potion of cure light wounds and heals 8 hit points.

Richard is stuck on the Temporal Horizon and begins casting timeslide which will take 3 rounds.

Michael Short (order #2081358)

**Round 9 (Round 1 again)**

Alex is 90 feet into the woods. He has a clever idea. He will hide and wait for Past-Richard to chase Past-Alex this direction and then hit Past-Richard with a fireball. Alex hides and waits.

**Round 10 (Alex in round 2, Richard still in round 1)**

Alex continues to wait for round 5, so he can surprise Past-Richard.

Richard is still in round 1 on his 2nd round of casting timeslide to leave the Temporal Horizon. (Since he is not moving, he does not move forward or backwards through time).

**Round 11 (Alex in round 3, Richard still in round 1)**

Alex continues to wait for round 5.

Richard finishes casting his spell and steps out of the Temporal Horizon. He sees Alex (we'll call him Past-Alex2), who has just left the Temporal Horizon and is drinking his potion of cure light wounds.

Changing History: Alex may now take control of Past-Alex2 to defend himself because he is being interacted with by the present version of Richard. He decides he would still like to drink his potion this round though because Richard has no more actions anyway this round.

**Round 12 (Alex in round 4, Richard and Past-Alex2 in round 2)**

Alex continues to wait for round 5. He sees his past self arrive and begin casting timeslip.

Past-Alex2 tries to hide, as he did before. The Game Master arbitrarily rules that Past-Alex2 can hide successfully. She also fast tracks Richard two rounds so both of them are in the same round. Richard can refuse and continue to interact with Past-Alex2, but the Game Master warns of dire Fate's Fee penalties.

**Round 13 (Alex and Richard in round 3)**

Because they have been separated for two rounds, the Game Master calls for Initiative this time. Richard wins.

Richard cast's true strike and picks up a rock.

Not worried about a rock, Alex cast's haste.

**Round 14 (Alex and Richard in round 4)**

Richard hurls the rock at Past-Alex (who is currently casting time slip and only has 1 hit point). He rolls a natural 1 and misses!

Alex laughs and swings at Richard with his staff. Alex rolls an 8 and misses.

**Round 15 (Alex and Richard in round 5)**

Richard swings his staff at Past-Alex. He rolls a 12 and hits! He deals 5 damage, dropping past Alex to -4 hit points.

The Game Master refers to Table 6-2: Time Until Paradox Occurs in on Page 114 in Chapter 6. The paradox is 10 rounds in the character's past. She rolls a 9 so the paradox will catch up to the Players in 1d6 rounds. She then rolls 1. Alex has 1 round until he is defeated. The Game Master charges Richard a Fate's Fee of 100xp for a minor paradox.

Since this is round 5, Past-Richard arrives. Alex drops a fireball on Past-Richard, Richard and Past-Alex.

Past-Richard rolls a 17 and succeeds at his saving throw. Richard also rolls a 17 and succeeds at his saving throw. Both take half damage. Unconscious, Past-Alex takes full damage. Alex rolls very well for his fireball. It does 26 points of damage. Past-Richard takes 13 damage. Present Richard takes 13 damage. Past-Alex takes 26 damage and dies.

The Game Master charges Alex a Fate's Fee of 1000xp for a major paradox.

**Round 16 (Alex and Richard in round 6)**

The past catches up to Alex. He dies.

The past catches up to Richard. He takes an additional 13 points of damage. He is now at -6 hit points. If he is lucky enough to stabilize, he might survive.

**Options:**

1. The Game Master may now explore Past-Richard's actions. They could change. He might want to drink his potion of cure light wounds during the 2 fast tracked rounds. He might want to do things differently.

2. The Game Master may wish to unravel the paradoxes. Alex died earlier so some of his actions might be erased, such as casting the fireball. The Game Master could roll time back to the point before the fireball and give him a chance to do something different. He has created a temporal loop which should be resolved.

Controlling Multiple Characters: The Game Master may insist characters only run one version of themselves. When a character needs to run their past-self, such as in this example, the Game Master may take over, or that past self may now count as the present version (all actions that character was going to take are erased without a Fate Fee cost because the Game Master made the decision.) Alternatively the Game Master can use "fast tracking" time to force players catch up to each other.



Michael Short (order #2081358)

The sweat on your back, a good hat
and a gun that works.

It's hard to beat the basics.



Michael Short (order #2081358)

# Chapter 11: Campaign Settings

*"No, we're not bringing your scanning device unless you can make it look medieval and we're not beaming down! We're going to slide."*
– One-Less

## The Prime

A whiskery bearded old man speaks with a clean faced youth.

"They call him the 'Prime'."

"Why is that?"

"If you'll let me finish my story, I'm sure you'll find out."

"Sorry teacher."

"Quite alright. Youth is impatient. The Prime is the only One-Less that we know of who does not know how to time travel."

"Really?"

"Yes. Indeed, he is quite ignorant of the whole show. Chap doesn't know a drop of magic, much less temporal magic."

"Why doesn't someone teach him?"

"There's the catch. The other One-Less's protect him you see. They wouldn't let anyone teach him. He's treated like their prodigal son. It's their weakness once you know it."

"I don't understand."

"Why, it's the only thing all the One-Less's seem to care about. He's the ultimate bait to capture a One-Less, to capture them all."

"So why don't they? Why don't they capture the One-Less's?"

"Because no one knows about the prime, well no one of importance. The last time a guardian who found out-, well, I don't rightly recall a guardian who has found out, if you catch my drift."

"Why don't the other ones just make him powerful without teaching him magic?"

"I don't know. Maybe they think he's special. I heard once that One-Less is the most hunted man in the multiverse, if you count all of them that is. He's fated never to die, but rather, finally be erased from all of history as if he had never been."

"That's horrible."

"Yes, but what I think is, that this Prime, he's going to be their escape from that fate. That's why he can never know of chronomancy or time travel or the show."

"Why tell me?"

"One-Less has friends he doesn't know about, can't know about. We may not be chronomancers but we have supported him and his for years beyond count. We can not time travel so we must pass this tradition down through the ages, from teacher to student."

"Why must we do this?"

"Because the Prime lives here on our world."

"But surely the Prime is not immortal?"

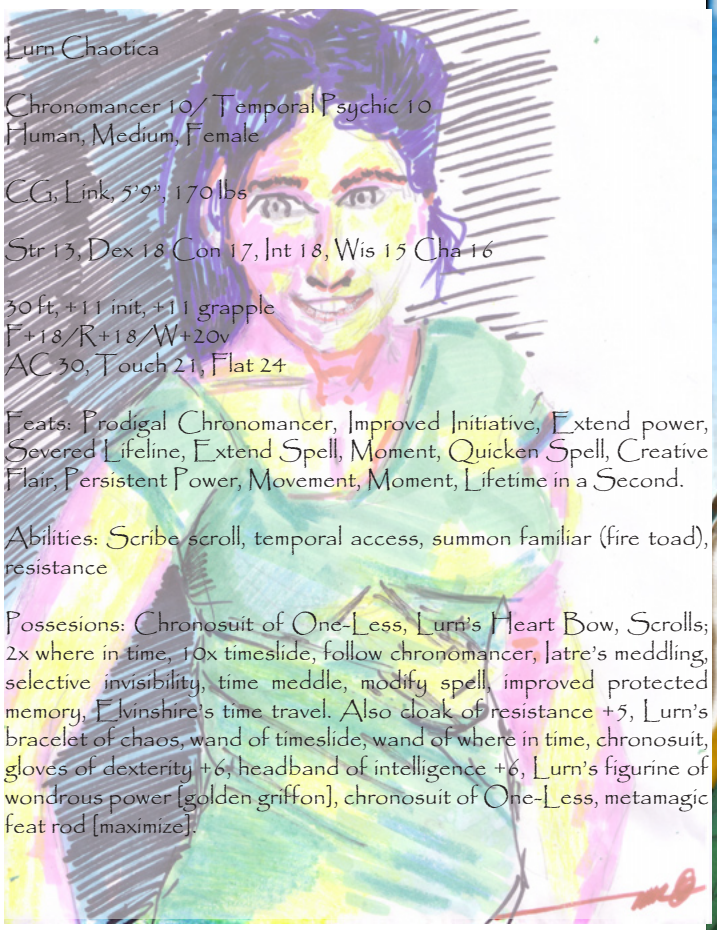
"No he's not. In fact, he died many centuries ago."

"So why do we guard this world?"

"Because all of time must be guarded, else some hostile force might find entry into this plane of existence at some point and travel to the time of the Prime and teach him chronomancy."

"How much time is left that we must guard?"

"Years beyond count, but enough of this. Go outside and play. You've time enough before you must assume your duties."
- Guardians of Prime




## Existing Characters

If you have existing characters and wish to involve them in chronomancy, here are guidelines, rules and restrictions, for giving them chronomancy abilities.

**All:** Anyone who gains the temporal access class ability can take temporal feats when they gain a feat every four levels or as a bonus feat that allows you to choose a temporal feat. Anyone can take a temporal prestige class they qualify for.

**Clerics, Sorcerers and Wizards:** These classes are highly restricted in their ability to become chronomancers. They can cast some chronomancy spells, albeit at a higher level and only from their own spell list, and they can not use time travel spells. (See

**Existing characters are like comfortable old shoes. They can ease introducing time travel and provide history to explore.**



Michael Short (order #2081358)

**Table 11-1: Random Chronomancer NPC Class**

| Good | Neutral | Evil | Class |
|---|---|---|---|
| 01-05 | 01-05 | 01-10 | Ancient barbarian |
| 06-10 | 06-10 | 11-15 | Chronomancer |
| 11-15 | 11-15 | 15-20 | Chronomancer sorcerer |
| 16-20 | 16-20 | 21-25 | Divine chronomancer |
| 21-25 | 21-30 | 25-30 | Nega-psychic |
| 26-35 | 31-35 | 31-35 | Quantum mechanic |
| 36-100 | 36-100 | 36-100 | PHB class |

Chapter 12: Spells). Gaining temporal access does not change this. They can start taking levels in a different chronomancer class but because chronomancers are specialists, clerics can never take levels in divine chronomancer, sorcerers can never take levels in chronomancer sorcerer and wizards can never take levels in chronomancer. Doing so would be the same as taking the same class twice.

**Psions:** Psions have the similar restrictions. They can use some chronomancy powers, albeit at a higher level and only from their own power list, and they can not use time travel spells. (See Chapter 12: Spells). Gaining temporal access does not change this. Temporal psychics are specialist psions, so psions can not take levels in that class. Nega-psychics are also specialist psions and psions can not take levels in this class either. (Temporal psychics can not take levels in nega-psychic and visa versa.)

With the Game Master's permission, clerics, psions, sorcerer and wizards may convert their characters into their chronomancer equivalent. (See below.)

**Barbarians:** The barbarian can take levels in ancient barbarian. These two classes are different enough for both to be taken.

**Bards, Fighters, Monks, Rangers and Rogues:** These classes do not have new chronomancer versions. However, each has at least one prestige class which is ideal for their entry into the world of time travel.

**Oriental Classes:** The oriental classes are compatible with *Chronomancer*. All of the oriental classes have a standard class equivalent and use the restrictions and rules for that standard class. A chronomancer character who starts play in the orient should start with oriental equipment and should have access to oriental feats and temporal feats plus which ever standard feats the Game Master feels are appropriate. For the same reasons that magic is more accepted in the orient, chronomancy may be more accepted in the orient, at your Game Master's discretion.

**Prestige classes:** Each prestige class includes, in its description, the typical classes that take the prestige class. This includes chronomancer and regular classes.

**Converting Characters:** When chronomancy is first introduced in your campaign world, when the characters first encounter chronomancy or at any other special time your Game Master may choose to give you the option of converting a standard character into a chronomancer character. This may involve a quest, great expense or a great deal of study time. The penalty for doing this is the loss of your highest character level or 5000xp, whichever is lower, for each class changed. A properly worded wish can also change one class. You have to change all your levels in one class over.

A cleric becomes a divine chronomancer. A psion becomes a temporal psychic or a nega-psychic. A sorcerer becomes a chronomancer sorcerer. A wizard becomes a chronomancer. They lose all of their old class abilities and gain the abilities of their new class. Some feats may need to be changed. A wizard may have to choose banned schools.

Converting is allowed is because chronomancy can change the past. You should only be allowed to change your class if you were in paradox time when you received that class. Further, these rules allow long-time player characters to take classes they would have liked to have taken except that the rules for them did not exist previously.

## NPCs

### NPC Statistics

This section provides examples of NPCs from every class in Chronomancer ranging from 1st to 20th level. These NPCs are abbreviated slightly so that not all of their skills are present in order to fit all their information into this section.

### NPCs

This section provides baseline statistics for NPC's of every standard class from *Chronomancer* at levels 1-20. To create or modify an NPC, refer to the Core Handbook and Characters in the Core Handbook.

## Reading the NPC Descriptions

The NPC descriptions summarize a lot of information about the NPCs. The material that is not self-explanatory is explained below.

**Increased Ability Scores:** Magically enhanced scores are in parentheses.

**Lvl:** Class level.

**Init:** Bonus on initiative checks. This and all other numbers are totals, with relevant modifiers already added in.

**Spd:** Speed.

**Weapons:** Each NPC is equipped with a melee weapon and a ranged weapon. The weapons columns give the total attack bonuses due to class and level and total damage (dmg) bonuses (in parentheses). If an NPC has more than one kind of ammunition, attack and damage figures use the ammunition with the best bonuses.

**F/R/W:** Bonuses to Fortitude, Reflex, and Will saves.

**Skills:** Skill abbreviations are Cli (Climb), Con (Concentration), Cr (Craft), KnH (Knowledge (history)), Knt (Knowledge(temporal)), PsiC (Psicraft), Sur (Survival). Skill totals include armor check penalties, where appropriate. For every 2 points by which an NPC's Intelligence score goes up or down (because of race or creature kind), the creature gains or loses one skill. New skills have ranks of 3 + class level (or half that for cross-class skills).

**Spells:** The numbers of spells a spellcaster has are listed in order of level, from lowest to highest. The 4th-level chronomancer sorcerer's "6/7/4" means six 0-level spells, seven 1st-level spells, and four 2nd-level spells.



Michael Short (order #2081358)

**Table 11-2: NPC Ancient Barbarian**

| Lvl | hp | AC | Init | Spd | Great Axe (d10) | Stone (1d6) | F/R/W | Cli | Sur |
|---|---|---|---|---|---|---|---|---|---|
| 1st | 14 | 15 | +1 | 40 ft | +3 (+2 damage) | +3 (+2 damage) | +5/+1/+1 | +1 | +4 |
| 2nd | 22 | 15 | +1 | 40 ft | +4 (+2) | +4 (+2) | +6/+1/+1 | +1 | +5 |
| 3rd | 31 | 15 | +5 | 40 ft | +5 (+2) | +5 (+2) | +6/+2/+2 | +2 | +5 |
| 4th | 40 | 15 | +5 | 40 ft | +6 (+2) | +6 (+2) | +7/+2/+2 | +2 | +6 |
| 5th | 50 | 15 | +5 | 40 ft | +7 (+2) | +7 (+2) | +9/+2/+2 | +3 | +6 |
| 6th | 59 | 15 | +5 | 40 ft | +8/+3 (+2) | +8/+3 (+2) | +10/+3/+3 | +3 | +7 |
| 7th | 69 | 15 | +5 | 40 ft | +9/+4 (+2) | +9/+4 (+2) | +10/+3/+3 | +4 | +7 |
| 8th | 78 | 15 | +5 | 40 ft | +14/+9 (+6) | +11/+6 (+3) | +11/+3/+3 | +5 | +8 |
| 9th | 88 | 19 | +5 | 40 ft | +15/+10 (+6) | +12/+7 (+3) | +11/+4/+4 | +6 | +8 |
| 10th | 97 | 19 | +5 | 40 ft | +16/+6 (+6) | +13/+8 (+3) | +12/+4/+4 | +6 | +9 |
| 11th | 107 | 19 | +5 | 40 ft | +17/+7/+2 (+6) | +14/+9/+4 (+3) | +12/+4/+4 | +7 | +9 |
| 12th | 117 | 19 | +5 | 40 ft | +18/+8/+3 (+6) | +15/+10/+5 (+3) | +14/+5/+5 | +7 | +10 |
| 13th | 128 | 19 | +5 | 40 ft | +22/+17/+12 (+9) | +19/+14/+9 (+6) | +14/+5/+5 | +11 | +10 |
| 14th | 138 | 19 | +5 | 40 ft | +23/+18/+13 (+9) | +20/+15/+10 (+6) | +15/+5/+5 | +11 | +11 |
| 15th | 149 | 22 | +8 | 40 ft | +24/+19/+14 (+9) | +24/+19/+14 (+6) | +15/+6/+6 | +12 | +11 |
| 16th | 159 | 22 | +8 | 40 ft | +27/+22/+17 (+11) | +25/+20/+15 (+6) | +16/+6/+6 | +12 | +12 |
| 17th | 170 | 22 | +8 | 40 ft | +28/+23/+18 (+11) | +26/+21/+16 (+6) | +16/+6/+6 | +13 | +12 |
| 18th | 180 | 22 | +8 | 40 ft | +30/+25/+20 (+12) | +27/+22/+17 (+7) | +22/+12/+12 | +14 | +13 |
| 19th | 191 | 27 | +8 | 40 ft | +31/+26/+21 (+12) | +28/+23/+18 (+7) | +22/+12/+12 | +15 | +13 |
| 20th | 202 | 27 | +8 | 40 ft | +32/+27/+22 (+12) | +29/+24/+19 (+7) | +24/+12/+12 | +15 | +14 |

**PP:** The number of power points per day available to the NPC if he has psionic powers.

**Powers:** The numbers of powers a manifestor has discovered are listed in order of level, from lowest to highest. The 4th-level temporal psychic's "4/3/1" means four 0-level powers, three 1st-level powers, and one 2nd-level power.

**Gear:** Several paragraphs in each description provide armor, weapons, and various types of equipment each NPC possesses. Parenthetical notations indicate at which level or levels the character has the item in question.

Spell-storing items store spells at the minimum caster level needed to cast those spells and Psionic power-storing items store powers at the minimum manifestor level needed to manifest those powers (unless otherwise specified). Roll randomly for the number of charges in a charged item as you do for a randomly generated charged magic item.

All armor, weapons, and ammunition with enhancement bonuses are assumed to be magic items unless otherwise noted. Psionicists may have psionic items instead at the Game Master's discretion. Crystal capacitors, dories, power stones, and psionic tattoos are always psionic items. Other gear is assumed to be magical unless otherwise noted.

## The NPC Ancient Barbarian

The typical ancient barbarian lives and dies before the dawn of civilization. A few rare ones continue to exist, in isolated communities, afterwards but their numbers dwindle as they traditional barbarians appear. Understand that the ancient barbarian is almost a stranger to tools, planting crops or building shelters. He is the hunter-gatherer, finding fire only when it appears naturally from lightning strikes. A cooked meal is a rare thing for him. A bow is magic. Language is a mystery.

**Starting Ability Scores:** Str 14, Dex 13, Con 15, Int 8, Wis 12, Cha 10

**Increased Ability Scores:** 4th, Con 16; 8th, Con 17; 8th, Str 16; 12th, Con 18; 13th, Str 16 (22), 16th, Con 19; 18th, Str 18 (24); 20th, Con 20.

**Feats:** 1st: Power Attack, 3rd: Improved Initiative, 6th: Cleave, 9th: Great Cleave, 12th: Power Critical, 15th: Energy Resistance, fire, 18th: Temporal Resistance.

**Class Features:** 1st, Endurance, fast movement; 4th bonus feat; 5th great fortitude; 8th bonus feat; 9th natural toughness;

**Table 11-3: NPC Arcane Chronomancer**

| Lvl | hp | AC | Init | Spd | Dagger (d4) | Heavy Crossbow (d10) | F/R/W | Con | SpellC | KnT | KnH | Spells per Day |
|---|---|---|---|---|---|---|---|---|---|---|---|---|
| 1st | 6 | 11 | +5 | 30 | +0 | +0 | +2/+1/+3 | +6 | +6 | +6 | +6 | 3/3 |
| 2nd | 10 | 11 | +5 | 30 | +1 | +1 | +2/+1/+3 | +7 | +7 | +7 | +7 | 4/4 |
| 3rd | 15 | 12 | +5 | 30 | +1 | +1 | +3/+2/+4 | +8 | +8 | +8 | +8 | 4/4/3 |
| 4th | 19 | 12 | +5 | 30 | +2 | +2 | +3/+2/+5 | +9 | +10 | +10 | +10 | 4/5/4 |
| 5th | 24 | 12 | +5 | 30 | +2 | +2 | +3/+2/+5 | +10 | +11 | +11 | +11 | 4/5/5/4 |
| 6th | 28 | 12 | +5 | 30 | +3 | +3 | +4/+3/+6 | +11 | +12 | +12 | +12 | 4/5/5/4 |
| 7th | 33 | 12 | +5 | 30 | +3 | +3 | +4/+3/+6 | +12 | +13 | +13 | +13 | 4/6/5/4/3 |
| 8th | 37 | 16 | +5 | 30 | +4 | +4 | +4/+3/+7 | +13 | +14 | +14 | +14 | 4/6/5/5/4 |
| 9th | 42 | 16 | +5 | 30 | +4 | +4 | +5/+4/+7 | +14 | +15 | +15 | +15 | 4/6/6/5/4/3 |
| 10th | 46 | 16 | +5 | 30 | +5 | +5 | +5/+4/+8 | +15 | +16 | +16 | +16 | 4/6/6/6/5/4 |
| 11th | 51 | 16 | +5 | 30 | +5 | +5 | +5/+4/+8 | +16 | +17 | +17 | +17 | 4/6/6/6/5/4/3 |
| 12th | 55 | 16 | +5 | 30 | +6/+1 | +6/+1 | +6/+5/+9 | +17 | +22 | +22 | +22 | 4/7/7/7/6/4/3 |
| 13th | 60 | 16 | +5 | 30 | +6/+1 | +6/+5/+9 | +18 | +23 | +23 | +23 | +23 | 4/7/7/7/6/5/4/3 |
| 14th | 64 | 16 | +5 | 30 | +7/+2 | +7/+2 | +6/+5/+10 | +19 | +24 | +24 | +24 | 4/7/7/7/6/6/5/4 |
| 15th | 69 | 16 | +5 | 30 | +7/+2 | +7/+2 | +7/+6/+10 | +20 | +12 | +12 | +12 | 4/7/7/7/6/6/5/4/2 |
| 16th | 73 | 16 | +5 | 30 | +8/+3 | +8/+3 | +12/+11/+17 | +21 | +26 | +26 | +26 | 4/7/7/7/6/6/6/5/3 |
| 17th | 78 | 16 | +5 | 30 | +12/+7 (+4 dmg) | +8/+3 | +12/+11/+17 | +22 | +27 | +27 | +27 | 4/7/7/7/6/6/6/5/4/2 |
| 18th | 82 | 16 | +5 | 30 | +13/+8 (+4) | +9/+4 | +12/+11/+18 | +23 | +28 | +28 | +28 | 4/7/7/7/6/6/6/6/4/3 |
| 19th | 87 | 20 | +5 | 30 | +13/+8 (+4) | +14/+9 (+1d6 lightening) | +12/+11/+18 | +24 | +29 | +29 | +29 | 4/7/7/7/6/6/6/6/4/4 |
| 20th | 91 | 20 | +5 | 30 | +14/+9 (+4) | +15/+10 (+1d6) | +12/+11/+19 | +25 | +31 | +31 | +31 | 4/7/7/7/7/6/6/6/6/5 |



Michael Short (order #2081358)

**Table 11-4: NPC Chronomancer Sorcerer**

| Lvl | hp | AC* | Init | Spd | Dagger (d4) | Heavy Crossbow (d10) | F/R/W | Con | SpellC | KnT | Spells per Day |
|---|---|---|---|---|---|---|---|---|---|---|---|
| 1st | 6 | 11 | +4 | 30 ft | +0 | +1 | +2/+1/+2 | +6 | 6 | 6 | 5/4 |
| 2nd | 10 | 11 | +4 | 30 ft | +1 | +2 | +2/+1/+2 | +7 | +7 | +7 | 6/5 |
| 3rd | 15 | 12 | +4 | 30 ft | +1 | +2 | +3/+2/+3 | +8 | +8 | +8 | 6/6 |
| 4th | 19 | 12 | +4 | 30 ft | +2 | +3 | +3/+2/+4 | +9 | +9 | +9 | 6/7/4 |
| 5th | 24 | 12 | +4 | 30 ft | +2 | +3 | +3/+2/+4 | +10 | +10 | +10 | 6/7/5 |
| 6th | 28 | 12 (18) | +4 | 30 ft | +3 | +4 | +4/+3/+5 | +11 | +11 | +11 | 6/7/6/4 |
| 7th | 33 | 12 (18) | +4 | 30 ft | +3 | +4 | +4/+3/+5 | +12 | +12 | +12 | 6/7/7/5 |
| 8th | 37 | 14 (20) | +4 | 30 ft | +4 | +5 | +4/+3/+6 | +13 | +13 | +13 | 6/7/7/6/3 |
| 9th | 42 | 14 (20) | +4 | 30 ft | +4 | +5 | +5/+4/+6 | +14 | +14 | +14 | 6/7/7/7/4 |
| 10th | 46 | 14 (27) | +4 | 30 ft | +5 | +6 | +5/+4/+7 | +15 | +15 | +15 | 6/7/7/7/5/3 |
| 11th | 51 | 14 (27) | +4 | 30 ft | +5 | +6 | +5/+4/+7 | +16 | +16 | +16 | 6/7/7/7/6/4 |
| 12th | 55 | 14 (27) | +4 | 30 ft | +6/+1 | +7/+2 | +6/+5/+8 | +17 | +17 | +17 | 6/8/8/8/7/6/4 |
| 13th | 60 | 14 (27) | +4 | 30 ft | +6/+1 | +7/+2 | +6/+5/+8 | +18 | +18 | +18 | 6/8/8/8/7/7/5 |
| 14th | 64 | 14 (27) | +4 | 30 ft | +7/+2 | +8/+3 | +6/+5/+9 | +19 | +19 | +19 | 6/8/8/8/7/7/6/4 |
| 15th | 69 | 18 (27) | +4 | 30 ft | +7/+2 | +8/+3 | +7/+6/+9 | +20 | +20 | +20 | 6/8/8/8/7/7/7/5 |
| 16th | 73 | 18 (27) | +4 | 30 ft | +8/+3 | +15/+10 (+1d6*) | +7/+6/+10 | +21 | +21 | +21 | 6/8/8/8/7/7/7/6/3 |
| 17th | 78 | 18 (27) | +4 | 30 ft | +12/+7 (+4 dmg) | +15/+10 (+1d6) | +7/+6/+10 | +22 | +22 | +22 | 6/8/8/8/7/7/7/7/4 |
| 18th | 82 | 18 (27) | +4 | 30 ft | +13/+8 (+4) | +16/+11 (+1d6) | +8/+7/+11 | +23 | +23 | +23 | 6/8/8/8/7/7/7/7/5/3 |
| 19th | 87 | 20 (29) | +4 | 30 ft | +13+8 (+4) | +16/+11 (+1d6) | +8/+7/+11 | +24 | +24 | +24 | 6/8/8/8/7/7/7/7/6/4 |
| 20th | 91 | 20 (29) | +4 | 60 ft | +14/+9 (+4) | +17/+12 (+1d6) | +8/+7/+12 | +25 | +25 | +25 | 6/8/8/8/8/7/7/7/7/6 |

10th improved endurance; 11th damage reduction 1/-; 12th bonus feat; 14th damage reduction 2/-; 15th like a rock; 16th bonus feat; 17th damage reduction 3/-; 18th natural toughness.

**Armor:** Masterwork studded leather (1st-9th), +4 studded leather (9th-20th)

**Great Axe (Melee):** normal (1-7th), +3 (8th-16th), +5 great axe of impact (16th-20)

**Stone (Ranged):** normal (1st-20th)

**Magic Gear:** Ring of resist temporal change (10th), belt of giant strength +6 (13th), boots of the winterland (14th), gloves of dexterity +6 (15th), cloak of resistance +5 (18th-20th), ring of protection +5 (19th).

Note: You must choose one spell per spell level from the school of chronomancy.

## The NPC Arcane Chronomancer

The typical chronomancer is from the distant future. Although a few spellcasters unlock the secrets of chronomancy in ancient times, they are the exception. Most have been trained by other chronomancers after a long history of secrecy. The majority belong to a guild of time guardians who often have a monopoly on temporal skills and only train members and keep a sharp eye on the activities of non members. As a result there is usually only a handful of historical chronomancers. Of course, the really good ones are not known of. None remember they ever existed but the wise chronomancer speculates in their existence. For a chronomancer very little is certain. Very few times are entirely unchangeable. It is in the nature of time to change. Chronomancers in more stable forms of time tend to study the less stable forms to be prepared for them.

Arcane chronomancers are the most common of all chronomancers. They have large schools in the future and they are highly organized. Other chronomancers tend to appear for a specific purpose or as a random fluke.

**Starting Ability Scores:** Str 10, Dex 13, Con 14, Int 15, Wis 12, Cha 8

**Increased Ability Scores:** 4th, Int 16; 8th, Int 17; 12th, Int 18; 16th, Int 19; 20th, Int 20.

**Feats:** 1st: Internal Clock, 3rd: Improved Initiative, Bonus 5th: Extend Spell, 6th: Feat Shift, 9th: Moment, Bonus 10th: Persist Spell, 12th: Twin Spell, Bonus 15th: Spell Piercing, 15th: Time Flies, 18th: Technologically Versed, 20th: Temporal Resistance.

**Class Features:** 1st, Scribe scroll, temporal access, summon familiar, 5th bonus feat, 10th bonus feat, 15th bonus feat, 20th bonus feat.

**Dagger:** Normal (1st-16th) +4 (17th-20th)

**Heavy Crossbow:** Normal (1st-18th) +5 Shocking (19th-20th)

**Scrolls:** *Dispel magic* (1st-3rd), *fly* (1st-4th), 2 *where in time* (1st), *web* (2nd, 5th), *lightening bolt* (4th), *timeslide* (5th), 2 *fireball* [5th-level caster] (5th), *improved invisibility* (6th), 2 *timeslide* (7th), *lightening bolt* [7th-level caster] (7th), 2 *charm monster* (8th), *fireball* [8th-level caster] (8th), *summon monster IV* [8th-level caster] (9th), *fireball* [10th-level caster] (10th), *flesh to stone* (10th), *teleport* (10th-12th), *assault stasis* (11th), *time snare* (12th), *fires of the past* (14th), *power word stun* (14th), *wall of time* (14th), *domination* (15th), *Shapechange* (16th), *create wormhole* (17th), *temporal maze* (17th), *greater spell the past* (18th-20th), *summon monster IX* (18th-20th.)

**Magic Gear:** *Magic missile scroll* (1st), *cure light wounds* wand (2nd), ring of protection +1 (3rd), ring of *temporal resistance* (4th), wristwatch +1 (5th), bracer's of armor +4 (8th), headband of intelligence +6 (12th), wand of *timeslide* (13th), morphic clothing (14th), chronosuit (15th), cloak of resistance +5 (16th), circlet of memory protection (17th), ring of protection +5 (19th), boots of *haste* (20th).

Note: You must choose one spell per spell level from the school of chronomancy.

## The NPC Chronomancer Sorcerer

Chronomancer sorcerers are slightly more common in ancient times because their abilities are innate and depend less on instruction. Their numbers do not significantly increase in the future though. The natural talent is rare and it is a difficult puzzle as to how it is passed down. Some swear the talent can be passed to non-relatives, although many scientists are sceptical of that notion.

They tend to be solitary and proud. There powers are unknown and often unique. Most recognize the need for secrecy though, so it is difficult to determine how many actually exist. Attempts



Michael Short (order #2081358)

**Table 11-6: NPC Divine Chronomancer**

| Lvl | hp | AC | Init | Spd | Morning Star (1d8) | Light Crossbow (1d8) | F/R/W | Spellc | Con | KnT | Spells Per Day |
|---|---|---|---|---|---|---|---|---|---|---|---|
| 1st | 10 | 16 | +3 | 30 ft | +2 (+1 dmg) | -1 | +4/-1/+4 | +4 | +6 | +4 | 3/3 |
| 2nd | 16 | 17 | +3 | 30 ft | +3 (+1) | +0 | +5/-1/+5 | +5 | +7 | +5 | 4/4 |
| 3rd | 23 | 18 | +3 | 30 ft | +4 (+1) | +1 | +5/+0/+5 | +6 | +8 | +6 | 4/4/3 |
| 4th | 29 | 18 | +3 | 30 ft | +5 (+1) | +2 | +6/+0/+7 | +7 | +9 | +7 | 5/5/4 |
| 5th | 36 | 18 | +3 | 30 ft | +5 (+1) | +2 | +7/+1/+8 | +8 | +10 | +8 | 5/5/4/3 |
| 6th | 42 | 19 | +3 | 30 ft | +6 (+1) | +3 | +8/+2/+9 | +9 | +11 | +9 | 5/5/5/4 |
| 7th | 49 | 19 | +3 | 30 ft | +7 (+1) | +4 | +8/+2/+9 | +10 | +12 | +10 | 6/6/5/4/2 |
| 8th | 55 | 20 | +3 | 30 ft | +8/3 (+1) | +5/+0 | +9/+2/+10 | +11 | +13 | +11 | 6/6/5/5/3 |
| 9th | 62 | 21 | +3 | 30 ft | +8/3 (+1) | +5/+0 | +9/+3/+10 | +12 | +14 | +12 | 6/6/6/5/3/2 |
| 10th | 68 | 21 | +3 | 30 ft | +9/4 (+1) | +6/+1 | +10/+3/+12 | +13 | +15 | +13 | 6/6/6/5/5/3 |
| 11th | 75 | 21 | +3 | 30 ft | +11/6 (+2) | +7/+2 | +10/+3/+12 | +14 | +16 | +14 | 6/7/6/6/5/3/2 |
| 12th | 81 | 22 | +3 | 30 ft | +11/6 (+2) | +8/+3 | +11/+4/+14 | +15 | +17 | +15 | 6/8/6/6/5/5/3 |
| 13th | 88 | 23 | +4 | 30 ft | +11/6 (+2) | +10/+5 (+1 dmg) | +11/+5/+14 | +16 | +18 | +16 | 6/8/7/6/6/5/3/2 |
| 14th | 94 | 23 | +4 | 30 ft | +12/7 (+2) | +11/+6 (+1) | +12/+5/+16 | +17 | +19 | +17 | 6/8/8/6/6/5/5/3 |
| 15th | 101 | 23 | +4 | 30 ft | +13/8/3 (+2) | +12/+7/+2 (+1) | +13/+7/+17 | +18 | +20 | +18 | 6/8/8/7/6/6/5/3/2 |
| 16th | 107 | 25 | +4 | 20 ft | +17/12/7 (+5) | +13/+8/+3 (+1) | +15/+8/+19 | +19 | +21 | +19 | 6/8/8/7/6/6/5/4/3 |
| 17th | 114 | 25 | +4 | 20 ft | +17/12/7 (+5) | +13/+8/+3 (+1) | +15/+8/+20 | +20 | +22 | +20 | 6/8/8/8/7/6/6/5/4/3 |
| 18th | 120 | 25 | +4 | 20 ft | +18/13/8 (+5) | +14/+9/+4 (+1) | +16/+9/+21 | +21 | +23 | +21 | 6/8/8/8/7/6/6/5/4/3 |
| 19th | 126 | 25 | +4 | 20 ft | +19/14/9 (+5) | +15/+10/+5 (+1) | +16/+9/+21 | +22 | +24 | +22 | 6/8/8/8/7/7/6/6/4/3 |
| 20th | 133 | 25 | +4 | 20 ft | +20/15/10 (+5) | +16/+11/+6 (+1) | +17/+9/+23 | +23 | +25 | +23 | 6/8/8/8/8/7/6/6/6/5 |

to find others and train them often fail, or worse expose, the chronomancer sorcerer. Groups of chronomancer sorcerers are rare but not unheard of, especially with one powerful member who has assembled the others from across history.

**Starting Ability Scores:** Str 8, Dex 12, Con 14, Int 13, Wis 10 Cha 15

**Increased Ability Scores:** 4th, Cha 16; 8th, Cha 17; 12th, Cha 18 (24); 16th, Cha 19 (25); 20th, Cha 20 (26).

**Feats:** 1st: Internal Clock, 3rd: Improved Initiative, 6th: Extend Spell, 6th: Spell Piercing, 9th: Persist Spell, 12th: Twin Spell, 15th: Time Flies, 18th: Technologically Versed, 20th: Temporal Resistance.

**Class Features:** 1st, temporal access, summon familiar

**Armor:** Note that by 6th level this character should improve their armor class constantly by means of spells such as *cat's* grace and *mage armor* improving the armor class by +4 to +7. By 10th this NPC could have *shield* up constantly as well, giving a total bonus to armor class of +7 to +14. The scores in brackets are the average armor class with these spells.

**Dagger (Melee):** Masterwork (1st-16th) +4 (17th-20th)

**Heavy Crossbow** (Ranged): Normal (1st-15th), +4 Flaming (16th-20th)

**Scrolls:** 2 *magic missile* (1st-2nd), 2 *temporal cover* (1st-3rd), 2 *sleep* (1st), 2 *color spray* (2nd-3rd), *invisibility* (4th), 2 *invisibility* (5th) 2 *timeslide* (5th), 2 *web* (5th), *hold person* (6th-7th), *charm monster* (8th), *summon monster IV* [8th level caster] (9th), *teleport* (11th), *coat of history* (12th), *fires of the past* (14th), *One-Less's timeslide* (15th), *prismatic spray* (15th), *walk across the perspective* (17th), *delayed blast fireball* (17th), *temporal maze* (18th-20th), *obliviate* (18th-20th), *summon monster IX* (18th-20th)

**Magic Gear:** *Magic missile* scroll (1st), *cure light wounds* wand (2nd), ring of protection +1 (3rd), ring of temporal resistance (4th), wristwatch +1 (5th), ring of protection +3 (8th), cloak of charisma +6 (12th), wand of *timeslide* (13th), morphic clothing (14th), chronosuit (15th), circlet of memory protection (17th), ring of protection +5 (19th), boots of striding and springing (20th).

**Table 11-5: Spells Known**

| Level | Spells |
|---|---|
| 1st | 4/2 |
| 2nd | 5/2 |
| 3rd | 5/3 |
| 4th | 6/3/1 |
| 5th | 6/4/2 |
| 6th | 7/4/2/1 |
| 7th | 7/5/3/2 |
| 8th | 8/5/3/2/1 |
| 9th | 8/5/4/3/2 |
| 10th | 9/5/4/3/2/1 |
| 11th | 9/5/5/4/3/2 |
| 12th | 9/5/5/4/3/2/1 |
| 13th | 9/5/5/4/4/3/2 |
| 14th | 9/5/5/4/4/3/2/1 |
| 15th | 9/5/5/4/4/4/3/2 |
| 16th | 9/5/5/4/4/4/3/2/1 |
| 17th | 6/5/5/4/4/4/3/3/2 |
| 18th | 9/5/5/4/4/4/3/3/3/1 |
| 19th | 9/5/5/4/4/4/3/3/3/2 |
| 20th | 9/5/5/4/4/4/3/3/3/3 |

Note: You must choose one spell per spell level from the appropriate domain.

## The NPC Divine Chronomancer

The typical divine chronomancer exists as a specialty member of his church. One can predict the number of divine chronomancers based on the size of the church, less than one per one hundred clerics. They masquerade as a regular clerics, or as non-spellcasting followers. In the rare places where chronomancy is accepted or in churches of time they might operate more openly but usually they maintain the highest levels of secrecy.

Divine chronomancers are a deities agents tasked with dealing with other chronomancers. These agents are most effective when unknown to the chronomancy community, especially the time guardians. Most divine chronomancers are never mentioned in historical texts and all evidence of their temporal capabilities are carefully disguised or erased. Deities tend to assist disguising their divine chronomancers more directly, making them considerably harder to find than other chronomancers.

Divine chronomancers tend to have the best resources at their command, next to guilds of arcane chronomancers.



Michael Short (order #2081358)

**Table 11-7: NPC Nega-Psychic**

| Lvl | hp | AC* | Init | Spd | Longsword (1d8) | Sling (1d4) | F/R/W | Conc | PsiC | Spellc | PP | Powers Known |
|---|---|---|---|---|---|---|---|---|---|---|---|---|
| 1st | 6 | 15 | +6 | 30ft | +1 (+1 dmg) | +2 (+1 dmg) | +2/+2/+2 | +6 | +5 | +5 | 3 | 3/1 |
| 2nd | 11 | 15 | +6 | 30ft | +2 (+1) | +3 (+1) | +2/+2/+3 | +7 | +6 | +6 | 4 | 3/2 |
| 3rd | 15 | 17 | +6 | 30ft | +2 (+1) | +3 (+1) | +3/+3/+3 | +8 | +6 | +7 | 8 | 3/3 |
| 4th | 20 | 20 | +6 | 30ft | +3 (+1) | +4 (+1) | +4/+3/+4 | +10 | +7 | +8 | 11 | 4/3/1 |
| 5th | 26 | 20 | +6 | 30ft | +3 (+1) | +4 (+1) | +4/+3/+4 | +11 | +7 | +9 | 19 | 4/3/2 |
| 6th | 31 | 20 | +6 | 30ft | +4 (+1) | +5 (+1) | +5/+4/+5 | +12 | +7 | +10 | 24 | 5/3/2/1 |
| 7th | 37 | 20 | +6 | 30ft | +5 (+2) | +6 (+1) | +5/+4/+5 | +13 | +8 | +11 | 29 | 5/4/3/2 |
| 8th | 42 | 20 | +6 | 30ft | +6 (+2) | +7 (+1) | +5/+4/+6 | +14 | +8 | +12 | 36 | 6/4/3/2/1 |
| 9th | 48 | 20 | +6 | 30ft | +6 (+2) | +7 (+2) | +6/+5/+6 | +15 | +9 | +13 | 43 | 6/4/3/3/2 |
| 10th | 53 | 20 | +6 | 30ft | +8 (+3) | +8 (+2) | +6/+5/+7 | +16 | +10 | +14 | 52 | 7/4/3/3/2/1 |
| 11th | 59 | 21 | +6 | 30ft | +8 (+3) | +8 (+2) | +6/+5/+7 | +17 | +11 | +15 | 61 | 7/4/4/3/3/2 |
| 12th | 65 | 22 | +6 | 30ft | +9/+4 (+3) | +10/+5 (+3) | +7/+6/+8 | +19 | +11 | +16 | 79 | 8/4/4/3/3/2/1 |
| 13th | 72 | 22 | +6 | 30ft | +9/+4 (+3) | +10/+5 (+3) | +7/+6/+8 | +20 | +12 | +17 | 90 | 8/5/4/4/3/3/2 |
| 14th | 78 | 22 | +6 | 30ft | +10/+5 (+3) | +11/+6 (+3) | +7/+6/+9 | +21 | +13 | +18 | 103 | 8/5/4/4/3/3/2/1 |
| 15th | 84 | 23 | +7 | 30ft | +10/+5 (+3) | +11/+6 (+3) | +8/+7/+9 | +22 | +14 | +19 | 116 | 8/5/4/4/4/3/3/2 |
| 16th | 91 | 23 | +7 | 30ft | +11/+6 (+3) | +10/+5 (+1) | +8/+7/+10 | +23 | +15 | +20 | 131 | 8/5/5/4/4/3/3/2/1 |
| 17th | 100 | 23 | +7 | 30ft | +11/+6 (+3) | +10/+5 (+1) | +11/+7/+10 | +27 | +16 | +21 | 185 | 8/5/5/4/4/4/3/3/2 |
| 18th | 110 | 26 | +7 | 30ft | +12/+7 (+3) | +11/+5 (+1) | +12/+8/+11 | +28 | +17 | +22 | 202+13 | 8/5/5/5/4/4/3/3/2/1 |
| 19th | 119 | 26 | +7 | 30ft | +12/+7 (+3) | +11/+5 (+1) | +12/+8/+11 | +29 | +18 | +23 | 219+28 | 8/5/5/5/4/4/4/3/2/2 |
| 20th | 120 | 27 | +7 | 30ft | +13/+8 (+4) | +12/+6 (+1) | +12/+8/+12 | +30 | +19 | +24 | 238+45 | 8/5/5/5/5/4/4/3/3/2 |

**Starting Ability Scores:** Str 13, Dex 8, Con 14, Int 10, Wis 15 Cha 12

**Increased Ability Scores:** 4th, Wis 16; 8th, Wis 17; 12th, Int 18; 16th, Int 19; 20th, Int 20.

**Feats:** 1st: Improved Initiative, 3rd: Extend Spell, 6th: Spell Piercing, 9th: Temporal Resistance, 12th: Twin Spell, 15th: Time Flies, 18th: Quicken Spell.

**Class Features:** 1st, Turn or rebuke undead, temporal access.

**Armor:** Splint mail (1st), half-plate (2nd) full plate (3rd-5th), +1 full plate (6th-15th), +2 full plate (16th-20th), large metal shield (1st-7th), +1 large metal shield (8th-15th), +2 large metal shield (16th-20th).

**Morning Star (Melee) [or Deity's Favorite Weapon]:** Masterwork (1st-10th), +1 (11th-15th) +4 (16th-20th)

**Light Crossbow (Ranged):** Normal (1st-20th).

**Bolts** 10x normal bolts (1st-12th), 10x +1 (13th-20th).

**Scrolls:** *Protection from elements* (1st-2nd), 3 *cure light wounds* (2nd-3rd), 5 *cure light wounds* (4th-6th), *timeslide* (6th), *neutralize poison* (7th), *raise dead* (7th-13th), O*ne-Less's time travel (9th-14th), wind walk* (11th-13th), *resurrection* (12th-13th), *implosion* (13th-20th), 2 *resurrection* (14th-20th), *true resurrection* (15th), 2 *true resurrection* (16th-20th), *mend time line* (17th-20th), *die another day* (17th-20th), *mass heal* (17th-20th)

**Potions:** *Temporal hit* (2nd-6th), *levitate* (2nd-6th), *fly* (4th-16th), *spider climb* (8th-10th), *heroism* (9th-12th).

**Other Magic Gear:** Cloak of resistance +1 (5th-20th), wand of *cure light wounds* (7th-8th), ring of protection +1 (9th-20th), wand of hold person (9th-13th), pearl of Wisdom +2 (10th-13th), wand if *searing light* (11th-14th), amulet of natural armor +1 (12th-20th), gloves of dexterity +2 (13th-20th), pearl of wisdom +6 (17th-20th), ring of *blinking* (18th-20th), gem of seeing (19th-20th), rod of absorption (20th)

Note: You must choose one nega-psychic power known per power level.

## The NPC Nega-Psychic

The typical nega-psychic is well known. They may be known for their force of personality, their courage, their stubbornness, their arrogance, even their bad attitude or some combination of these traits. Psionic persons become nega-psychics because they have an incredibly strong character trait. Many are mistaken for regular psions or, where psionics is little known, thought to be a spellcaster of some kind.

Chronomancers watch nega-psychics because they are so very capable of shutting down chronomancy, and even trapping a chronomancer. Mostly they are avoided or recruited. Nega-psychics find valuable roles in war times. They are slightly less useful in peace times and struggle to find valuable roles which also serve to reduce their negativity. Nega-psychics don't have access to time travel but many are 'recruited' to combat chronomancers.

**Starting Ability Scores:** Str 12, Dex 14, Con 15, Int 13, Wis 10, Cha 8

**Increased Ability Scores:** 4th, Con 16; 8th, Con 17; 12th, Con 18; 15th, Dex 14 (16), 15th, Cha 8 (13), 16th, Con 19; 17th Con 19 (24), 20th, Con 20 (25).

**Feats:** 1st: Improved Initiative, 3rd: Rapid metabolism, 6th: Extend Power, 9th: Psychic Bastion, 12th: Mind Trap, 15th Psychoanalyst, 18th Psychic Inquisitor

**Class Features:** 1st, Five psionic combat modes, negativity, resistance, 3rd: toughness, psionic combat mode, 5th, 7th, 9th, 11th: psionic combat mode.

**Armor:** Masterwork lather armor (1st-4th), mithril chain shirt (5th-10th) adamantine chain shirt (11-20th)

**Longsword (Melee):** Masterwork (1st) silvered, masterwork (2nd-5th), mithril (7th-9th), adamantine (10th-20th)

**Sling (Melee):** Masterwork (1st-3rd), 10x silvered bullets (4th-8th), 20x mithril bullets (9th-11th) 20x adamantine bullets (12th-15th), 20x Grey Steel (16th-20th).

**Magic Gear:** Dorje of *lesser concussion* (5th), dorje of *sever the tie* (7th), dorje of *lesser negate power* (10th), wand of *fireball* (8th level caster) (12th), manual of quickness in action +2 (15th), manual of leadership and influence +5 (15th), manual of bodily health +5 (17th), crystal capacitor 13 (18th), crystal capacitor 15 (19th), crystal capacitor 17 (20th).

## The NPC Quantum Mechanic

The typical quantum mechanic is a scientist from any industrial age who discovers time travel. Some do so by accident and others after a lifetime of pursuing the topic. They tend to know what they are doing but their scientific curiosity can make them reckless at



Michael Short (order #2081358)

**Table 11-8: NPC Quantum Mechanic**

| Lvl | hp | AC | Init | Spd | Longsword (1d8) | Pistol (1d10) | F/R/W | Spellc | Cr | Cr | Spells Known |
|---|---|---|---|---|---|---|---|---|---|---|---|
| 1st | 8 | 12 | +0 | 30ft | -1 | +0 | +4/+0/+3 | +4 | +4 | | 4/2 |
| 2nd | 13 | 12 | +0 | 30ft | +0 | +1 | +5/+0/+4 | +5 | +5 | +5 | 5/2 |
| 3rd | 19 | 16 | +0 | 20ft | +1 | +2 | +5/+1/+5 | +6 | +6 | +6 | 5/3 |
| 4th | 24 | 16 | +0 | 40ft | +2 | +3 | +6/+2/+6 | +8 | +8 | +8 | 6/3/1 |
| 5th | 30 | 16 | +0 | 40ft | +2 | +4 | +6/+2/+6 | +9 | +9 | +9 | 6/4/2 |
| 6th | 35 | 16 | +0 | 40ft | +3 | +5 | +7/+3/+7 | +10 | +10 | +10 | 7/4/2/1 |
| 7th | 41 | 18 | +0 | 60ft | +4 | +6 | +7/+3/+7 | +11 | +11 | +11 | 7/5/3/2 |
| 8th | 46 | 20 | +0 | 60ft | +5/+0 | +8/+3 (+1 dmg) | +8/+3/+8 | +12 | +12 | +12 | 8/5/3/2/1 |
| 9th | 52 | 20 | +0 | 60ft | +5/+0 | +8/+3 (+1) | +8/+4/+8 | +13 | +13 | +13 | 8/5/4/3/2 |
| 10th | 57 | 20 | +0 | 60ft | +6/+1 | +9/+4 (+1) | +9/+4/+9 | +14 | +14 | +14 | 9/5/4/3/2/1 |
| 11th | 63 | 20 | +0 | 60ft | +9/+4 (+2 dmg) | +10/+5 (+1) | +10/+4/+10 | +15 | +15 | +15 | 9/5/5/4/3/2 |
| 12th | 68 | 20 | +0 | 60ft | +10/+5 (+2) | +13/+8 (+2) | +11/+5/+11 | +17 | +17 | +17 | 9/5/5/4/3/2/1 |
| 13th | 74 | 20 | +0 | 60ft | +10/+5 (+2) | +13/+8 (+2) | +11/+5/+11 | +18 | +18 | +18 | 9/5/5/4/4/3/2 |
| 14th | 79 | 23 | +0 | 60ft | +11/+6 (+2) | +17/+12 (+2) | +12/+8/+12 | +19 | +19 | +19 | 9/5/5/4/4/3/2/1 |
| 15th | 85 | 26 | +3 | 60ft | +12/+7+/2 (+2) | +19/+13/+8 (+4) | +13/+8/+12 | +20 | +20 | +20 | 9/5/5/4/4/4/3/2 |
| 16th | 90 | 26 | +3 | 60ft | +13/+8/+3 (+2) | +20/+15/+10 (+4) | +14/+9/+14 | +24 | +24 | +24 | 9/5/5/4/4/4/3/2/1 |
| 17th | 96 | 26 | +3 | 60ft | +13/+8/+3 (+2) | +20/+15/+10 (+4) | +14/+9/+14 | +25 | +25 | +25 | 9/5/5/4/4/4/3/3/2 |
| 18th | 101 | 26 | +3 | 60ft | +14/+9/+4 (+2) | +21/+16/+11 (+4) | +15/+10/+15 | +26 | +26 | +26 | 9/5/5/4/4/4/3/3/3/1 |
| 19th | 107 | 26 | +3 | 60ft | +15/+10/+5 (+2) | +22/+17/+12 (+4) | +15/+10/+15 | +27 | +27 | +27 | 9/5/5/4/4/4/3/3/3/2 |
| 20th | 112 | 26 | +3 | 60ft | +16/+11/+6 (+2) | +24/+24/+19/+14 (+5) | +16/+10/+16 | +29 | +29 | +29 | 9/5/5/4/4/4/3/3/3/3 |

times. As science improves, their numbers increase. Dependant on long periods of invention, quantum mechanics are most vulnerable to other chronomancers. Many have no knowledge of magic and spell casting chronomancers come as a complete surprise to them.

Of course, spellcasters tend to be unprepared for the technology the quantum mechanic wields. Great temporal legends and disasters have revolved around a conflict between magic based and science based chronomancers. Educated time guardians (most of them) approach quantum mechanics with care.

**Starting Ability Scores:** Str 8, Dex 10, Con 14, Int 15 Wis 13, Cha 12

**Increased Ability Scores:** 4th, Wis 16; 8th, Wis 17; 12th, Int 18; 16th, Int 19; 20th, Int 20.

**Feats:** 1st: Craft Wondrous Item, 3rd: Craft Wand, 5th: Investigator, 6th Craft Magic Arms and Armor, 9th: Craft Ring, 10th: Quickdraw, 12th: Two-Weapon Fighting 15th: Weapon Focus (pistol), 18th: Rapid Reload, 20th: Craft Time Machine

**Class Features:** 1st: temporal access, technology, 5th fast craft, bonus feat, 10th, market, bonus feat, 15th: weapon specialization, bonus feat, 20th: one with time, bonus feat.

**Armor:** Leather armor (1st), masterwork banded mail (2nd-6th), chain shirt +4 (7th-8th), quantum armor (9th-20th)

**Longsword:** Normal (1st-10th), +2 (12th-20)

**Pistol:** Normal (2nd-4th), masterwork (5th-8th) +1, flaming (9th-11th), +2, flaming (12th-15th)

**Other Magic Gear:** Boots of striding and springing (4th), wand of *cure light wounds* (4th-8th), wand of *timeslide* (5th -20th), wings of flying (6th), wand of *temporal cover* (6th-10th), ring of protection +2 (8th), wand of *fireball* [8th-level caster] (10th-20th), ring of temporal resistance (12th), wand of *minor paradox* (13th-20th), wand of *feat swap* (13th-20th), wand of *haste* (13th-20th), ring of protection +5 (14th), gloves of dexterity +6 (15th), headband of intelligence +6 (16th), cloak of displacement, major, (17th), Black's left and right (20th)

## The NPC Temporal Psychic

The typical temporal psychic is a rare individual. Psionicists are usually less common that spellcasters and temporal psychics represent a smaller part of that group. Temporal psychics benefit from the greater misunderstanding of psionics than magic that exists. Many confuse them with spellcasters and so it is a little

**Table 11-9: NPC Temporal Psychic**

| Lvl | hp | AC* | Init | Spd | Shortspear (1d8) | Light Crossbow (1d8) | F/R/W | PsiC | Conc | PP | Powers Known |
|---|---|---|---|---|---|---|---|---|---|---|---|
| 1st | 6 | 16 | +2 | 30ft | +0 (-1 damage) | +3 | +2/+2/+2 | +5 | +6 | 3 | 3/1 |
| 2nd | 11 | 16 | +2 | 30ft | +1 (-1) | +4 | +2/+2/+3 | +6 | +7 | 4 | 3/2 |
| 3rd | 15 | 16 | +2 | 30ft | +1 (-1) | +4 | +3/+3/+3 | +7 | +8 | 8 | 3/3 |
| 4th | 21 | 16 | +2 | 30ft | +2 (-1) | +5 | +3/+3/+4 | +8 | +10 | 11 | 4/3/1 |
| 5th | 26 | 16 | +2 | 30ft | +3 (+0) | +5 | +3/+3/+4 | +9 | +11 | 19 | 4/3/2 |
| 6th | 32 | 17 | +2 | 30ft | +4 (+0) | +6 | +4/+4/+5 | +10 | +11 | 24 | 5/3/2/1 |
| 7th | 37 | 17 | +2 | 30ft | +4 (+0) | +6 | +4/+4/+5 | +10 | +12 | 29 | 5/4/3/2 |
| 8th | 43 | 17 | +2 | 30ft | +8 (+3) | +6 | +4/+4/+6 | +11 | +13 | 36 | 6/4/3/2/1 |
| 9th | 48 | 17 | +2 | 30ft | +8 (+3) | +7 | +8/+8/+9 | +12 | +14 | 43 | 6/4/3/3/2 |
| 10th | 54 | 17 | +2 | 30ft | +9(+4) | +8 | +8/+8/+10 | +13 | +15 | 52 | 7/4/3/3/2/1 |
| 11th | 59 | 17 | +2 | 30ft | +9(+4) | +8 | +8/+8/+10 | +14 | +16 | 61 | 7/4/4/3/3/2 |
| 12th | 66 | 20 | +5 | 30ft | +10/+5 (+4) | +9/+4 | +9/+9/+11 | +15 | +18 | 79 | 8/4/4/3/3/2/1 |
| 13th | 72 | 20 | +5 | 30ft | +10/+5 (+4) | +9/+4 | +9/+9/+11 | +16 | +19 | 90+5 | 8/5/4/4/3/3/2 |
| 14th | 79 | 20 | +5 | 30ft | +11/+6 (+4) | +13/+8 (+1d6 fire) | +9/+9/+12 | +17 | +20 | 103+5 | 8/5/4/4/3/3/2/1 |
| 15th | 85 | 20 | +9 | 30ft | +11/+6 (+4) | +13/+8 (+1d6) | +10/+10/+12 | +18 | +21 | 116+5 | 8/5/4/4/4/3/3/2 |
| 16th | 92 | 20 | +9 | 30ft | +12/+7 (+4) | +14/+9 (+1d6) | +10/+10/+13 | +19 | +25 | 170+5 | 8/5/5/4/4/3/3/2/1 |
| 17th | 98 | 24 | +9 | 30ft | +12/+7 (+4) | +14/+9 (+1d6) | +10/+10/+13 | +20 | +26 | 185+5 | 8/5/5/4/4/4/3/3/2 |
| 18th | 105 | 24 | +9 | 30ft | +13/+8 (+4) | +15/+10 (+1d6) | +11/+11/+14 | +21 | +27 | 202+5 | 8/5/5/5/4/4/3/3/2/1 |
| 19th | 111 | 24 | +9 | 30ft | +13/+8 (+4) | +15/+10 (+1d6) | +11/+11/+14 | +22 | +28 | 119+5 | 8/5/5/5/4/4/4/3/2/2 |
| 20th | 119 | 24 | +9 | 30ft | +14/+9 (+4) | +16/+11 (+1d6) | +11/+11/+15 | +23 | +29 | 253+5 | 8/5/5/5/5/4/4/3/3/2 |



Michael Short (order #2081358)

easier to disguise their temporal capabilities.

Temporal psychics are hard to track because they require no record of their activities. Only then they start producing psionic items or teach others do they really leave a record behind. Most temporal psychics come from a school of psions and pose as a normal psion.

**Starting Ability Scores:** Str 8, Dex 14, Con 15, Int 13, Wis 10, Cha 12

**Increased Ability Scores:** 4th, Con 16; 5th, Str 8 (10), 8th, Con 17; 12th, Con 18; 16th, Con 19 (25); 20th, Con 20 (26).

**Feats:** 1st: Inertial Armor, 3rd: Extend Power, 6th: Metabolic Manifestor, 9th: Persist Power, 12th: Craft Universal Item, 15th: Improved Initiative, 18th: Maximize Power.

**Class Features:** 1st: Five psionic combat modes, temporal access, 2nd: psionic combat mode, 3rd psionic combat mode, 4th psionic combat mode, 5th psionic combat mode, 6th psionic combat mode.

**Shortspear:** Masterwork (1st-7th), +3 (8th-20th)

**Light Crossbow:** Normal (1st- 13th) +3 Flaming (14th-20th)

**Psionic Tattoos:** Psionic Tattoos: *Vigor* (1st-2nd), *invisibility* (1st-3rd), *levitation* (2nd-4th), *timeslide* (3rd-6th, 9th-20th), *chameleon* (5th, 8th), *fly* (11th).

**Power Stones:** 2 *lesser concussion* (1st-2nd), 2 *glimpse of danger* (1st-3rd), 2 *hammer* (1st), 2 *timeslide* (2nd-3rd), *invisibility* (4th), *invisibility* (5th), *concussion* (5th), 2 *timeslide* (5th), *chameleon* (6th-7th), *ectoplasmic form* (8th), *timeslide* (9th), *teleport* (11th), *polymorph* (12th), *power swap* (14th), *not there* (15th), *control time* (15th), *control time* (17th), *hypercognition* (17th), *time travel* (18th-20th).

**Magic Gear:** Manual of gainful exercise +2 (5th), ring of protection +1 (6th), cloak of resistance +3 (9th), ring of temporal resistance (10th), carpet of flying (11th), amulet of dexterity +6 (12th), crystal capacitor [5] (13th), dorje of *timeslide* (14th), dorje of *energy burst* (15th), bracers of health +6 (16th), ring of protection +5 (17th), dorje of *inertial barrier* (18th-20th), dorje of *mass concussion* (17th-20th), dorje of *teleport* (18th-20th), dorje of *emulate power* (19th-20th), dorje of *time travel* (19th-20th), psychoactive skin of proteus (20th),

## NPC Chronomancers

Encountering a chronomancer NPC is a little different then encountering a regular NPC. It is possible, even within a single encounter to meet different 'versions' of the same character. One-Less in particular, is famous for being different each time you meet him. The NPC chronomancers listed here are presented so they can be any level the Game Master wishes, rather then keeping them at a fixed level.

### Lurn Chaotica

Lurn is zany. She loves life and she always greets people with a smile and dance. Nothing embarrasses her and she is as likely to stand on the table in a crowded restaurant and break into song as sit there quietly.

Her primary magic is chronomancy but she also uses a wide selection of teleportation magic. Her artifact bracelet gives her the ability to cast 1 chronomancy spell of each level once per day. This is in addition to her spells and psionic powers listed below.

**Lurn Chaotica, Female human Chronomancer 10/ Temporal Psychic 10/ Master of Movement 10:** CR Level +5; Medium size humanoid (human); AL CG.

**Starting Ability Scores:** Str 13, Dex 18 Con 17, Int 18, Wis 15 Cha 16

**Increased Ability Scores:** 1st, Con 16 (18); 1st, Int 18 (20); 4th, Int 19 (21); 8th, Int 20(22); 10th, Cha 16 (18); 12th, Int 21 (23); 15th, Dex 18 (24); 15th, Int 21 (29); 15th Con 22; 16th, Int 22 (30); 20th, Int 23 (31).

**Feats:** 1st: Prodigal Chronomancer (Int), 1st: Improved Initiative, 3rd, Extend power, 5th: bonus: Severed Lifeline, 6th: Extend Spell, 9th: Moment, 9th: Quicken Spell, 10th bonus: Creative Flair, 12th: Persistent Power, 15th Movement, 18th: Moment, 19th: Lifetime in a Second.

**Class Features:** 1st, Scribe scroll, temporal access, summon familiar (fire toad), 2nd, resistance, 5th bonus feat, 10th bonus feat.

**Armor:** Flight Suit +4 AC (5th-18th) Chronosuit of One-Less (19th-20th)

**Dagger:** Normal (1st-20th)

**Bow (Ranged):** Masterwork (1st-15th),

**Table 11-10: Lurn Chaotica**

| Lvl | Lvl | hp | AC | Init | Spd | Dagger (1d4) | Bow (1d8) | F/R/W | PsiC | SC | Con | KnT | PP |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| 1 | C1 | 8 | 14 | +8 | 30 | +1 (+1) | +5 | +4/+4/+4 | +0 | +9 | +8 | +9 | 0 |
| 2 | Ts1 | 15 | 14 | +8 | 30 | +1 (+1) | +5 | +4/+4/+6 | +9 | +9 | +9 | +10 | 3 |
| 3 | C2 | 22 | 14 | +8 | 30 | +2 (+1) | +6 | +4/+4/+7 | +9 | +11 | +10 | +11 | 3 |
| 4 | Ts2 | 29 | 14 | +8 | 30 | +3 (+1) | +7 | +4/+4/+8 | +11 | +11 | +11 | +12 | 4+1 |
| 5 | C3 | 36 | 18 | +8 | 30 | +3 (+1) | +7 | +5/+5+8 | +11 | +13 | +12 | +13 | 4+1 |
| 6 | Ts3 | 43 | 18 | +8 | 30 | +3 (+1) | +7 | +6/+6/+8 | +13 | +13 | +13 | +14 | 8+1 |
| 7 | C4 | 50 | 18 | +8 | 30 | +4 (+1) | +8 | +6/+6/+9 | +13 | +15 | +14 | +15 | 8+1 |
| 8 | Ts4 | 57 | 18 | +8 | 30 | +5 (+1) | +9 | +6/+6/+10 | +17 | +16 | +15 | +17 | 11+1 |
| 9 | C5 | 64 | 18 | +8 | 30 | +5 (+1) | +9 | +11/+11/+15 | +17 | +18 | +16 | +18 | 11+1 |
| 10 | Ts5 | 71 | 22 | +8 | 30 | +5 (+1) | +9 | +11/+11/+15 | +19 | +18 | +17 | +19 | 19+1 |
| 11 | C6 | 78 | 22 | +8 | 30 | +6 (+1) | +10 | +12/+12/+15 | +19 | +20 | +18 | +20 | 19+1 |
| 12 | Ts6 | 85 | 22 | +8 | 30 | +7/+1 (+1) | +10/+5 | +13/+13/+16 | +21 | +20 | +19 | +21 | 24+1 |
| 13 | C7 | 92 | 22 | +8 | 30 | +7/+1 (+1) | +10/+5 | +13/+13/+16 | +21 | +22 | +20 | +22 | 24+1 |
| 14 | Ts7 | 99 | 22 | +8 | 30 | +7/+1 (+1) | +10/+5 | +13/+13/+16 | +23 | +22 | +21 | +23 | 29+12 |
| 15 | C8 | 109 | 25 | +8 | 30 | +8/+2 (+1) | +14/+9 | +16/+16/+17 | +24 | +25 | +25 | +25 | 38+12 |
| 16 | Ts8 | 119 | 25 | +11 | 30 | +9/+3 (+1) | +23/+18 (+4) | +16/+16/+18 | +26 | +25 | +26 | +26 | 45+12 |
| 17 | C9 | 129 | 25 | +11 | 30 | +9/+3 (+1) | +23/+18 (+4) | +17/+17/+18 | +27 | +28 | +27 | +28 | 45+29 |
| 18 | Ts9 | 139 | 25 | +11 | 30 | +9/+3 (+1) | +23/+18 (+4) | +18/+18/+18 | +29 | +29 | +28 | +29 | 61+29 |
| 19 | C10 | 149 | 30 | +11 | 30 | +10/+4 (+1) | +24/+19 (+4) | +18/+18/+19 | +29 | +30 | +29 | +30 | 61+29 |
| 20 | Ts10 | 159 | 30 | +11 | 30 | +11/+5 (+1) | +25/+20 (+4) | +18/+18/+20 | +30 | +31 | +30 | +31 | 70+29 |



Michael Short (order #2081358)

Lurn Chaotica



Michael Short (order #2081358)

**Table 11-11: Spells and Powers**

| Level | Spells per day | Powers known |
|---|---|---|
| 1 | 3/4 | - |
| 2 | 3/4 | 3/1 |
| 3 | 4/5 | 3/1 |
| 4 | 4/5 | 3/2 |
| 5 | 4/5/3 | 3/2 |
| 6 | 4/5/3 | 3/3 |
| 7 | 4/6/4 | 3/3 |
| 8 | 4/6/5 | 4/3/1 |
| 9 | 4/6/4/3 | 4/3/1 |
| 10 | 4/6/4/3 | 4/3/2 |
| 11 | 4/6/5/4 | 4/3/2 |
| 12 | 4/6/6/4 | 5/3/2/1 |
| 13 | 4/7/6/4/3 | 5/3/2/1 |
| 14 | 4/7/6/4/3 | 5/4/3/2 |
| 15 | 4/8/6/6/5 | 5/4/3/2 |
| 16 | 4/8/6/6/5 | 6/4/3/2/1 |
| 17 | 4/8/7/6/5/4 | 6/4/3/2/1 |
| 18 | 4/8/7/6/5/4 | 6/4/3/3/2 |
| 19 | 4/8/7/7/6/5 | 6/4/3/3/2 |
| 20 | 4/8/8/7/6/5 | 7/4/3/3/2/1 |

Lurn's Heart Bow [+4 dmg/+8 to hit] (16th)

**Arrows:** 10 normal bolts (1st-15th)

**Scrolls:** 2x *where in time,* 10x *timeslide* (5th-20th), *follow chronomancer* (5th-10th), *Iatre's meddling* (7th-10th), *selective invisibility* (7th-15th), *time meddle* (9th-15th), *modify spell* (10th-15th), *improved protected memory* (16th-18th), *Elvinshire's time travel* (19th-20th)

**Other Magic Gear:** Wand of *cure light wounds* (2nd-7th), broach of shielding (3rd-14th), crystal capacitor 1 (4th), bag of holding (bag 1) (6th), wand of *charm person* (6th-12th), wand of *cure serious* wounds (8th-20th), cloak of resistance +5 (9th-18th), Lurn's bracelet of chaos [+4 AC, +2 cha] (10th), wand of *timeslide* (11th-20th), wand of *where in time* (11th-20th), chronosuit (13th-18th) crystal capacitor 11 (14th), gloves of dexterity +6 (15th), headband of intelligence +6 (15th) manual of bodily health +5 (15th), crystal capacitor 17 (17th), Lurn's figurine of wondrous power [golden griffon] (18th), chronosuit of One-Less [+9 AC, +5 saves] (19th), metamagic feat rod [maximize] (20th).

## One-Less

**Male human Chronomancer 20:** CR Level +5; Medium size humanoid (human); AL Any Good (varies).

**Starting Ability Scores:** Str 16, Dex 14, Con 18, Int 18, Wis 12 Cha 14

**Increased Ability Scores:** 1st, Int 18 (20); 4th, Int 19 (21); 8th, Int 20 (22); 12th, Int 21 (23); 12th, Dex 14 (20); 14th; Int 26 (28); 16th, Int 27 (29); 20th, Int 28 (30).

**Feats:** 1st: Severed Lifeline, 1st: Prodigal Chronomancer, 3rd: Improved Initiative, 6th: Internal Clock, 9th: Temporal Resistance, 12th: Twin Spell, 15th: Lifetime in a Second, 18th: Quicken Spell

**Class Bonus Feats:** 5th: Extend Spell, 10th: Moment, 15th: Movement, 20th: Persist Spell

**Class Features:** 1st: Scribe scroll, temporal access, summon familiar (phoenix)

**Armor:** One-Less's Chronosuit

**Hand and a Half Sword (Melee):** Masterwork (1st-15th) +5 (16-16th), Sword of One-Less (17th-19th), Blur Hunter (20th)

**Shuriken (Ranged):** 200 Masterwork (1st-15th), 200 Adamanite [+2] (16-20th)

**Scrolls:** 2x *where in time,* 10x *timeslide* (3rd-20th), 1x *feat swap* (5th-7th), *follow chronomancer* (6th), *fires of the past* (7th-10th), *One-Less's timeslide* (10th-20th), *contact other time* (10th-12th), *thread hop* (13th-18th), *improved coat of history* (16th-20th), *greater time skip* (17th-20th).

**Other Magic Gear:** Bag of holding I (5th), wand of *cure light wounds* (6th-17th), ring of *temporal resistance* (10th), gloves of dexterity +6 (12th), tome of clear thought +5 (14th) ring of wizardry II (15th) ring of protection +2 (15th), sword of One-Less (17th), wand of *cure serious wounds* (18th-20th), staff of power (19th-19th), blur hunter (20th-20th).

**One-Less:** Most often appearing as a large black man wearing a white spandex time-suit, which covers him completely, One-Less is a well known chronomancer. Magica has documented over 400 different One-Less chronomancers, each the same person from another reality. This indicates his sheer talent in chronomancy, at least in Magica's home block.

One-Less's chief talent is his uncanny ability to bypass restrictions on travel, both across the planes and through time. As a result he is wanted by a staggering list of authorities. Many educated authorities agree that a great number of One-Less's originates from a non-sequester timeline. Capturing his past

**Table 11-12: One-Less**

| Lvl | hp | AC | Init | Spd | H&H Sword (1d8) | Shuriken (3) | F/R/W | Spellc | Con | KnT | Spells Per Day |
|---|---|---|---|---|---|---|---|---|---|---|---|
| 1st | 8 | 21 | +2 | 30 | +4 (+3 dmg) | +3 (+3) | +9/+7/+8 | +8 | +6 | +8 | 3/4 |
| 2nd | 15 | 21 | +2 | 30 | +5 (+3) | +4 (+3) | +9/+7/+9 | +9 | +7 | +9 | 4/5 |
| 3rd | 22 | 21 | +5 | 30 | +5 (+3) | +4 (+3) | +10/+8/+9 | +10 | +8 | +10 | 4/5/3 |
| 4th | 29 | 21 | +5 | 30 | +6 (+3) | +5 (+3) | +10/+8/+10 | +12 | +9 | +12 | 4/6/4 |
| 5th | 36 | 21 | +5 | 30 | +6 (+3) | +5 (+3) | +10/+8/+10 | +13 | +10 | +13 | 4/6/4/3 |
| 6th | 43 | 21 | +5 | 30 | +7 (+3) | +6 (+3) | +11/+9/+11 | +14 | +11 | +14 | 4/6/5/4 |
| 7th | 50 | 21 | +5 | 30 | +7 (+3) | +6 (+3) | +11/+9/+11 | +15 | +12 | +15 | 4/7/5/4/3 |
| 8th | 57 | 21 | +5 | 30 | +8 (+3) | +7 (+3) | +11/+9/+12 | +17 | +13 | +17 | 4/7/6/5/4 |
| 9th | 64 | 21 | +5 | 30 | +8 (+3) | +7 (+3) | +12/+10/+12 | +18 | +14 | +18 | 4/7/7/5/4/3 |
| 10th | 71 | 21 | +5 | 30 | +9 (+3) | +8 (+3) | +12/+10/+13 | +19 | +15 | +19 | 4/7/7/6/5/4 |
| 11th | 78 | 21 | +5 | 30 | +9 (+3) | +8 (+3) | +12/+10/+13 | +20 | +16 | +20 | 4/7/7/6/5/4/2 |
| 12th | 85 | 24 | +8 | 30 | +10/+5 (+3) | +12/+7 (+3) | +13/+11/+14 | +21 | +17 | +21 | 4/7/7/6/6/5/3 |
| 13th | 92 | 24 | +8 | 30 | +10/+5 (+3) | +12/+7 (+3) | +13/+11/+14 | +22 | +18 | +22 | 4/7/7/6/6/5/3/2 |
| 14th | 99 | 24 | +8 | 30 | +11/+6 (+3) | +13/+8 (+3) | +13/+11/+15 | +26 | +19 | +26 | 4/8/7/7/7/7/5/4 |
| 15th | 106 | 26 | +8 | 30 | +11/+6 (+3) | +13/+8 (+3) | +14/+12/+15 | +27 | +20 | +27 | 4/8/12/7/7/7/5/4/3 |
| 16th | 114 | 26 | +8 | 30 | +17/+12 (+8) | +16/+11 (+5) | +14/+12/+16 | +29 | +21 | +29 | 4/8/12/7/7/7/6/5/4 |
| 17th | 121 | 26 | +8 | 30 | +17/+12 (+8) | +16/+11 (+5) | +14/+12/+16 | +30 | +22 | +30 | 4/8/12/7/7/7/6/5/4/3 |
| 18th | 128 | 26 | +8 | 30 | +18/+13 (+8) | +17/+12 (+5) | +15/+13/+17 | +31 | +23 | +31 | 4/8/12/7/7/7/6/6/5/4 |
| 19th | 135 | 26 | +8 | 30 | +18/+13 (+8) | +17/+12 (+5) | +15/+13/+17 | +32 | +24 | +32 | 4/8/12/7/7/7/6/6/5/5 |
| 20th | 142 | 26 | +8 | 30 | +19/+14 (+8) | +18/+13 (+5) | +15/+13/+18 | +33 | +25 | +33 | 4/8/12/7/7/7/7/6/6/6 |



Michael Short (order #2081358)

self has no effect on his future self. This effectively makes him impossible to catch without finding the fundamental present version of One-Less. Often a past self vanishes into paradox or simply becomes a new version of One-Less, albeit often in jail somewhere.

One-Less is both an accomplished cleric, sorcerer, wizard and psionicist, depending on his background. As a result, many efforts to capture him have failed owing to the fact the authorities failed to block one of his methods of time travel. Some authorities claim that One-Less knows how to time travel without using magic or psionics as well, but this has never been documented. (Magica has refused to comment on the issue.)

One-Less claims to be a time guardian. His methods leave no clue as to how he performs this task, besides visiting different places and violating travel restrictions on a regular basis. It is generally accepted that he is doing something that most people do not understand because they do not have his unique perspective.

One-Less does not think exclusively in the present tense. He thinks in multiple dimensions, often judging things by different parts of its past and future. A commoner would be sure to think him insane, but he is far from it. His understanding of temporal mechanics is profound. He is a friendly individual with great force of character, expressed most strongly when try to achieve some mystical temporal goal.

On more then one occasion, One-Less has admitted that he is fated to be erased from all of time, eventually. That is an eerie thought, that this chronomancer who has affected so many people in so many places might cease to have been. What would happen to all the things he has done? Would we even remember?

**Combat:** One-Less takes advantage of his time traveling abilities in combat, usually beginning any conflict by casting *timeslide* and then duplicating himself or creating another paradox.

Resist Temporal Change: Many of One-Less's strategies rely on being able to change the past and not be affected by the change. By 10th level he has the resist temporal change feat (+5 bonus), a ring of temporal resistance (+10 bonus) added to a base 12 Fortitude save. He can resist temporal change on a 13 or higher. He can enhance this with *endurance* and *divine favor* (cast by a friendly cleric) which can give him up to a +8 additional bonus reducing the roll to as low as 5 or higher.

By 18th level, he can resist temporal change on a 5 or higher all the time. *Endurance* and *divine favor* can reduce that save so that he only fails on a 1.

One-Less tends towards the few temporal damage spells and fire for offensive weapons. When he is low on spells he is known to enter combat using a hand and a half sword. Of great advantage is his chronosuit which he gave to himself at 1st level.

**As An NPC:** One-Less should have a fixed lifetime within your campaign. As the Game Master, you should pick a real life date and after that time One-Less should vanish altogether from the campaign setting. Only significant time travelers will have any idea what has happened.

## Other Chronomancers

The following chronomancers are presented at only one level, in a more traditional form. They are less often discovered at variable levels and should most often be encountered with the listed statistics.

## Count James

**Chronomancer 20:** CR: 20; Medium-size humanoid (human); HD 4+20d4; hp 94; Init +0; Spd 30ft, AC 22 (touch 15, flat-footed 15); Base Atk +10; Grp +9; Atk +9 melee (1d6-1 20/x2 quarterstaff); AL LG; SV Fort +13, Ref +12, Will +20; Str 8, Dex 12, Con 14, Int 30, Wis 17, Cha 14. Height 5 ft. 7in.

**Skills and feats:** Concentration +23, Craft (clockmaker) +35, Diplomacy +10, Hide+7, Knowledge (temporal) +33, Spellcraft +33, Scribe Scroll, Prodigal Chronomancer, Internal Clock, Extend Spell, Craft Wondrous Item, Persist Spell, Spell Piercing, Time Flies, Wait Until They Blink, Metamage, Technologically Versed.

*Special Qualities*: Summon Familiar

*Spells Prepared* (DC = 20+spell level): (0) *future hand* x4; (1st) *temporal miss x1, expeditious retreat x2, detect temporal anomalyx2, true strike x2,* (2nd) *coat of history, haste, slow, timeslide x4* (3rd) *Elvinshire's traveler's kit, Iatre's meddling x2, time snare x2* (4th) *greater timeslide x2, set the period, timehealx3* (5th) *differential stone skin*, *improved protected memory*, *One-Less's timeslide x4* (6th) *the count's enumeration*, *magic manager*, *mass temporal attunement*, *paradox, contingency, globe of invulnerability* (7th) *improved coat of history*, *teleport without error x4,* (8th) *greater spell the past*, *mind blank, polymorph any object x3* (9th) *mend time line*, *Elvinshire's time travel*, *shapechange, meteor swarm.*

**Possessions:** Ring of protection +5, cloak or protection +5, glasses of Count James, wand of *timeslide*, wand of *fireballs* (10d6), ring of regeneration, boots of the Winterland, bag of tricks, masterwork clock craftsman tools, chronosuit.

Count James, detailed further at the beginning of chapter 1, is a short English gentleman, never without a pipe or his good jacket and spectacles. His hair is just starting to grey. He has a fantastically keen intellect and a curiosity for mechanical devices, especially clocks. He is quiet and thoughtful but very aware of his surroundings and usually has several plans for escape from dangerous or hostile situations. He knows a number of spells which pack a punch as well as his wand of fireballs. He is not a fan of the appearance of chronosuits and usually leaves his in his backpack.

Count James does not have a severed lifeline but certain *permanent* spells make him immune to paradox. He is not especially interested in time travel or history, but more interested in the mathematical formula's that make up the universe. It has been commented often that he would have made a fantastic quantum mechanic. He only responds that he likes the magic.

## El-Carpedium

**Male Human Chronomancer Sorcerer 5, Necronomancer 10:** CR: 15; Medium-size humanoid (human); HD 8+14d4+52; hp 93; Init +0; Spd 30ft, AC 19 (touch 11, flat-footed 18); Base Atk +7; Grp +12; Atk +12/+7 melee (1d12+9 plus 1d6 fire 20/x3 greataxe +5, flaming); SA: —; SQ unknown, unreal, non-dead, borrowed time, Temporal Horizon native; AL LE; SV Fort +8, Ref +5, Will +13; Str 20, Dex 12, Con 18, Int 18, Wis 15, Cha 24 (30). Height 6 ft. 2in.



Michael Short (order #2081358)

**Skills and feats:** Concentration +22, Diplomacy +10, Hide+6 Knowledge (Future History) +10 ,Knowledge (temporal) +22, Sense Motive +10, Spellcraft +22, Spot +10; Internal Clock, Prodigal Chronomancer, Empower Spell, Extend Spell, Quicken Spell, Persist Spell, Lost Time Travel.

**Spells Per Day (DC 17+spell level):** (6)/10/10/9/9/9/9/6.

**Spells Known (banned: evocation):** (0) *daze, detect chronomancy disrupt undead, detect magic, force cube, future hand, mage hand, prestidigitation, read magic* ; (1st) *charm person, expeditious retreat, protected memory, true strike, where in time*;(2nd) *haste, spectral hand, timeslide* ;(3rd) *dispel magic, fly, keen edge, vampiric touch*;(4th) *bestow curse, greater timeslide, stoneskin, time shudder*; (5th) *animate dead, magic jar, devolution, improved protected memory, teleport*; (6th) *circle of death, El-Carpedium's Hands, greater shadow evocation*; (7th) *.control undead, mass Combat manager.*

**Possessions:** boots of striding and springing, bracers of armor +8, cloak of charisma +6, ring of temporal resistance.

El-Carpedium was once a good chronomancer on his way to becoming a time guardian. The he resisted a major paradox which erased his family. Not powerful enough to stop those responsible for the paradox, he spent years learning about lost time until he could return to the timeline where his family still exists. That timeline was damaged and the sun died killing everyone on his home world, slowly in an arctic winter. El-Carpedium tried, hundreds of times, to avoid this result but failed each time destroying his sense of moral values.

He vowed to do anything to restore the lost timeline. Dark powers granted him the necronomancer class and several physical and mental enhancements.

El-Carpedium is a large powerfully built man who carries a black great axe with too much familiarity. He carries nothing about people in timelines which is considers to be improper. He hates paradoxes and those that create them, unless they are to restore an original timeline.

El-Carpedium is waiting until he amasses enough power to challenge the group of epic-level adventurers who he blames for the loss of his family. He recruits anyone willing to assist him in this endeavor.

## Elidathanar Tizen

**Wizard 5, Dying Star 1:** CR: 6; Medium-size humanoid (elf); HD 4+5d4-4; hp 15; Init +0; Spd 30ft, AC 8 (touch 8, flat-footed 8); Base Atk +3; Grp +0; Atk +0 melee (1d6-3 20/x2 quarterstaff); SA—; SQ burning soul, old age and treachery; AL CG; SV Fort +2, Ref +2, Will +7; Str 6, Dex 7, Con 8, Int 21, Wis 17, Cha 16.

**Skills and feats:** Alchemy +7, Bluff +4, Concentration +8, Diplomacy +11, Hide +3, Knowledge (fire) +15, Sense Motive+5, Spellcraft +15, Scribe Scroll, Iron Will, Pyro, Extend Spell, Eccentric, Slow Spell.

**Spells Prepared (DC 15+spell level):** 0th-*daze* x4; 1st-*magic missile x6;* 2nd-*Hideous laughter* x2, *flaming sphere x2*; 3rd-*fireball* x3.

**Possessions:** Scroll of empowered *meteor shower*, wooden staff.

**They don't think "it's the dawn of time". They think, "I'm hungry" and so they eat.**

Elidathanar lived 763 years before becoming a dying star. He did little that was fantastic with his life until he realized it was about to end. He had lived a happy and content life, acting as a politician for hundreds of years, a father, and later as something of a wise man. In his declining years he became a bitter old man he surrendered what respect he had earned with ever visit to the bar. Finally, he ignited his soul, became a dying star and ventured out to destroy an ancient lich. Those who knew him wrote him off as dead, or soon to be. Elidathanar's last act was the chaotic joy of releasing the powerful fire magics stored in the scroll he possessed. He destroyed the lich and himself and most of an ancient tomb. The story became legend. There are depictions of the lich's last moment, with a surprised look on its face often with the expression "Well, I didn't see that coming".

Elidathanar is a typical dying star. He can be added to any campaign setting as a muttering, crazy, old elf with a bad attitude looking for his last chance to make something out of himself.

## Kand

**Human Male Arcane Chronomancer 30:** CR 30; Medium-size humanoid (Human); HD 5+39d4+39; hp 142; Init +6; Spd 30ft., AC 23 (touch 10, flat-footed 18); Atk (1d6+2 shortsword +2); SA -; SQ One with time (Lurn's timereaver); AL LG; SV Fort , Ref , Will ; Str 8, Dex 16, Con 10, Int 24, Wis 15, Cha 12. Height 5 ft. 2in.

**Skills and feats:** Concentration +33, Heal +22, Knowledge (arcane) +40, Knowledge (history) +40, Knowledge (ancient history) +30, Knowledge (future history) +27, Knowledge (the planes) +40, Knowledge (temporal) +49, Profession (herbalist) +22, Profession (sailor) +22, Spellcraft +40, Spot +22, Survival +22; Craft Time Machine, Craft Wondrous Item, Endurance, Eschew Materials, Extend Spell, Fountain of Youth, Internal Clock, Immediate Spell, Improved Initiative, Item Supercharger, Maximize Spell, Prodigal Chronomancer, Quicken Spell, Scribe Scroll, Severed Lifeline, Run, Automatic Quicken Spell (x3, 1st-9th level spells),

**Spells Prepared (DC 19+spell level, (4)/6+1, 6+1 , 6+1 , 5+1**

Michael Short (order #2081358)

**, 5+1 , 5+1 , 5+1 , 4+1 , 4+1):** 0th-*future hand, view lifeline, mending, daze; 1st-paradox warning x2, protected memory, magic missile x3, feather fall; 2nd-coat of history, time warp x3, timeslidex3; 3rd-step, Elvinshire's time traveller's kit, temporal attunement, lightning bolt x4, fireball; 4th-freedom of movement, minor paradox, modify spellx2, time bubble, polymorph; 5th-contact other time, One-Less's time slide, place in the past, wall of time x2, personal time; 6th-paradox x2, thread hop, conceal temporal anomaly, magic manager x2; 7th-die later, Crusher's delay damage, banishment, mage sword, limited wish; 8th-greater spell the past, timeline shield, protection from spells, trap the soul, polymorph any object; 9th-Elvinshire's time travel, greater haste, mend timeline, major paradox, meteor shower.*

Kand is the oldest known chronomancer, from virtually any perspective. He may have been the first chronomancer but these things are hard to determine with certainty. Kand remains the single most important contributor to chronomancy. He created most of the early chronomancy magic and developed a number of the earliest magical items. His current whereabouts are unknown. It is believed he has either been erased from time or that he is hiding. Some speculate that he has transcended and become a deity. He has a small following that worship him as such. At least one One-Less was a student of Kand. It may have been the first One-Less to learn chronomancy.

## Rookta Chirrup

**Male Aarakocran Chronomancer Sorcerer 5, Wanderer 3:** CR 8; Medium-size humanoid (araakocra); HD 3+7d4-7; hp 14; Init +5; Spd 30ft., Fly 60 ft., AC 23 (touch 10, flat-footed 18); Base Atk +4, Grp +2, Atk +4 melee (1d6+2 19-20/x2 shortsword +2); SA—; SQ see the worlds, multicultural, wander (sorcerer); AL LG; SV Fort +1, Ref +10, Will +9; Str 7, Dex 20, Con 8, Int 16, Wis 12, Cha 14.

**Skills and feats:** Concentration +10, Knowledge (temporal) +14, Spellcraft +14, Spot +; Scribe Scroll, Prodigal Chronomancer, Extend Spell, Fountain of Youth.

**Spells per Day (DC 13+spell level):** (6)/6/5/3

**Spells Known (7)/4/2/1:** 0th-*daze, mending, detect chronomancy, detect magic, future hand, force cube, mage hand*; 1st-*protected memory, charm person*, *silent image*; 2nd-*timeslide*, *invisibility;* 3rd-*time snare.*

**Possessions:** Wand of *fireballs* (5th level), ring of *invisibility*, bracers of armor +8, planar key.

Rookta spent the whole of his very short life span seeking chronomancy, despite the advice of his family and friends who believed he was wasting what time he had. It almost was. Very near the end of his life he made a breakthrough and found his way to the Temporal Horizon. He then traveled to the distant future where he found future medical technology to rejuvenate him. Every twenty years or so he must return to the future for a rejuvenating treatment.

Having quenched his overwhelming need to avoid death by old age Rookta turned to exploring the planes and different forms of time. Unlike a great number of chronomancers who travel around out of need or achieve goals, Rookta explores for the sake of exploring. Rookta is quite adept at illusionary magic in addition to chronomancy.

## Shael Silverson

**Male Goblin Chrono 10, Adept of Luck 1, Time Guardian 2:** CR: 13; Medium-size humanoid (goblin); HD 4+10d4+2D10; hp 50; Init +0; Spd 20ft, AC 18 (touch 10, flat-footed 18); Baset Atk +7; Grp +5; Atk +7/+2 melee (1d6 19-20/x2 shortsword +2); SA—; SQ darkvision 60ft, Immortal; AL LG; SV Fort +6, Ref +3, Will +7; Str 7, Dex 11, Con 10, Int 17, Wis 12, Cha 12. Height 4 ft. 1in.

**Skills and feats:** Concentration +10, Diplomacy +7, Knowledge (temporal) +19, Sense Motive +7, Search +6, Spellcraft +19, Spot +4; Scribe Scroll, Prodigal Chronomancer, Craft Wondrous Item, Craft Ring, Craft Staff, Creationist, Banned Spell (*heal*).

*Special Qualities*: Darkvision 60 ft, Immortal: Shael can not die of old age and automatically stabilizes when below 0 hit points.

**Spells Prepared (DC = 13+spell level):** (0) *Daze* (x4); (1st) *locate fundamental present, true* strike (x3), *where in time*; (2nd) *haste, slow, timeslide* (x3); (3rd) *Elvinshire's traveler's kit, follow chronomancer, lightening bolt* (x2); (4th) *greater timeslide, Crusher's temporal disjunction*; (5th) *One-Less's timeslide*, *wall of time*; (6th) *heal*.

**Possessions:** boots of striding and springing, cloak of elvin kind, glasses of Count James, ring of protection +5, ring of temporal resistance, rod of negation, scrolls: *where in time* (x10), *haste* (x5), *slow* (x5), *timeslide* (x5) *heal* (x1), Shael's belt of *contingency*, wand of *lightning bolt*, wand of *timeslide*,

Born in medieval England, Shael is the last of a line of outstanding goblins. His father Silver, was the rarest of goblins having been a paladin but it was his uncle White, a wizard, whom Shael aspired to, eventually becoming not only a wizard but a chronomancer. Later following in his father's footsteps he became a time guardian.

Shael is unusual among chronomancers because he never did anything to extend his relatively short lifespan and died of old age. The story, however, did not end there as he was animated from the dead by a lich. Using a trick of chronomancer he freed himself from the lich and continued his work, as best he could, as an undead (during this time he had the lich template). Eventually his hard work won the respect of a lost deity of time. She not only restored Shael to life but also made him immortal, unable to die of old age. Shael is a well known time guardian and has even reprimanded such chronomancers as One-Less and Count James for breaches in temporal laws.

## The End of Time

All things good and bad eventually come to an end. The end of time may truly be the end, it may herald a new beginning or some other celestial event may occur. What happens after the end of time is up the Game Master, through the actions of the gods in her campaign and the plan of her campaign's cosmology.

Some worlds rush unknowingly into oblivion, the universe collapsing and dying in a sudden rush as time comes to an end. Others are quiet graveyards, life having long since left or become extinct. Some prepare to fight the coming end with science, magic and the power of thought. They hope their method will work and only having once chance to try it.



Michael Short (order #2081358)

All chronomancers seem drawn to the end of time. It is a place they are all journeying towards, no matter how skilled they are. Time eventually moves towards an end even if the chronomancer travels across the simple 4th, 5th or 6th dimensions calling them time travel. If they live long enough they will arrive at the end. The end of time is the ultimate representation of death. It is perhaps why many chronomancers choose this place to go before they die.

If you can watch it and survive, the end of time is like the setting sun. It is an amazing event to watch, even if you have seen it many times and know the outcome and the darkness afterwards heralds an entirely new time. Where technology or the supernatural permits, many people flock to the end of time to witness this event. It is a somber moment.

## The Beginning of Time

All that exists must have a beginning. It is supposed that if you travel far enough back in time, you may be witness to that event. Some worlds spring into existence complete with life and culture. Others are a boiling chemical soup that does not develop life for eons.

While the end of time is a somber moment of quiet contemplation, a visit to the beginning is an excuse for a party, a birthday party for the universe. The beginning of time is less visited because it is harder to reach. More then once major celestial events have been mistaken for the beginning of the universe but were not.

Good chronomancers are greatly encouraged to see the beginning of time somewhere and go on pilgrimages back through time to find the beginning and witness it. Many deities, especially those of creation, will protect the origin of a plane so that chronomancers may safely visit without fear of reprisal or disturbing the event. This is a most holy event for them, their absolute origin.

Chronomancers have long hunted the first beginning. This is not just the beginning of a plane but also the beginning of everything, the first moment of the first plane of existence. They do not know which plane to look for it in, or if the event occurred on a plane. They are, however, confident that the event still exists and is not in lost time. They point at the existence of the multiverse to prove this theory.

## The Absolute

This is a legend among chronomancers. It is described as a place from which all time moves away from. It is not considered the ultimate origin of things because many forms of time are cyclic but it is considered before everything else. No matter where or when you are, the absolute is in your past, even if you are at the beginning of time in any universe. Some chronomancers have depicted this place as a heaven of sorts, the source of life and birth, others simply as a frozen place without time, the very first instant, a single quanta in length.

Included in this legend is the possibility of an end, a place after all other things, a place that is always in your future no matter where or when you are. It is always thought to be black, a place of death and finality. Where chronomancers escape death through time travel, they find it again here. Like the Absolute, the end is thought to be the very last instant and a single quanta in length.

Neither have been discovered, that anyone knows of. Even getting to these places would probably be trivial because they only exist for the tiniest fraction of a second. Many chronomancers try though. Some hope to use chronomancy to be able to exist within those moments and experience them for a longer period of time. Finding them has proven difficult because the absolute would only exist in the very first universe, and the end would only exist in the universe that was very last, but since these times are only tiny fractions of a second, it's difficult to measure which universe is older then which and there are an infinite number of universes to search through. Some feel the absolute can not be found in a universe, which makes the search that much more difficult.

## The Abyss

Despite its dark and evil nature, many chronomancers are interested in the Abyss as it contains a plethora of different forms of time. A chronomancer who could survive in the Abyss and who could predict the chaotic time flow, could time travel almost

**Survival favors the most fit,**
**in any time.**

MARK CHARKE



Michael Short (order #2081358)

exclusively using *planeshift* and *teleport* without jerry rigging them. The Abyss has areas where time is greatly accelerated and other areas where it has almost stopped and even where it runs backwards. It is the only place recognized to contain a greater variety of forms of time then Gaffer's Chaos. Most chronomancers go to great efforts to stay out of the Abyss and away from its denizens but there are a small number who have braved its depths and a smaller number that have survived to tell the tale.

## The Heavens

Time archons move through the past, present and future of the heavens with no restrictions ultimately answering to a lawful good deity that exists at the end of time and monitors the history of the heaven for threats.

Heaven has one of the best monitored time streams and attempts to change the past or future of heaven are very difficult to disguise or achieve. Heaven constantly defends itself against the abyss and hell. Even without their temporal demons and devils, demons from the abyss occasionally use their chaotic time to be able to attack heavens past or future.

## The Hells

As long as you are protected by the laws in Hell you are safe, otherwise you are an agony ridden goo stain. Those few chronomancers that visit Hell take that risk, just like anyone else. The denizens of Hell monitor their timestream almost as well as they do in Heaven making illegal travel absurdly dangerous.

## The Outer Planes

It is a misunderstanding the chronomancers are badly off in the outer planes. A few have been caught and made examples out of, but it's no more surprising to see a chronomancer meet a bad end in the outerplanes then any other type of adventurer. Most chronomancers are simply unknown. It is very hard to keep track of someone who does not move through time in a linear fashion. Generally, for each deity that opposes the existence of chronomancers, there is one who supports them.

## Examples of Time

**Chronomasters' Meeting Hall:** For those who hunt chronomancers, this is a highly sought after location. The hall is a large stone building which continuously moves through time, space and across the different realities. It only exists in the more chaotic times (flexible paradox time and chaos time). Finding the hall is virtually impossible. To get there, generally, you leave a message anywhere that will last a long time and eventually they get the message and arrange to transport you from your current time to the hall. Chronomancers who both time travel and planeswalk meet here.

**Magica:** Magica is highly tolerant of chronomancers. This is probably because Magica itself is a chronomancy device. Elvinshire, not a true chronomancer himself but a time-traveler non-the-less, supports chronomancy and acquired the services of One-Less as the instructor of chronomancy at Arts Magica Northern University in Magica.

**Table 11-13: New Diseases**

| Disease | Infection | DC | Incubation | Damage |
|---|---|---|---|---|
| Asthma | Inherited | 10 | n/a | Special |
| Gaffer's rot | Injury | 10 | 1d4 days | 1 Con, 1d6 Cha |
| Super virus | Inhaled | 20 | 1d3 days | 1d6 Con |
| Suriv | Inhaled | 15 | 1 day | 1 Con, 1 Str, 1 Cha |
| Tooslow | Inhaled | 15 | 1 day | *slow*, 1 Con |

## Running Different Times

A group of chronomancers decides to explore a cave; Ca'el, One-Less, Psydragon and Lurn. Getting into the cave the rock falls away and Psydragon plunges to his death at the bottom of a crevasse. The party decides to use time travel to save their companion. This situation resolves differently depending on the form of time they are in.

**Simple Time:** The party goes back and finds a way to stop Psydragon from falling. The paradox issues are ignored but the party must still pay fates fee for a major paradox because they saved a life or, as an alternative, Psydragon could lose a level.

**Non-Paradox:** It is almost certain that Psydragon shall remain dead here. There is little the party can do except try to have him raised from the dead. Using *Lurn's timereaver* they could break the laws of physics and go back and warn him or perform actions to prevent Psydragon's death. This comes with great risk because it may damage time.

**Paradox:** The party decides upon a reasonable course of action that will save Psydragon's life. They time travel, pay Fate's fee for a major paradox, and continue in the cave with more caution. Fate's fee in this case is 1000xp. Since it was a group effort to save Psydragon, everyone shares the cost including Psydragon. They each lose 250xp at the end of the night.

**Complex Time:** *Alternate Universe*: The party goes back and saves Psydragon but this is a different Psydragon from another universe. It is unlikely, but there may be differences between the two characters. On the upside, the party did not create a paradox and do not have to pay Fate's Fee, but they are now in a different universe but it is only different in a very small way. The Game Master must decide if the player can continue running Psydragon or if that character is dead and the player must start a new character. The logical course of action is to allow the player to run the new character.

*Crisis Paradox*: Any effort, with time travel, to save Psydragon could destroy time itself so players can expect to meet a time guardian, or worse, if they try to go back and change history. It is cruel, but even if they save Psydragon, they might not have a world for him to adventure in.

*Elastic Paradox*: Six efforts later three different party members have had turns dying and currently Psydragon is still dead. He is finally rescued when someone thinks to give him extra hit points with *endurance*. Psydragon still falls, almost a requirement, but changing the events only slightly allows the party to get past elastic time. Fate's fee is paid once for a major paradox (not six or seven times).

*Fixed Time*: Nothing the party does can save Psydragon. If they can not bring Psydragon back from the dead, that player will have to create a new character to play.

*Non-Sequester Time*: Although because the past has no real association with the present, the party can not save Psydragon,



Michael Short (order #2081358)

they could do looking for another version of Psydragon willing to adventure with them. The Game Master has the tough decision of whether or not to allow this. Certainly if she does, the new Psydragon should not gain advantages this way, and the best solution is that the new character must be at least 1 level lower then the original. Players may refuse such a character because it is not their character, it is an alternate one. As the Game Master, you should allow them to choose whether or not they want to play the new character.

*Point Time*: Time travel is impossible. There is no past or future. The party can only save Psydragon through time travel if they can use 5th dimensional time travel.

## Guilds

**The Guides:** This group of time travelers believes that pain and suffering are wrong. They seek out the greatest sources of suffering and try to eliminate them. The guides are extremely well meaning and highly intelligent about their activities but they make great changes to timelines. It does not matter when suffering occurs, they want it eliminated. If removing the suffering causes future suffering, their policy is to deal with that next.

The Guides exist on a variety of planes and times. Some are more extreme then others but they all have the same basic tenant of easing suffering. They rarely take direct action, preferring to manipulate events without violent or struggle. They might try to manipulate an election or provide important information about the future or remove a critical object before its importance was known in order to change the outcome of certain events.

**The Reavers:** Thought to be the Guides from oppositely aligned alternate worlds, the Reavers travel around and cause as much chaos as they can. They are not specifically evil but they can be very destructive. If something is forbidden, they want to try it more then anything. The Reavers produced the first Paradox Masters.

**Royal Chronomaster Historians:** Astral travellers founded this organization and they still dominate the membership. This organization records lost history. If a timeline is erased or changed, they want a record of the old timeline. Oddly, they keep very little information on actual history. The chronomancers in this guild specialize in 5th dimensional time travel and study.

This guild was given royal sanction on a number of worlds and later became attached to the Chronomaster's Guildhall. Thus, the guildhall has a library that is useless for anyone but a chronomancer.

**The Time Stretchers:** This organization's goal is to extend time lines. This can be done by manipulating various events that bring out the end of existence on certain planes. While it is impossible to change on some planes it can be achieved in a variety of ways on other planes. Sometimes it is political, literally bargaining with the gods. Other times it requires epic struggles against demonic, or even angelic, forces.

The group is fairly neutral but they tend toward neutral good and will not perform heinous acts to extend the life of a plane. If they ruin the quality of life for the inhabitants they have defeated the purpose of extending the life of their plane. The organization is stretched out across thousands of planes and has membership into the tens of thousands but it is rare for more then several hundred to congregate. They have guild houses and they keep track of each other but each specializes in the plane they are working on. The time stretchers most often appear near the end, or occasionally near the beginning of a timeline. Those who know what the time stretchers are doing often dread their appearance as it heralds the end of the plane.

Time stretchers do not debate the moral ramifications of extending the life of a plane. All members accept that this is their goal, as long as it does not cause undo suffering. Members of any class or race can join the time stretchers as long as are willing to assist. Paradox masters are especially important members. Chronomancers of all kinds are highly desired for the organization. Otherwise they prefer persons who can time travel or at least have had some time travelling experience.

## Lich and Time

*Time is not your friend anymore.*

Chronomancers and lich do not get along. Most chronomancers study time travel out of a desire to cheat death. Lich have done the same thing, though in a very different way. Lich rarely find a need to study time travel, because they have already beaten back death. They exist for a long time and a chronomancer can encounter a lich many times. Lich may be jealous or angry that the chronomancer has achieved some form of immortality in a more desirable way then the lich did.

Few other forms of undead pose such a threat to chronomancers. Vampires might seem to be a close second, except that they spend so much of their time avoiding their weaknesses and trying not to become prey of other vampires and vampire hunters. Besides lich, no other form of undead studies magic to such a degree and explores enough to encounter chronomancers. Few creatures, even elves and dragons, live long enough to really notice arch-chronomancers moving across the centuries and millennia.

The typical strategy for a lich, when dealing with a chronomancer, is to learn as much as possible about the chronomancer. That way the lich can predict where and when the chronomancer might appear again and set some kind of trap. If a chronomancer is visiting from the future, a lich will often try to find the chronomancer's younger self. If the chronomancer is from the past, the Lich will try to learn the chronomancer's future history and exploit it somehow. Chronomancers are notoriously impatient, that is often a part of why they chose to master time travel. Lich however are know wait patiently for centuries.

## Temporal Diseases and Viruses

*"We're in backwards time and I just threw up. If you're so curious about what it was like why don't you try it?"* – El-Carpedium

Traveling through time often has side effects people never think of. The early settlers of America brought over diseases from Europe. The natives were less resistance to the diseases because they had never experienced them before. As a result, they suffered greatly.



Michael Short (order #2081358)

The same thing can happen when you are time traveling. It is especially bad when you are traveling back in time. If you bring a modern medicine resistant disease back in time, it might devastate the local population and create untold paradoxes. It may be hard to believe but even some modern colds could kill people from thousands of years ago who have no immunity to them as we do today. Obviously, the Game Master should not stick time travelers with this problem every time they travel, but if someone has been infected with a disease perhaps you should wait it out in the time period you got it.

When you are traveling forward in time, it is the time travelers who might not be resistant to a future disease. However, a cure or treatment is much more likely to be available for them. Occasionally very old diseases have been wiped out, and as a result, no one is resistant to them anymore and the cures may be lost or difficult to get now. Bringing a disease forward in time is less risky but can still be very harmful.

The DC to save against a disease may change if you take it to a new time period. The Game Master must decide how resistance people in the new time period will be to the disease and apply an increase of +1 to +6 to the DC. The same increase applies to time travelers being exposed to a disease from another time period.

The term disease in this text covers viruses, infections and similar threats to the body. The Running The Game section in the GM's Core Rulebook explains diseases and lists a number of examples of disease.

## Disease Descriptions

**Asthma:** This disease causes the victim to become short of breath and possibly die from asphyxiation. Victims never recover from Asthma but only suffer its affects when something triggers it and they fail a saving throw. Asthma is not contagious. This disease is usually inherited from one's parents.

Any time the victim performs strenuous activities; combat, running, swimming, climbing, manual labor etc, is affected by allergies or is in a poor air environment he must make a saving throw to avoid the effect of the disease. If the victim fails the check, his Strength, Dexterity, Constitution, and saving throws against fear are deceased by 1 immediately and again each round he continues even moderate activity. If Strength or Dexterity reach zero he passes out and is resting. If Constitution reaches zero, he is instead reduced to zero hit points and further Constitution damage is applied to his hit points.

After an hour of rest, he can check again. If successful, he need not check again unless the conditions which trigger asthma are present.

The DC for asthma is 10. It must be checked for each round in combat with a -1 cumulative penalty per round. (Certain drugs negate this cumulative penalty.) Otherwise, the character should only be called upon to check for exertion asthma once an hour or day depending on the difficulty of the activity.

**Gaffer's Rot:** This disease is a childhood illness that exists in the core of gaffer's chaos. It is a very stable disease, never mutates and moving it to another time period does not change its DC. It is considered a nuisance disease that affects appearance for about a month. Once you have had it, the DC drops to 5.

This disease would go otherwise unnoticed but an explorer stumbled onto an odd fact. Anyone currently infected with gaffer's rot is immune to Mummy rot. It does not cure mummy rot if you have it. It only prevents you from getting it. It is not especially useful knowledge because it is difficult to contract gaffer's rot a second time. It has made gaffer's rot rather famous and a number of scientists have traveled to gaffer's chaos looking for the disease in affect to modify it.

**Super Virus:** Creating this virus is the worry of many modern societies. A disease that survives medications and antibiotics can become immune to those cures. Eventually a virus could reach a point where no known medications could cure it. That is a supper virus. The worst possible variant would be air-borne and lethal.

These viruses generally only appear in very advanced societies that have suffered some major devastation. Their medical technology has either been lost or overwhelmed so that they can not afford to treat everyone. Large poor areas have provided a breeding ground for the virus where it can reign unchecked.

Super Viruses are rare and times where they exist may be well protected from visitors.

**Suriv Virus:** Not much more then the common cold a Suriv is a virus from a backwards time that has managed to travel to normal time or affect a person from normal time. If the character fails their poison save, the virus lasts 1d6 days. There is no way to get rid of the virus without causing a minor paradox. *Cure Disease* and even *Heal* will do nothing to it. A wish or miracle will get rid of it in paradox time. The damage from this virus is caused only once, not each day. After the 1d6 days the character heals and someone else catches it. Getting rid of a Suriv Virus requires the skills of a chronomancer or a powerful cleric. Suriv viruses can not survive in any time without access to the future. Most cures involve taking the latest victim to a paradox time and curing the disease, causing a minor paradox.

**Tooslow:** Known as the temporal slow virus, or "too slow", this virus comes from a different form of time. It produces symptoms typical of the common cold; runny nose, mild fever or headache but it also affects the subject with *slow*, reducing his partial actions by 1 each round. The subject can make a Fortitude save DC 15 to act normally, but each consecutive round he tries to act normally the DC increases by 5. Once he stops taking his normal actions the DC drops by 5 each round until it returns to 15.

*Haste* counteracts the effects of the virus by giving the subject another action but it does not cure it. *Slow* does not stack with this disease. Anyone suffering from tooslow is immune to the effect of a *slow* spell.

## Vampires and Time

*"I hate them. The depths of my hatred for the freedom they enjoy can not be expressed. If I ever finally meet one I shall rip the secrets of that accursed art from their mind and finally laugh at those that hold me prisoner."* - Count Vlad

Vampires, traditionally, fear and distain chronomancers. While a vampire does grow stronger with age, many strategies of the vampire do not work against a chronomancer. A vampire can not wait for a chronomancer to get old or die, and the chronomancer may appear at any time during the vampire's existence. Further, a chronomancer can avoid night time completely by traveling forward to the next day.

There is a story of a chronomancer who was transformed



Michael Short (order #2081358)

into a vampire and discovered a cure for vampirism using chronomancy.

## Dragons and Time

*"You were here yesterday, only you were older. I'm curious to see what kind of paradox your death creates."* –Algon

Only younger dragons are bothered by the existence of chronomancers. As dragons age they learn about a great deal of things that the common person will never know about. Chronomancy and time travel are just one of many things an older dragon knows about. Unless a dragon has a grudge against a time traveler or is interested in chronomancy a dragon treats chronomancers just like anyone else they meet (and that may not be very friendly anyway). Woe be the chronomancer who thinks to surprise a dragon with time travel.

Dragons live a long time, they have no pressing need to learn chronomancy but some do. It is difficult to take their hoard with them. They must either give it up or leave it unprotected. Many dragons prefer to stay in their original time as a result. There is no typical age a dragon may decide to study chronomancy so there are chronomancer dragons of all ages. There are fewer chronomancer dragons then humanoid chronomancers just as there are fewer dragons then humanoids. Dragons tend to have a single ancient wyrm guarding a long stretch of time, thousands of years, against other chronomancers. The chances of meeting such a time guardian is very low, unless you are influencing the history of dragon kind.

## Time Guardians

*Just as two wrongs do not make a right, two paradoxes just make a bigger screw up.*

Stories of time guardians, for the most part, depict sloppy chronomancy and incompetence on the part of the time guardians. They do not show up to impede the hero, or villain, until after they have romped all through the past creating a good number of paradoxes which forever alter the future with the hero narrowly averting the complete destruction of civilization. The absurdity of this notion can not be stressed more greatly.

The first lesson a time guardians receives is how to stop paradoxes before they are started. They use subtle manipulation to prevent paradoxes. They might remove a book on time from a library to prevent someone from becoming interested in time travel. They might lock the door to the time machine when the hero is chasing the villain towards it.

In flexible paradox time is does not matter how many paradoxes are created and who whole battle to "prevent the destruction of time itself" becomes really quite silly. A lot of heroes have been laughed at by chronomancers as a result. In non-paradox time, these things simply do not happen. Only the most powerful chronomancers can attempt to do such things. In crisis paradox, if the plane still exists, the time guardians have been doing their job and there have been no silly heroes pretending they can fix a paradox by causing a dozen others.

Time guardians can so easily stop non-expert offenders that most chronomancers consider time travel movies to be poor comedy. It is when time guardians hunt a chronomancer that things get interesting. Only someone who can actually protect or sever their past, move through time and across the planes with skill and time travel repeatedly without getting stuck is ever going to even have a chance of evading a time guardian.

## Blurring the Edges

**Convergence Magic:** This form of magic usually occurs in the distant future on worlds where magic is extremely advanced. Magic becomes more homogenized. Spells are blended together until there is only one per level, a *wish* spell of each level, capable of reproducing any spell below that level. These *wish* spells are called *convergence I* to *convergence IX*.

Beginning wizards and sorcerers learn cantrips and 1st level spells like normal casters and are considered apprentices. At 2nd level they learn convergence magic and are treated as proper spell casters from then on. Most spell books contain all nine convergence spells. The cost for using convergence spells is that they are all a level higher then the spells they duplicate. Spell casters may still learn individual spells but the practice is frowned upon and many individual spells are forgotten.

More 9th level spells are retained then any others because non-epic characters must memorize them individually. Epic characters can learn an epic spell that allows them to cast 9th level spells.

**Clerical Convergence:** Deities live much longer then mortals. When, if, convergence occurs they may or may not decide to allow their clerics to use convergence spells for divine magic. If they do, then either convergence spells can duplicate divine and arcane or there is a divine version of the convergence spells and arcane convergence and divine convergence remain separate.

**Table 11-14: Convergence spells**

| Level | Max Spell Level |
|---|---|
| 1st | 0 |
| 2nd | 1 |
| 3rd | 2 |
| 4th | 3 |
| 5th | 4 |
| 6th | 5 |
| 7th | 6 |
| 8th | 7 |
| 9th | 8 |

### Convergence

Universal
**Level:** Sor/Wiz 1-9
**Components:** V, S, XP
**Casting Time:** 1 standard action
**Range:** See text
**Duration:** See text
**Saving Throw:** See text
**Spell Resistance:** yes

Similar to *wish* this spell can replicate the effects of any wizard or sorcerer spell one level lower then the convergence spell. Unlike *wish*, it can not exceed these limits. The range, duration, saving throw, and spell resistance are dependant upon the spell to be duplicated. There are nine convergence spells from level 1-9 respectively called *convergence I* to *convergence IX*. Each can duplicate arcane spells one level below it or lower. The higher the level, the higher the level spell it can duplicate. See the table below.



Michael Short (order #2081358)

Spells of 9th level, and epic spells can not be duplicated by any *convergence*. *Epic convergence*, an epic spell, can duplicate spells up to 9th level. The use of *convergence* does not restrict the use of standard spells, although society and other factors may restrict them.

XP *cost*: 1 to 9xp; The experience cost equals the level of the spell duplicated (Cantrips are treated as 1st level spells)

### Epic Convergence

Universal
**Spellcraft DC:** 35+ level of duplicated spell
**Components:** V, S, XP
**Casting Time:** 1 standard action
**Range:** See text
**Duration:** See text
**Saving Throw:** See text
**Spell Resistance:** yes
**Creator:**
**To Develop:**
**Seed:** Spell, summon and transform
This seed functions similar to *wish*. You may duplicate any spell from 1st to 9th level. You may exceed this limitation but the xp cost is increased to 5000xp and then functions exactly as wish. The range, duration, saving throw, and spell resistance are dependant upon the spell to be duplicated.

XP *cost*: 10xp per level of the spell duplicated or 5000xp

## A Great Campaign

The campaign is going great, now what? If you find out what works for you and makes your campaign function well, then congratulations. If your chronomancers have not wrecked the campaign or abused their powers beyond your ability to cope and you and the players are having fun, then you have done well as a Game Master.

What now? Expect change. Plan for change. No matter how well things are running, eventually people will become bored with it. Even a perfectly balanced campaign will get old. Maybe the players have finally defeated the long time villain and are enjoying a little peace. These are heroes though, and although they might enjoy a little down-time, eventually the next big adventure has to come banging at their door. As the Game Master, you will have new problems to cope with and the careful balance of your campaign will likely be in jeopardy, but without change boredom would bring its own problems.

Just remember what you did the first time. It will not be the same each time. As long as everyone is having fun, including yourself, and the players are interested, things are going well. Bad games happen, but so do good games. Each time you have a game that did not go well, sit down with the players and discuss it. Try to find out what went wrong and propose a solution. That is what leads to the good games.

## Gods

**Link:** The god of fate, Link, is lawful neutral. He serves fate herself. He seeks to maintain the balance of the universe at all times. Where good dominates evil or evil dominates good, he works to even out the forces involved working either on the side or good or evil, law or chaos. Link is worshiped, in particular by chronomancers, wizards and fighters. The domains he is associated with are Fate, Luck, Time Travel and Law. The chain, or spiked chain, is his favored weapon. His clerics may wield only chains in combat. His symbol is the chain, most often portrait as 3 links from a chain which represent the past, present and future.

## Multicorp

Multicorp can be added to any campaign setting. It is a generic name for a vast commercial empire that exists in the distant future, stretching across many worlds and possessing a significant portion of the wealth of the universe. Although powerful in the future, the corporation depends on it is past, a very long chain of events that lead to its creation. Minor changes to the past can cause personnel changes, product changes, and the like, to the corporation. Very major changes can even erase the corporation.

Multicorp is big enough to have plenty of enemies. To protect its interests from time traveling espionage the corporation employs a staff of chronomancers who make sure the corporation continues to exist from day to day. Until a party reaches the upper or epic levels they are unlikely to deal with the corporation as a whole or have the capability of drawing any serious attention to themselves. Until then they are likely to deal with Multicorp agents.

Multicorp's time travelers can be broken down into three groups, negotiators, soldiers and chronomancers.

**Multicorp Negotiators:** These gentlemen are well dressed and superbly spoken. They are neither equipped for combat nor inclined towards it. In a "good cop – bad cop" scenario, Multicorp's negotiators are the good cops. They can make offers that can not be refused and are greatly skilled in Diplomacy, Innuendo and Intimidation. Dealing with Multicorp negotiators is a polite, if dominated, experience often involving food and gifts. Multicorp acts well ahead of time. Even if the negotiations fail, nothing may be done about the incident for some time. When Multicorp does act, they send in their soldiers, who are not nearly so nice. Negotiators tend to be low level and present a minimal threat.

**Multicorp Soldiers:** These employees are chosen for size and intelligence, especially those who end up in time travel. They are well armed, informed and coordinated and there are hundreds more waiting to arrive if things go pear-shaped. Soldiers have different training ranging from assassination and demolitions to anti-terrorism. Soldiers range in level from 3rd to 20th depending on the situation and expected resistance.

Multicorp may withdraw or give up on a battle or target unexpectedly. They may or may not return. The corporation is so large there are too many things going on to understand their motivations. This is the surest sign you are dealing with Multicorp; they treat you as insignificant. Unless you are an incredible threat, they may simply ignore you.

**Multicorp Chronomancers:** These are a scary collection



Michael Short (order #2081358)

Everyone loves dinosaurs.
That doesn't mean they love you.

MARK CHARKE



Michael Short (order #2081358)

of spellcasters. They hold an unusual amount of power within the corporation in their ability to accept or refuse assignments. They have resources few other spellcasters ever imaging having, libraries of spells and labs that sprawl over the countryside. Someone higher up is pulling their strings though and she is not part of the corporation. It is with this strange relationship that the corporation protects its past.

Multicorp chronomancers are lawful and extremely protective of time. They profess to answer to Fate directly but it is more likely they worship the gods beneath her. While the heads of the corporation would like to believe the chronomancers have the company's best interests in mind, they are all too aware that chronomancers protect time, not the company. This makes selective elimination of chronomancers a consideration.

**Others:** Multicorp has legions of staff of every race, class and level. Eventually they should be able to marshal resources to deal with any threat, including epic-level problems.

**Alignment:** Multicorp is too large to be labeled with any alignment but neutral. There are too many different people involved. Parts of the company are involved in atrocities while other parts are at the head of environmental research. The heads eliminate any sectors that are becoming too extreme (chaotic or evil) or at least, too obvious about it.

**Adventures:** When the Chronomasters Guild locates a Multicorp, they try to infuse the corporation with time guardians in an effort to give that company a more positive alignment. This can involve precise and subtle manipulation of time or hostile takeovers and all of these events can involve the player characters. Unfortunately, there are evil groups trying to do the opposite and get more evil chronomancers in Multicorp.

Few people try to take over the company, but it does happen. The heads of the corporation are protected by powerful temporal contingencies. Even if they are erased from their positions the contingency transforms them into epic-level characters capable of restoring things to the way they were. Even if someone secured a top position, he may still have an angry, well equipped, epic-level character to contend with.

Control of Multicorp is evasive. The heads of the company recognize that they do not control many aspects of their company. A variety of other forces, ranging from organized crime to holy churches possess strong influence within Multicorp. Try to change or influence the actions of Multicorp may require one to deal with persons they never expected to meet.

Multicorp is a faceless monster with an unlimited number of heads that can not be killed except before it was born. At mid and low levels, the party can deal with small parts of the company, perhaps influencing local decisions. At high and epic level they may be able to influence major company policy but find they are no longer able to be in touch with the "little guy".

## The Bank of the Temporal Horizon

How the 'Prime Bank' was started is a history that has long since drifted into 5th dimensional time. The bank exists in the well protected demi-plane they call Parent. The bank exists the beginning to the end of time in Parent. They conduct business on hundreds and thousands of other planes with branches under various names. They exchange currencies for chronomancers and other time travelers but they rarely time travel themselves. Their main offices in Parent end up holding money from all time periods, in stasis protected from paradox or erasure from existence. They can usually provide chronomancers currency exchange for and from any time period without causing a paradox.

The Prime Bank has all the features modern, and future, banks have but among its services, temporally protected safety deposit boxes held in stasis are among its most popular services. For a fee they will hold items for a period of time or until the end of time. They insist on knowing what they are storing but will generally store just about anything.

Finding a branch of the Bank of the Temporal Horizon is fairly easy for a chronomancer. Branches usually have some marking that is distinctly out of place, often something from the future that only a character with the Knowledge (future history) skill would be able to notice as being out of place.

The bank never takes sides if they can help it, trying to stay neutral in all things. They avoid multi-corporations if they can, but that is usually impossible to do eventually. One Prime Bank can service a great number of planes but there are many different Prime Banks across the infinite alternate realities, cosmologies and multiverses.

## The Bad NPC Chronomancer

As the Game Master, you are always trying to find a way to coax the players into your carefully arranged story. The use of an NPC chronomancer can seem like a perfect tool for achieving this. He is someone who comes back from the future and informs the party that they should, or must, partake in the quest because, from the NPC's point of view, they already have. You can quickly fall into the bad NPC trap.

Later the party strays from the story further along in the adventure. The NPC chronomancer shows up again to gleefully tell them they are straying and must return to their quest. Even later one of the player characters is doing something you do not approve of. Enter the NPC chronomancer like a loving mother to bring the wisdom of morals or other advice.

The NPC chronomancer has perfect hindsight into events of the past (the party's present and future) and can easily evade all harm, even while the players are battling for their lives. He is virtually immortal and because he will never really age, the players can look forward to see him and his cryptic advice for the rest of their adventuring years.

You may soon find the players planning a dire fate for this poor NPC. That is a sure sign it is past time for the NPC chronomancer to leave and never return. It is better to avoid this situation altogether and use advice and instructions from the future sparingly. If the players ask for such advice, then is a good time to introduce it, but do not let it linger longer then wanted.

## Introducing Rock and Roll

The introduction of 'rock and roll' to the past is included because it is so often an included theme in comical movies about time travel. Only Hollywood's magic can upgrade people's attitudes and codes of moral decency hundreds of years in mere minutes, unless one recognizes what is really a montage of bad acting. There is no reason 'rock and roll' would be a tremendous hit outside of the time period and conditions it originates from.



Michael Short (order #2081358)

**Cave Painting,**
**Lascaux, France 10 to 15 000 BC**

MARK CHARKE

Cultures not familiar with 'rock and roll' may very well be offended by the loud, obnoxious, simple music and dancing. Only in the technological age where everything is bigger, faster and louder, is the boom box respected.

Retreating to the wilderness can show you this effect in reverse. Nature can be very calming. If you go without loud music or the need to drive for any length of time, its return can be disconcerting.

Introducing any sort of future invention to the past creates anything from a minor paradox to a catastrophic paradox as uncounted dollars and many peoples lives are re-arranged when the origin of the music is changed because of some time traveler's arrogant effort to bring "cool" music to the past.

Bringing future culture; attitudes and lifestyles, to the past is no less dangerous then bringing technology. Perhaps not in the short term, but over the long term such influences can change the course of actions for large numbers of peoples or entire countries. However noble bringing women's rights to the 15th century might be, it is certain to change the rest of the millennium. This returns us to the moral argument about saving and taking lives and acting as a god, as a time traveler.

Finally what is "cool" may be very different in the past and trying to act 20th century cool in 1000 AD will probably get you laughed at, if not hung. You will certainly not create a disco room out of a king's hall in five minutes with medieval instruments and a 'get funky' attitude. Remember that modern music took thousands of years to develop into what it is today and the changes in style take decades to become popular.

## Only Prime

"Prime, I must speak with you."

"My name is not Prime. I'm Jon, but how can I help you?"

"You are the last. It now falls to you to finish what you began."

"If you're trying to get work here on the farm, you might want to be a little more clear. What are you are talking about mister?"

"You are a creature that has explored the ends of the multiverse and time itself. It's time for you, this you, to do that."

"It's not my birthday you know. You might be pranking the wrong person."

"Read this book son. You can read?"

"I can read mister but that isn't helping me figure out what you're on about."

"You wrote the book. I think you'll find that it'll explain things. I'll send Lurn for you in a couple of years. If you are anything like yourself, that's all the time you'll need. Time, ha!"

Jon paused looking at the book with no title and watched the other man walk away. Jon opened it curiously. It had been a strange conversation.

*"My life began each time on a small farm in the most innocuous of places. I had always wondered about things greater then my station. Then one day the answer arrived on my doorstep. Each time it was different. This time I write the events down that lead me down the path to chronomancy so that the next one might find the transition more smooth…."*

Jon flipped to the back, to the last page and found the author's signature. It read…

-One-Less



Michael Short (order #2081358)

# Chapter 12: Spells

*"Time is spaghetti, yum."* – Lurn Chaotica

**Chronomancy Spells:** Chronomancy spells are more difficult for sorcerers or wizards to learn. Only characters with the temporal spells class ability can learn chronomancy spells (and only for that class!). Most chronomancer spells are increased by 4 spell levels when another spell caster tries to use them. Spells that allow time travel are not available to non-chronomancers. Most chronomancer spells of 6th level or above are not available to regular clerics, sorcerers and wizards.

**Saving Throws:** Fortitude is the primary saving throw for resisting temporal effects. Many chronomancy spells can not be dodged or out-thought because they affect a whole time stream, or person(s) in a time stream, indirectly. Time travel tends to be hard on the body because it involves, what most consider to be, unnatural movement through time. Occasionally a chronomancy spell can be dodged and has a reflex save. The Game Master may substitute that with a Fortitude save if the target is restrained or can not move.

**Access (Past, Present, Future):** Chronomancy spells may require access to the past, present or future in order to work. If the timeline does not have one, or more, of these, not all chronomancy spells can be used. If a time has no future (moving non-time) then Access**:** future spells do not work.

There are two kinds of access to the past; spells that alter the past and spells that do not alter the past. Both require a past to exist. Spells that alter the past can not function in non-paradox time because the past can not be changed.

Timelines without a future are rare, and those without a present are almost unknown.

**Access (Other spells):** Spells from outside of this book do not have their access denoted. Most spells are present only. Divination is the exception being greatly future access. Your Game Master will have to adjudicate any circumstances where a non-chronomancy spell might require access to the past or future.

**XP Cost:** Many chronomancy spells have an experience cost, followed by a notation about Fate's fee. For example (Fate's fee for a minor paradox). This pays Fate's fee for the spell unless the spellcaster uses the spell to create a paradox two steps greater (minor to major, medium to catastrophic). As the Game Master, if you are not using Fate's Fee, you may decide to wave this cost.

**Resist Temporal Change:** Anyone can attempt a Fortitude save DC 40 to resist temporal change. Only one saving throw is permitted to resist a spell but characters may choose to make a resist temporal change check instead of making the regular saving throw (especially if there is no saving throw) if a chronomancy spell affects them by altering their past or future. (See Resist Temporal Change in Chapter 6: Troubled Time.)

**Non Chronomancy Spells:** While the majority of the spells listed herein are chronomancy spells, there are a small number of time-related non-chronomancy spells that are available to regular character classes. These include the chronomancy spells normally found on regular spell lists. This includes spells such as *haste* and *time stop* which have been reprinted herein.

### Time Stop

Time stop is thought to be the creation of Kand and that its release into mainstream use was unintentional. Most wizards, incorrectly, believe that they are being accelerated. In fact, they are stealing time from another location, either from the past or future. As a result there are a variety of times where this spell will not function. In chaotic times, it may even be dangerous to cast

## Jerry Rigging Teleport Spells

Chronomancers can use teleport spells to time travel. Normally teleport spells work by instantaneous taking a person from one place to another without passing through the area in between. By teleporting through the space in between, chronomancers effectively accelerate themselves to virtually any speed. If they are below the speed of light they are slowing their time and effectively racing into the future, while if they travel faster then the speed of light they are traveling backwards. Any kind of chronomancer can perform this ability on any spell with the teleport descriptor, unless the spell already allows time travel.

This is a very crude form of time travel and not without it's risks. A chronomancer can not travel through solid matter so the teleport must be through open space (a void). If he passes through an anti-magic field or other anti-teleportation areas it will end the teleport and leave him in the cold vacuum of space traveling at a huge speed. The spell provides some protection from small objects but a collision with a large object is instantly fatal. Finally the destination is a matter of guess work.

**Skill Check:** To perform a jerry rig you must make a Knowledge (temporal) check DC 25 + spell level +2 for backwards time travel and +1 per 10 years. If you fail, the spell does not time travel. If you fumble, roll a natural 1, you and your companions must succeed at a Fortitude save DC 40 or something has gone terribly wrong; you are in stasis, thrown to a very different time or dimension or even flung into the outerplanes at random. If you fail that save, you and your companions must make a Dexterity save DC 15 or you are slain instantly by the conditions of your arrival or mishap.

**Familiarity:** "Very familiar" is a place where you have been very often and where you feel at home. "Studied carefully" is a place you know well, either because you have been there often or you have used other means (such as *scrying*) to study the place. "Seen casually" is a place that you have seen more than once but with which you are not very familiar. "Viewed once" is a place that you have seen once, possibly using magic. "Description"



Michael Short (order #2081358)

**Table 12-1: Jerry Rig Errors**

| Destination | On Target | Off Target | Similar Area | Mishap |
|---|---|---|---|---|
| Very familiar | 01-97 | 98-99 | 100 | - |
| Studied carefully | 01-94 | 95-97 | 98-99 | 100 |
| Seen casually | 01-88 | 89-94 | 95-98 | 99-100 |
| Viewed once | 01-76 | 77-88 | 89-96 | 97-100 |
| Description | 01-52 | 53-76 | 77-92 | 93-100 |
| False destination (1d20+80) | - | - | 81-92 | 93-100 |

is a place whose location and appearance you know through someone else's description, perhaps even from a precise map. "False destination" is a place that does not exist, such as if you have mistranslated an ancient tome and tried to teleport into a nonexistent treasure vault that you believe you read about, or if a traitorous guide has carefully described an enemy's sanctum to you when that sanctum is completely different from what the traitor described. When traveling to a false destination, roll 1d20+80 to obtain results on the table, rather than rolling d%, since there is no real destination for you to hope to arrive at or even be off target from.

**On Target:** You appear where you want to be.

**Off Target:** You appear safely a random distance away from the destination in a random direction. Distance off target is 1d10 x 1d10% of the distance that was to be traveled. For example, if you tried to travel 120 miles, landed off target, and rolled 5 and 3 on the two d10s, then you would be 15% off target. That is 18 miles, in this case. The Game Master determines the direction off target randomly, such as by rolling 1d8 and designating 1 as north, 2 as northeast, etc. If you were teleporting to a coastal city and wound up 18 miles out at sea, you could be in trouble.

**Similar Area:** You wind up in an area that is visually or thematically similar to the target area. A wizard heading for his home laboratory might wind up in another wizard's laboratory or in an alchemy supply shop that has many of the same tools and implements as in his laboratory. Generally, you appear in the closest similar place, but since the spell has no range limit, you could conceivably wind up somewhere else across the globe.

**Mishap:** You and anyone else teleporting with you have gotten "scrambled." You each take 1d10 points of damage, and you reroll on the chart to see where you wind up. For these rerolls, roll 1d20+80. Each time "Mishap" comes up, the characters take more damage and must reroll.

**Divert Time Travel:** You can jerry rig a *divert teleport* to redirect the destination for an instantaneous time travel. You must succeed at a Psicraft, Spellcraft or Knowledge (temporal) check DC 20 + spell level +2 for backwards time travel +1 per 10 years. If your check is successful you can choose a time for the subject to arrive but if you choose a destination he could not normally reach, the time travel spell fails instead. You can *divert teleport* a *timeslide* but all this does is negate the *timeslide*. You can never choose the exit time for *timeslide* because the caster chooses that later when he leaves the Temporal Horizon.

**Temporal Projection:** You can jerry rig an *astral travel* so that it functions as the psionic power *temporal projection*. A spellcaster or psionicist with temporal access can both do this. Use the standard rules for jerry rigging a teleport.

## Arcane Chronomancer and Chronomancer Sorcerer Spells

### 0-Level Chronomancer Spells (Cantrips)

**Daze:** Creature loses next action.

**Detect Chronomancy:** Detect chronomancy spells and effects.

**Drag Horizon Gate:** Dragon a horizon gate up to 1 round/level forward or back.

**Force Cube:** Creates cubes of time.

**Future Hand:** Move a small item in the future.

**View Lifeline:** Change your view of lifelines on the Temporal Horizon.

### 1st-Level Chronomancer Spells

**Clock:** Items tell the time.

**Detect Temporal Anomaly:** Detects temporal disturbances.

**Expeditious Retreat:** Doubles your speed.

**Identify Universe:** Provides information about the plane you are on.

**Locate Fundamental Present:** Find the fundamental present.

**Locate Wormhole:** Locate a wormhole.

**Paradox Warning:** Detect paradoxes before they reach you.

**Precognitive Sense*:** Gain general information about an event in the near future.

**Protected Memory:** Protect your memory from change.

**Selective Memory:** Block parts of the subject's memory.

**Slow Metabolism*:** Subject does not need to eat for up to one week.

**Speed Metabolism*:** Subject is starved lowering Str and Con until they eat.

**Temporal Hit:** Appear one second ahead gaining +1 attack bonus.

**Temporal Miss:** Appear one second behind increasing AC and giving miss chance.

**True Strike:** Adds +20 to your next attack roll.

**Where in Time:** Find out where in time someone is.

### 2nd-Level Chronomancer Spells

**Age plant:** Ages plants.

**Coat of History:** Provides +4 armor class and posses its own time.

**Decay:** Ages non-living material 1 month per caster level

**Haste:** One creature/level moves faster, +1 on attack rolls, AC, and Reflex saves.

**Life Sounding:** Determine how long a person's lifeline is.

**Preserve:** Prevents decay in non-living material for 1 month per caster level.

**Reverse Plant Aging:** Makes plants younger.

**Slow:** One subject/level takes only partial actions, -2 AC, -2 melee rolls.

**Time Warp:** Subject gains two additional partial actions next round.

**Temporal Cover:** Grants cover bonus to armor class.

**Timeslide:** Travel to the Temporal Horizon.

### 3rd-Level Chronomancer Spells

**Assault Stasis:** Leave an attack behind for the next person.

**Combat Manager:** Subject gains an additional partial action.

**Elvinshire's Travelers' Kit:** Create a protective barrier around your party.

**Iatre's Meddling:** Delays a spell up to 1 round per level.



Michael Short (order #2081358)

**Feat Swap:** Alter subject's feat selection permanently.

**Follow Chronomancer:** Reopen a timeslide.

**Life Tether:** Creates a magical tether to lifelines.

**Selective Invisibility:** Choose how subject becomes invisible.

**Selective Memory:** Block parts of the subject's memory.

**Step:** Travel forward to beginning of next round, re-roll initiative with +4 bonus.

**Temporal Attunement:** Makes subject native of local time.

**Time Meddle:** Dispels magic and temporal effects.

**Time Snare:** Subject repeats his actions until he resists the spell.

### 4th-Level Chronomancer Spells

**Age Enchantment:** Subtract 24 hours from a spell's duration

**Fires of the Past:** Summon hostile energies from another time.

**Freedom of Movement:** You can move regardless of restrictions.

**Greater Timeslide:** Timeslide to a more exact location.

**Like There is No Tomorrow:** Gain +4 to d20 rolls but risk fear and bad karma.

**Minor Paradox:** Alter the past within 2 rounds per level creating a minor paradox.

**Modify Spell:** Change the spell someone is casting.

**One Less Feat:** Subjects lose a feat.

**Prophecy:** Divine future events.

**Set the Period:** Change your gear, and others', to match the time period.

**Spell the Past:** Begin a spell in the past.

**Steal the Future:** Gains addition actions by giving future actions up.

**Temporal Push:** Teleport subject into the future.

**Time Bubble:** Creates a bubble of normal time.

**Timeheal:** Restore a person to his previous condition.

**Time Shudder:** Create a hostile sphere of time.

**Time Skip:** Skip a period of time.

**Crusher's Temporal Disjunction:** Deny subject ability to notice passage to time.

### 5th-Level Chronomancer Spells

**Age animal:** Age an animal up to 1 month/caster level.

**Contact other Time:** Communicate with someone in the past or future.

**Create Horizon Gate:** Create a permanent gate to the Temporal Horizon.

**Devolution:** Transform subject into a mindless powerful fighter.

**Differential Stoneskin:** Gain temporal damage reduction but lose an action.

**Improved Protected Memory:** Protect your memory and gain new ones.

**Improved Selective Invisibility:** Attack while choosing how subject is invisible.

**Lingering After Image:** Leave a programmable image of yourself behind.

**Non-Paradoxis:** Create an area of non-paradox time.

**One-Less's Timeslide:** Discretely teleport and travel 1 day/level back or forward

**Personal Time:** Gain your own time for 24 hours.

**Place in the Past:** Give an item to your future self.

**Protected Past:** Gain immunity to temporal changes.

**Reverse Animal Aging:** Rejuvenate an animal up to 1 month/caster level.

**Skill Swap:** Changes the subject's skill selection permanently.

**Wall of Time:** Create a wall made of slow time.

### 6th-Level Chronomancer Spells

**Conceal Temporal Anomaly:** Disguise one anomaly on the Temporal Horizon.

**The Count's Enumeration:** Count up to a million objects instantly

**Magic Manager:** Allows casting of multiple spells per round.

**Mass Temporal Attunement:** Makes many subjects natives of local time.

**Paradox:** Alter the past up to a month ago, creating a minor or medium paradox.

**Shard:** Create a shard of time.

**Temporal Maze:** Create maze time.

**Thread Hop:** Planeshift in the Temporal Horizon.

**Walk Across the Perspective:** Move through time at a different rate.

### 7th-Level Chronomancer Spells

**Die Later:** Prevent death from damage for a short while.

**Improved Coat of History:** Grants +8 armor bonus.

**Improved Protected Past:** Gain immunity to temporal changes and new memories.

**Mass Combat Manager:** Multiple subjects gain extra partial actions.

**Move Wormhole Corridor:** Move the exit of a wormhole.

**Slide to Fundamental Present:** Send someone to the fundamental present.

**Temporal Eye:** Scry the future.

**Crusher's Delayed Damage:** Delay damage and touch spell effects up to 20 rounds.

### 8th-Level Chronomancer Spells

**Accelerate Lifeline:** Age the subject up to 1 year per caster level.

**Greater Spell the Past:** Cast a 1st-7th level spell in the past.

**Reverse Lifeline:** Reduce the age of the subject up to 1 year per caster level.

**Timeline Shield:** Protect sections of time against time travel.

**Timereaver:** Instantly travel years forward or back to teleport others.

### 9th-Level Chronomancer Spells

**Create Wormhole:** Create a wormhole.

**Elvinshire's Time Travel:** Travel up to 100 years forward or back.

**Greater Non-Paradoxis:** Change paradox time to normal time across your plane.

**Greater Shard:** Create a large shard of time.

**Greater Time Skip:** Skip sections of time.

**Haste, Greater:** One creature gains an extra action, +4 AC and jumps twice as far

**Lurn's Timereaver:** Instantly travel forward or back up to 1 year/caster level.



Michael Short (order #2081358)

**Major Paradox:** Create a major paradox.
**Mend Time Line:** Repairs damage to time lines.
**Obliviate:** Erases subject from history.
**Permanency:** Render a spell permanent.
**Severed Lifeline:** Permanently remove your lifeline.
**Temporal Shell:** Create a stasis bubble around caster.
**Time Stop:** Act freely for 1d4+1 rounds, now with consequences.
**Try Again:** Go back and repeat an event if you failed the first time.
**Universal Aura:** +4 AC, +4 saves, energy resistance 20, damage reduction 10/+5.

## Bard Spells

### 3rd-Level Bard Spells

**Selective Invisibility:** Choose how you become invisible.

### 5th-Level Bard Spells

**Improved Selective Invisibility**. Attack while choosing how you are invisible.

## Cleric Spells

### 0-Level Cleric Spells (Cantrips)

**Detect Chronomancy:** Detect chronomancy spells and effects.

### 3rd-Level Cleric Spells

**Elvinshire's Travelers' Kit:** Create a protective barrier around your party.
**Selective Memory:** Block parts of the subject's memory.

### 5th-Level Cleric Spells

**Detect Temporal Anomaly:** Detects temporal disturbances.
**Identify Universe:** Provides information about the plane the caster is on.

### 6th-Level Cleric Spells

**Heaven's Touch:** Transform negative energy into healing.

### 8th-Level Cleric Spells

**Fires of the Past:** Caster summons hostile energies from another time.

### Temporal Domain

**Deities:** Link
**Special:** Access to this domain is restricted to divine chronomancers because of its game altering effects.
**Granted Power:** You gain the Temporal Resistance feat.
1. Detect Temporal Anomaly
2. Coat of History
3. Temporal Attunement
4. Set the Period
5. Protected Past
6. Mass Temporal Attunement
7. Improved Protected Past
8. Timeline Shield
9. Mend Time Line

### Time Travel Domain

**Deities:** Link
**Special:** Access to this domain is restricted to divine chronomancers because of its game altering effects.
**Granted Power:** You gain the Internal Clock feat.
1. Locate Fundamental Present
2. Timeslide
3. Follow Chronomancer
4. Greater Timeslide
5. One-Less's Timeslide
6. Walk Across the Perspective
7. Slide to Fundamental Present
8. Timereaver
9. Elvinshire's Time Travel

## Divine Chronomancer Spells

### 0th-Level Divine Chronomancer Spells

**View Lifeline:** Change your view of lifelines on the Temporal Horizon.

### 1st-Level Divine Chronomancer Spells

**Selective Memory:** Block parts of the subject's memory.

### 5th-Level Divine Chronomancer Spells

**Reverse Healing:** Undo the effects of a healing spell.

## Druid Spells

### 0-Level Druid Spells (Cantrips)

**Detect Chronomancy:** Detect chronomancy spells and effects.

### 3rd-Level Druid Spells

**Elvinshire's Travelers' Kit:** Create a protective barrier around your party.
**Identify Universe:** Provides information about the plane the caster is on.
**Selective Memory:** Block parts of the subject's memory.
**Slow Metabolism:** Subject does not need to eat for up to one week.
**Speed Metabolism:** Subject is starved lowering Str and Con until they eat.

### 4th-Level Druid Spells

**Age plant:** Ages plants.
**Decay** Ages non-living material 1 month per caster level
**Preserve:** Prevents decay in non-living material for 1 month per caster level.
**Reverse Plant Aging:** Makes plants younger.

### 6th-Level Druid Spells

**Fires of the Past:** Caster summons hostile energies from another time.

### 7th-Level Druid Spells

**Age animal:** Age an animal up to 1 month/caster level.
**Reverse Animal Aging:** Rejuvenate an animal up to 1 month/caster level.

### 9th-Level Druid Spells

**Mend Time Line:** Repairs damage to time lines.
**Su-Citra's Devolutionary Warrior:** Transform subject into a mindless powerful fighter.

## Illusionist Spells



Michael Short (order #2081358)

5th-Level Illusionist Spells

**Lingering After Image:** Leave a programmable image of yourself behind.

## Necromancer Spells

6th-Level Necromancer Spells

**El-Carpedium's Hands:** Summon a pair of death dealing hands.

9th-Level Necromancer Spells

**Dark Red's Timeslide:** Travel to the Temporal Horizon as a shade.

## Paladin Spells

3rd-Level Paladin Spells

**Temper in Time:** Give a weapon a +3 temporal bonus.

4th-Level Paladin Spells

**Once and Fallen:** Know the course to ultimate good, but at a cost.

## Sorcerer and Wizard Spells

0-Level Sorcerer and Wizard Spells (Cantrips)

**Detect Chronomancy:** Detect chronomancy spells and effects.

3rd-Level Sorcerer and Wizard Spells

**Elvinshire's Travelers' Kit:** Create a protective barrier around your party.

**Follow Chronomancer:** Reopen a timeslide.

**Selective Invisibility:** Choose how subject becomes invisible.

**Selective Memory:** Block parts of the subject's memory.

4th-Level Sorcerer and Wizard Spells

5th-Level Sorcerer and Wizard Spells

**Clock:** Items tell the time.

**Detect Temporal Anomaly** Detects temporal disturbances.

**Identify Universe:** Provides information about the plane the caster is on.

**Improved Selective Invisibility:** Attack while choosing how subject is invisible.

**Locate Fundamental Present:** Find the fundamental present.

**Locate Wormhole:** Locate a wormhole.

**Precognitive Sense:** Gain general information about an event in the near future.

**Protected Memory:** Protect your memory from change.

**Slow Metabolism:** Subject does not need to eat for up to one week.

**Speed Metabolism:** Subject is starved lowering Str and Con until they eat.

**Temporal Hit:** Appear one second ahead gaining +1 attack bonus.

**Temporal Miss:** Appear one second behind increasing AC and giving miss chance.

**Where in Time:** Find out where in time someone is.

**Age plant:** Ages plants.

6th-Level Sorcerer and Wizard Spells

**Coat of History:** Provides +4 armor class and posses its own time.

**Decay:** Ages non-living material 1 month per caster level

**Preserve** Prevents decay in non-living material for 1 month per caster level.

**Reverse Plant Aging:** Makes plants younger.

**Time Warp:** Subject gains two additional partial actions next round.

**Temporal Cover:** Grants cover bonus to armor class.

7th-Level Sorcerer and Wizard Spells

**Iatre's Meddling:** Delays a spell up to 1 round per level.

**Life Tether:** Creates a magical tether to lifelines.

**Temporal Attunement:** Makes subject native of local time.

**Time Meddle:** Dispels magic and temporal effects.

**Time Snare:** Subject repeats his actions until he resists the spell.

8th-Level Sorcerer and Wizard Spells

**Age Enchantment:** Subtract 24 hours from a spell's duration

**Fires of the Past:** Summon hostile energies from another time.

**Freedom of Movement:** You can move regardless of restrictions.

**Like There is No Tomorrow:** Gain +4 to d20 rolls but risk fear and bad karma.

**One Less Feat:** Subjects lose a feat.

**Prophecy:** Divine future events.

**Set the Period:** Change your gear, and others', to match the time period.

**Steal the Future:** Gains addition actions by giving future actions up.

**Time Bubble:** Creates a bubble of normal time.

**Crusher's Temporal Disjunction:** Deny subject ability to notice passage to time.

9th-Level Sorcerer and Wizard Spells

**Age animal:** Age an animal up to 1 month/caster level.

**Devolution:** Transform subject into a mindless powerful fighter.

**Improved Protected Memory:** Protect your memory and gain new ones.

**Lingering After Image:** Leave a programmable image of yourself behind.

**Reverse Animal Aging:** Rejuvenate an animal up to 1 month/caster level.

## Spells

The spells herein are presented in alphabetical order (with the exception of those whose name begin with "greater," "lesser," or "mass"; See Order of Presentation in the Spells section of the Core Handbook.)

### Age Animal

Necromancy - Chronomancy
**Level:** Chrono 5, Sor/Wiz 9, Druid 7
**Components:** V, S, M
**Casting Time:** 2 rounds
**Range:** Close (25ft. + 5 ft./2 levels)
**Target:** 1 animal



Michael Short (order #2081358)

**Duration:** Permanent
**Saving Throw:** Fortitude negates
**Spell Resistance:** Yes
**Creator:** Kand
You age the subject, which must be an animal, up to one month per caster level. The creature ages at the rate of one month per ten minutes after the spell is cast. During this time, the creature is also *slowed*, losing one action each round. The subject must succeed at a Fortitude save DC 10 or die within the first 1d4 rounds.

A Knowledge (nature) DC 15 can be used to determine either how old the animal is or how long animals of this type normally live. The Game Master may increase the DC by +5 in unusual forms of time or when dealing with unusual animals or animals you have not seen before.

*Access:* Present only

*Material Component*: A sample of the creature to be affected. If the chronomancer touches the subject, no material component is required.

## Age Creature

Necromancy - Chronomancy
**Level:** Chrono 8 (chronomancer only)
**Components:** V, S, M
**Casting Time:** 1 round
**Range:** Touch
**Target:** Creature touched
**Duration:** Permanent
**Saving Throw:** Fortitude negates
**Spell Resistance:** Yes
**Creator:** Kand
You accelerate time in order to age the subject, which may be any creature of Intelligence 2 or greater, up to one year per caster level. The creature ages at the rate of one month per ten minutes after the spell is cast. During this time, the creature is also *slowed*, losing one action each round. If the creature's resulting age exceeds its lifespan, it dies. Use of this spell is an evil act. It goes against the morals of the chronomancer to use time against people in this fashion.

A Knowledge (nature) DC 20 can be used to determine either how old the subject is or how long subjects of this type normally live. The Game Master may increase the DC by +5 in unusual forms of time or when dealing with unusual plants or plants you have not seen before.

*Access*: Present only

*Material Components*: A small piece of polished amber and an ounce of ichor from a tether beast.

## Age plant

Necromancy - Chronomancy
**Level:** Chrono 2, Druid 4, Sor/Wiz 6
**Components:** V, S, M
**Casting Time:** 1 standard action
**Range:** Close (25ft. + 5 ft./2 levels)
**Area of Effect:** 10 feet square per level
**Duration:** Instantaneous
**Saving Throw:** Fortitude DC 10 negates
**Spell Resistance:** Yes
**Creator:** Kand
You accelerate time in order to age all plants in the area of effect. You may choose to affect all plants or one type of plants. You age the plants up to one month per level. Aging occurs at a rate of one month per 10 minutes. It the plant exceeds its lifespan, it withers and dies, if it failed its saving throw. However, the use of this spell is most common for accelerating a harvest. It is in high demand in areas where summers are short and winters are harsh.

A Knowledge (nature) DC 15 can be used to determine either how old the plant is or how long plants of this type normally live. The Game Master may increase the DC by +5 in unusual forms of time or when dealing with unusual plants or plants you have not seen before.

*Access:* Present only

*Material Component*: The caster requires a sample of a plant if he wishes to only affect one type of plant in the area of effect.

## Age Enchantment

Abjuration - Chronomancy
**Level:** Chrono 4 Sor/wiz 8
**Components:** V, S, M
**Casting Time:** 1 standard action
**Range:** 100ft+10ft/level
**Effect:** Medium (100ft + 10 ft./level)
**Duration:** Instantaneous
**Saving Throw:** Special
**Spell Resistance:** No
**Creator:** One-Less
This spell functions exactly as *dispel magic*, except that the maximum bonus is 20 instead of 10 and instead of dispelling an effect, it is aged by 24 hours (subtract 24 hours from its duration). A spell who's duration has expired, ends. *Age enchantment* can be used to counter spells, like *dispel magic*. It only counters spells whose duration is less then 24 hours, including instantaneous spells. Spells whose duration is greater then 24 hours have their duration reduced by 24 hours.

*Access:* Present only

## Devolution

Transmutation [Chaotic] - Chronomancy
**Level:** Chrono 5,Druid 9, Sor/Wiz 9
**Components:** V, S, M
**Casting Time:** 1 standard action
**Range:** Close (25ft. + 5 ft./2 levels)
**Target:** 1 humanoid
**Duration:** 10 minutes/level
**Saving Throw:** Fortitude negates
**Spell Resistance:** Yes
**Creator:**
You cause the subject's evolutionary clock to reverse. The subject gains a +4 enhancement bonus to Strength, Dexterity and Constitution but suffers a -4 penalty to Intelligence, Wisdom and Charisma (min 1). The subject gains a 1d6 20/x2 claw attack with each arm and a 1d4 20/x2 bite attack. Hair grows longer, the body hunches over and arms may increase in length while the forehead recedes. The subject's base attack bonus becomes equal to his level, he can not cast spells and becomes illiterate. Devolution does not work on elves or other races who do not have a history of barbarism.



Michael Short (order #2081358)

A barbarian affected by this spell gains all the abilities of an ancient barbarian of the same level. This is grounds for taking levels in ancient barbarian later, as a curiosity is awoken in the barbarian about his primal origins.

*Access*: Present only

*Material Component*: The tooth of a gorilla or carnivorous ape.

## Combat Manager

Transmutation [Haste] - Chronomancy
**Level:** Chrono 3 (chronomancer only)
**Components:** V, S, M
**Casting Time:** 1 standard action
**Range:** Touch
**Target:** Creature touched
**Duration:** 1 round/level
**Saving Throw:** Fortitude negates (harmless)
**Spell Resistance:** Yes
**Creator:**

By use of this spell, you manipulate time so that the subject gains more use out of a single combat round. The subject does not move faster, but rather, more efficiently. If the subject takes a full attack action, he may take a 5 foot step after each attack action (after each of his attacks) up to his movement rate. The first 5 foot step can not provoke attacks of opportunity but the rest can. The subject also gains a +2 Temporal bonus to initiative and armor class and gains the Uncanny Dodge ability. The extra movement is a *haste* bonus. *Haste* bonuses do not stack. Further, if the subject gains another *haste* bonus, *combat manager* ends.

*Uncanny Dodge:* The subject retains his Dexterity bonus to AC (if any) even if he is caught flat-footed or struck by an invisible attacker. However, he still loses his Dexterity bonus to AC if immobilized. If the subject already has uncanny dodge from a different class, he automatically gains improved uncanny dodge (see below) instead.

*Improved Uncanny Dodge:* The subject can no longer be flanked. This defense denies a rogue the ability to sneak attack the subject by flanking him, unless the attacker has at least four more rogue levels than your caster level.

*Normal:* A character normally has one 5 foot step per round, if he does not make a move action, and it may be taken between attack actions.

*Access*: Present only

*Material Component*: A drop of mercury.

## Combat Manager, Mass

Transmutation [Haste] - Chronomancy
**Level:** Chrono 7
**Creator:**

As *combat manager* but you can affect 1 person per caster level within 30 feet of yourself.

## Assault Stasis

Conjuration - Chronomancy
**Level:** Chrono 3 (chronomancer only)
**Components:** V, S, M
**Casting Time:** 1 round
**Range:** 0
**Target:** You
**Duration:** 1 hour
**Saving Throw:** None
**Spell Resistance:** No
**Creator:** One-Less

You attack a location, empty air, with a weapon and the next person passing through that location is attacked as if you had attacked him. When you cast the spell, make attack and damage rolls. If you later hit with the attack roll, apply the damage to the affected target. The spell does not differentiate between friend and foe. You can even be struck by your own attack. The enchanted area remains faintly magical until the spell ends. A spot check (DC 20+ spell level + caster's Intelligence bonus) allows someone to notice the spell.

Only one such spell can be in any 5 foot cubed area. It can be dispelled normally. Any form of teleport lock, anitmagic or counter-chronomancy will counter this spell. A rogue can use Disable Device (DC 25 + spell level + caster's Intelligence bonus) to negate the spell like a magical trap.

*Access:* Present only

*Material Component*: The weapon used to make the attack. It can be any melee weapon but not a projectile weapon. The weapon can not be used again until the spell is triggered, otherwise the spell ends.

## Clock

Divination - Chronomancy
**Level:** Chrono 1 Sor/wiz 5
**Components:** V, S, F
**Casting Time:** 1 standard action
**Range:** Close (25ft. + 5 ft./2 levels)
**Target:** 1 object or person
**Effect:** 1 person
**Duration:** 24 hours per two levels (D)
**Saving Throw:** None (harmless)
**Spell Resistance:** No
**Creator:** Kand

A modified *wizard mark*, you put moving magical writing on an object which tells the time. It can be in any language you know. The time will be accurate for your current location or a location whose time you is familiar with or where you have previously used this spell. The writing can be analog, digital or another form you know. As a free action, you can command the writing to glow, become invisible or become visible.

*Access*: Present only

*Focus*: An object upon which the time is to appear. This can even be a person, including yourself.

## Coat of History

Conjuration (Creation) [Force] - Chronomancy
**Level:** Chrono 2, Sor/wiz 6, Temporal 2
**Components:** V, S, F
**Casting Time:** 1 standard action
**Range:** Touch
**Effect:** Creature touched
**Duration:** 1 hour/level
**Saving Throw:** Fortitude negates (harmless)



Michael Short (order #2081358)

**Spell Resistance:** Yes (harmless)
**Creator:** Count James
You envelope the subject in an invisible force field. The field provides a +4 armor bonus to armor class, exactly as m*age armor*. It does not hamper movement or cause arcane spell failure.

The coat provides the subject with protected memory. The subject's memory does not change if his past changes and he will notice any changes that affect the present.

The coat has its own time. This makes the wearer immune to *stasis*, temporal disorientation and he can pass from one form of time to another without risk of harm. The subject can exist in his own form of time even if he is in a different form of time. The coat's reserve of time only lasts 1 minute per caster level. The subject can use that time whenever he wants, activating or deactivating it as a free action. It automatically activates if the subject's time changes such as when he enters a new form of time or fails his save against *stasis*. The wearer can not manipulate objects in stasis unless he envelopes then in the force field. He can move through gases, such as air, that are in stasis and allow that air into the force field in order to breath. Moving through water in stasis is very slow. Once the time is expired the subject is once again vulnerable to these spells and effects.

*Access*: Present

*Focus*: A piece of ancient armor.

## Coat of History, Improved

Conjuration (Creation) [Force] - Chronomancy
**Level:** Chrono 7
**Creator:** One-Less
As *coat of history* but the armor class bonus is +8 instead of +4.

## Conceal Temporal Anomaly

Illusion [Figment] - Chronomancy
**Level:** Chrono 6 (chronomancer only)
**Components:** V, S, M
**Casting Time:** 1d4 x10 minutes
**Range:** Close (25ft. + 5 ft./2 levels)
**Area of Effect:** 1 anomaly
**Duration:** Permanent
**Saving Throw:** None
**Spell Resistance:** No
**Creator:** Reksil
You split the flow of time around a temporal disturbance. This reduces the turbulence it causes and shields it from magical detection. A *detect temporal anomaly*, *detect invisibility*, *true seeing* and similar spells only have a 25% chance of detecting the concealed anomaly. Characters without temporal access will have an even lower chance to identify a hidden anomaly in this way, only 15%.

Vortices can be hidden in this way but it is hazardous. You must succeed at a will save DC 20 for a minor vortex, DC 25 for a medium vortex and DC 30 for a major vortex. Failure ages you 1d20 years and reduces your Wisdom score by 1 permanently. This spell can not be used cumulatively with itself.

*Access*: Present only

*Material Component*: A glass bulb filled with the blood of a Gapher's phase spider.

## Contact Other Time

Divination - Chronomancy
**Level:** Chrono 5 (chronomancer only)
**Components:** V
**Casting Time:** 1 round
**Range:** Unlimited
**Target:** 1 person
**Duration:** 1 round/level
**Saving Throw:** None
**Spell Resistance:** No
**Creator:** Reksil
This spell allows you to communicate with any single person from any time period, future or past, as long as they are on the same plane. By using *contact other plane* and this spell you can converse with persons in other time periods on other planes. You can talk with the person as if he were present but you can not see him and this spell provides no means of translating languages. Locating a person may first require casting *where in time*.

Because providing any sort of information can cause a paradox, this spell is difficult to use in non-paradox time. Any information mentioned that could cause a paradox, causes the spell to end. As a result, chronomancers typically only contact other chronomancers, as they are versed in taking care about what they say.

*Access*: Past, present or future (possible change).

## The Count's Enumeration

Divination - Chronomancy
**Level:** Chrono 6
**Components:** V, S, M
**Casting Time:** Full round
**Range:** Personal
**Area of Effect:** 10 feet/level Radius
**Duration:** Instantaneous
**Saving Throw:** None (harmless)
**Spell Resistance:** No
**Creator:** Count James
This spell allows you to count any number of objects within sight whose total does not exceed one million. If there are over one million objects, you can only count the first one million. You can be very specific about the items as if you had studied them for a considerable amount of time. You can count sub groups of items. For example, you could glance at a dragon's hoard and count each kind of visible coin, gem, and individual magical item present making a quick inventory. If certain coins were buried underneath others, you could make an accurate guess at how many where there based on what could be seen.

You can not count items you can not see, nor items that are too small, or large, too be seen. Using clairvoyance, magnifying glasses or other means to improve vision can increase the types of objects you can count.

*Access*: Present only

*Focus*: A counting device of any kind.

*Special*: You must have an Intelligence score of 18 or higher.

## Create Horizon Gate

Transmutation - Chronomancy



Michael Short (order #2081358)

**Level:** Chrono 5 (chronomancer only)
**Components:** V, S, M, XP
**Casting Time:** 1 hour
**Range:** Close (25ft. + 5 ft./2 levels)
**Area of Effect:** 20 feet square.
**Duration:** Special
**Saving Throw:** Special
**Spell Resistance:** Yes
**Creator:** Kand

You bind a section of the Temporal Horizon to a prime plane creating a permanent gate between the two planes. The gate is totally flat (two dimensional) but can be any shape you desire that fits within the area of effect. The gate may be invisible or you may hide it (make a Hide check when you cast the spell and this is the Spot and Search check DC to find it).

The gate is closed by default and requires a condition, which you specify, to open. The most common condition is the casting of a Chronomancy spell upon the gate. This opens the gate for 1 round/level. The caster can close the gate as a standard action.

*Duration*: The horizon gate is permanent for those in the Temporal Horizon. However, for those on the prime plane, the gate only exists for a few short seconds when the spell was completed. It is important to note when the gate exists. For example, it might be linked to 3:42:56 PM on January 27th 1411.

As the gate is used, it drifts into the future slowly. (The past gate is gone, accessible only by using 5th dimensional time travel.) This prevents the gate from being blocked because of large numbers of people all arriving on the other side at the same time. Each time the gate is used, it shifts one round into the future. The gate will hiccup ten or twenty rounds into the future after a group of people have moved through it.

On the Temporal Horizon you can spend as much time as you like searching for a gate but on the prime plane, it only exists for an instant so only one Search check can be made.

Permanent horizongates are dangerous. They attract tourists from the future. They provide an exit for monsters and time travelers stuck on the Temporal Horizon. Those interested in time travel especially prize such gates and many will stop at nothing to seize control of one. Time guardians have little difficulty locating a permanent horizon gate.

*Access*: Past, present, future.

*Material Component*: A 5000gp diamond that has been on the Temporal Horizon for over one subjective day.

*XP cost:* 1000xp

## Create Wormhole

Transmutation [Teleportation, Time Travel] - Chronomancy
**Level:** Chrono 9 (chronomancer only)
**Components:** V, S, M, F, XP
**Casting Time:** 1 hour
**Range:** Long (400 + 40 ft./level)
**Effect:** 1 wormhole
**Duration:** special
**Saving Throw:** None
**Spell Resistance:** No
**Creator:** One-Less

You create a wormhole. You can decide on the distance both across space and in time but the Game Master must adjudicate the final results. Wormholes created this way are not very stable at first but become more stable as time passes. Each time something passes through the wormhole, there is a 1% chance it will collapse afterwards. Strong gravity, such as a planet or even a large comet, will make the wormhole more unstable, giving it an additional 5% change of collapse when used. As long as a wormhole does not collapse, it will remain indefinitely.

*Access*: Past or Future (change)

*Focus*: An hourglass

*Material*: A 10 000gp orb.

XP *cost*: 1000xp

## Dark Red's Timeslide

Necromancy [Death, Teleportation, Time Travel]
**Level:** Necromancer 9, Necronomancer 9 (necromancer only)
**Components:** V, S, M, XP
**Casting Time:** 3 rounds plus 1 round per companion
**Range:** Personal
**Target:** You and up to 1 person per 2 levels
**Duration:** Instantaneous
**Saving Throw:** Fortitude negates
**Spell Resistance:** No
**Creator:** Dark Red

It came as something of a surprise when the lord of the Shadowlands appeared a thousand years in the past to thwart the plans of a chronomancer. Until then it was not known that he was even aware of their existence.

This unusual variation on *timeslide* transforms you into a shade, which incidentally kills any living subject and transforms them into an undead, and then slips them into the Temporal Horizon. There are shadows, even on the Temporal Horizon. This spell draws the subject through the Shadowlands, the demiplane of shadow, to the Temporal Horizon. The disturbance this spell causes often attracts different monsters or time guardians but the shadow form is almost invisible in the Temporal Horizon, difficult to locate and unexpected (See Shade in the *MM*).

Acquiring this spell is difficult, usually involving a visit to the demiplane of shadow and using the spell is fatal making it a less then desirable alternative to *timeslide*. Characters using *shapechange* can avoid being killed by transforming themselves into undead.

*Access*: Past (change) and future

*Materials*: A diaphanous square of fine silk and a small piece of basalt.

XP *cost*: 250xp

## Decay

Necromancy [Evil, Death] - Chronomancy
**Level:** Chrono 2, Druid 4, Sor/Wiz 6
**Components:** V, S, M
**Casting Time:** Full round
**Range:** Close (25ft. + 5 ft./2 levels)
**Area of Effect:** 25 cubic feet/level
**Duration:** Instantaneous
**Saving Throw:** Special
**Spell Resistance:** Yes
**Creator:** El-Carpedium

You cause the decay of any nonliving matter equal to one month



Michael Short (order #2081358)

per caster level. Unattended material can save as though it were being disintegrated. If the material is in someone's possession, they can make a Fortitude save to resist the spell's effect.

*Access*: Present only

*Material Component*: A pinch of dung or mold.

## Detect Chronomancy

Divination - Chronomancy
**Level:** Bard 0, Chrono 0, Cleric 0, Druid 0, Sor/Wis 0.
**Components:** V, S, F
**Casting Time:** 1 standard action
**Range:** Personal
**Duration:** 10 minutes per level (D)
**Saving Throw:** None (harmless)
**Spell Resistance:** No
**Creator:** Kand

As *detect magic* but this spell only detects magic from the school of chronomancy. Further, any object or person which has time traveled in the last hour will be detected by means of this spell. Persons currently modifying time with spells, or abilities, will be especially obvious to the caster with this spell.

*Access*: Present only

*Focus*: A functional timepiece is required. A sundial is acceptable during the day.

## Detect Temporal Anomaly

Divination - Chronomancy
**Level:** Chrono 1, Cleric 5, Sor/Wiz 5, Temporal 1
**Components:** V, S
**Casting Time:** 1 standard action
**Range:** Personal
**Effect:** 100 foot radius
**Duration:** 10 minutes per level (D)
**Saving Throw:** None (harmless)
**Spell Resistance:** No
**Creator:** Kand

You can detect temporal disturbances. On the prime material plane, this will locate any form of time travel that has been used in the last 1 minute per caster level or is about to be used within 1 minute per caster level. On the Temporal Horizon, it detects the nearest disturbance in the time stream (other then the ones the caster has created by entering, and later leaving, the Temporal Horizon).

Determining the spell that caused the disturbance requires a Knowledge (temporal) or Spellcraft check. There is a -5 penalty, per component, if you cannot determine the verbal, somatic, material and/or focus for the spell.

*Access*: Present only.

## Die Another Day

Necromancy - Chronomancy
**Level:** Time 9 [chronomancer only]
**Components:** V, S, DF, XP
**Casting Time:** 1 standard action
**Range:** Close (25ft. + 5 ft./2 levels)
**Effect:** 1 person
**Duration:** 24 hours
**Saving Throw:** Fortitude negates
**Spell Resistance:** No
**Creator:** El-Carpedium

The subject, who must have died within the last 1 round per caster level, is immediately restored to full health with no negative side effects. Unfortunately, the condition that rendered the subject deceased will re-occur in 24 hours. If he was at -10 hit points, in 24 hours his hit points will drop to -10 again. For the duration of the spell, the character is treated as if he was still dead. He is immune to death magic. Any time before this spell ends, the subject can be resurrected as if he was dead. He still suffers the penalties for this resurrection but does not have to go through the agonizing process of death again.

*Access*: Present and Future

XP *cost*: 500 (Fate's fee for a medium paradox.)

## Die Later

Necromancy - Chronomancy
**Level:** Chrono 7 (chronomancer only)
**Components:** V, S, F
**Casting Time:** 1action
**Range:** Touch
**Target:** Creature touched
**Duration:** 1 round/level
**Saving Throw:** Fortitude negates
**Spell Resistance:** Yes
**Creator:** One-Less

Damage will not reduce the subject's life total below 1, for the duration of the spell. This spell "holds" the excess damage until the end of the spell. Whenever the spell ends, the subject takes all the excess damage at once. This is considered divine damage and is unpreventable. The spell ends if the subject has taken more then 10 points of damage per casting level since the spell was cast.

While this spell is in effect, the subject becomes more vulnerable to negative energies because of the spell's ability to absorb the energy. The subject takes double damage from undead attacks, level draining, ability damage from undead or necromancy and negative damage.

*Access*: Present and future

*Focus*: A clock which has been set to the time the spell will expire.

## Differential Stoneskin

Transmutation [Slow] – Chronomancy
**Level:** Chrono 5 (chronomancer only)
**Components:** V, S, F
**Casting Time:** 1 standard action
**Range:** Touch
**Target:** Creature touched
**Duration:** 10 minutes/level or until discharged
**Saving Throw:** Fortitude negates (harmless)
**Spell Resistance:** Yes (harmless)
**Creator:** One-Less

You surround the subject in a field of time that extends a few inches from their body. The time inside the field is specifically different then the time outside so that the differential in time slows weapons and other physical assaults giving the subject temporal damage reduction 50/+5 and 10/- against +5 or better weapons.



Michael Short (order #2081358)

(These do not stack with themselves or other damage reduction.)

There is a price paid for this protection. The time differential *slows* the subject. He loses one action each round. As a result *haste* counters this spell the same way it counters *slow*. If the subject gains an additional action, the time differential is gone and so is the protection it provided.

If another person can mimic the time you are in, he can ignore the damage reduction but he is also slowed. This requires a spell which provides its own time such as this spell or *coat of history* or *personal time* and they must win an opposed Spellcraft check.

This spell provides protected memory and gives you a +5 temporal bonus to resist temporal change.

*Access*: Present only.

*Focus*: A 250gp diamond.

## Drag Horizon Gate

Transmutation - Chronomancy
**Level:** Chrono 0 (chronomancer only)
**Components:** V, S
**Casting Time:** 1 standard action
**Range:** Close (25ft. + 5 ft./2 levels)
**Target:** One horizon gate
**Duration:** Instantaneous
**Saving Throw:** None
**Spell Resistance:** No
**Creator:**

You drag any portal into the Temporal Horizon, such as the one created *timeslip*, by up to 1 round per level into the future or past. This only works on the prime plane and where a portal to the Temporal Horizon exists. Such portals only exists on the prime plane for a few short seconds, this spell is useful for using a recently missed horizon gate.

## El-Carpedium's Hands

Necromancy [Evil]
**Level:** Necromancer 6, Necronomancer 6
**Components:** V
**Casting Time:** 1 standard action
**Range:** Close (25 ft. + 5 ft./2 levels)
**Target:** 1 humanoid
**Duration:** 1 round/level (D)
**Saving Throw:** Special
**Spell Resistance:** Yes
**Creator:** El-Carpedium

With this dark spell you summon a pair giant skeletal hands made of bits and pieces of dead things in the area. The claws attack together as a single ranged touch attack up to once per round.

The first time they hit, the subject can make a Fortitude save to negate the spell. If he fails, the claws can deal any amount of damage you wish, up to the subject's maximum hit points.

Each time the subject is damaged he must make a Will save against the spell or lose 2 points of Wisdom temporarily. The subjects Wisdom can only be lowered to 1, which drives him insane.

Holy auras negate this spell making paladins, white magicians (from AEG's *Good)*, hospitallers (from *Master's of the Wild*) and the like immune. (Any class which has the paladin's 'code of conduct' makes one immune.)

All plant life within 100 yards of the spell must succeed at a Fortitude save or take 6 points of damage. If there are no plants, living creatures, including you, take this damage instead.

## Elvinshire's Time Travel

Transmutation [Teleportation, Time Travel] - Chronomancy
**Level:** Chrono 9, Cleric 9, Druid 9, Sor/Wiz 9, Time Travel 9
**Components:** V, S, M, F
**Casting Time:** 1 hour
**Range:** Personal
**Area of Effect:** 10 foot radius
**Duration:** 10 rounds (D)
**Saving Throw:** None (willing only)
**Spell Resistance:** No
**Creator:** Elvinshire

Elvinshire, a non-chronomancer, spent many years studying a chronomancy artifact and eventually developed this spell. By chronomancer standards, it is a crude but powerful spell. It opens a gate up to 100 years into the past or future which remains open for 10 rounds. The spell can only be used once per month during the full moon and it only works on prime material planes. It does not access the Temporal Horizon, instead using a twist on teleportation magic to move through time. Once the gate closes, it is erased from time, as if the gate had never been, creating a minor paradox. The spell does not work in non-paradox time.

Technological devices may not be taken backwards through the gate. Only willing subjects may be taken through the gate. If the travelers cause a major paradox or interfere with major events, the spell will be undone and they will find themselves back where they started, not having time traveled at all, except for the expensive focus cost.

Casting this spell automatically attracts the attention of the deity who created the artifact the spell is based on. She watches persons using this spell and often indicates to them through signs, dreams or other methods, when it is time for them to return to their normal time. Only a handful of people outside of the chronomancy community have this spell and all of them are watched by chronomancers.

*Access*: Past or future

*Focus*: A 10-foot radius circle made of stone, inlaid with 10 000gp worth or precious gems and lined with an unbroken line of mithril worth 1000gp. This focus is not required if the spell is cast while on the Temporal Horizon.

## Elvinshire's Travelers' Kit

Abjuration
**Level:** Chrono 3, Cleric 3, Sor/Wiz 3, Travelers 3
**Components:** V, S, F
**Casting Time:** 1 standard action
**Range:** Close (25ft. + 5 ft./2 levels)
**Area of Effect:** 20ft square.
**Duration:** 24 hours
**Saving Throw:** None (harmless)
**Spell Resistance:** No
**Creator:** Elvinshire

You create a magical barrier which appears around the subject and his companions and can encompass up to 200 lb per caster level. It can be any shape or size within the area of effect and



Michael Short (order #2081358)

can take on any appearance such as carriage or a small house. (The barrier can only move as described below.) Doors into the structure function only if you allow them to. As a free action, you can allow someone to enter to leave the barrier. Otherwise, the barrier must be destroyed to pass through. It has 1 hit point per caster level and a hardness of 0.

The barrier negates magic missiles like *shield* does. The interior of the barrier has an unlimited supply of air and water. The barrier will move if all the occupants move in the same direction, such as when they are walking or using a *fly* spell.

*Focus*: A 500gp crystal sphere and a wing feather. The crystal sphere has the same hit points and hardness as the sphere and if one is destroyed, so is the other. If a damaged crystal sphere is used for the spell, the barrier will have fewer hit points. Once destroyed a new crystal sphere is required to cast the spell.

## Iatre's Meddling

Abjuration - Chronomancy
**Level:** Chrono 3, Sor/Wiz 7
**Components:** V
**Casting Time:** 1 standard action
**Range:** Close (25ft. + 5 ft./2 levels)
**Target:** One spell
**Duration:** Up to 1 round per level
**Saving Throw:** Fortitude negates
**Spell Resistance:** No
**Creator:** Iatre

You delay another spell, just cast, from working for up to 1 round per caster level. Like most counterspells, you must use a prepared action to cast this spell in response to someone else casting a spell. If you have already used your spell-like free action, you can not cast this spell.

When the spell does finally resolve, it will try to function as its caster intended. If the target is still within range the spell will affect that target, otherwise it will affect the area where the target was.

Normally this is used to stop hostile spells but can also be used to leave behind a spell as a form of trap. This spell has no effect on *delayed blast fireball* or spells affected by the Delay Spell metamagic feat. It can not affect spells of a level high then the caster knows.

*Access*: Present only.

## Feat Swap

Transmutation - Chronomancy
**Level:** Chrono 3 (chronomancer only)
**Components:** V, S, M, XP
**Casting Time:** 10 minutes
**Range:** Touch
**Target:** Creature touched
**Duration:** Permanent
**Saving Throw:** Special
**Spell Resistance:** Yes
**Creator:** One-Less

Using this spell, you can change one feat the subject has taken and replace it with a different one that he could have taken. He must still have qualified for the feat at that level and training for the feat must have been available in an area the character could have reached at the time. The subject can not give up a feat which is a prerequisite for another feat or a prestige class they have.

The subject must be willing and will remember having had the old feat but will no longer be able to use it, gaining the new feat instead. The subject can be you. The character must have been in paradox time when they received the feat. Characters may delay acquiring a feat so they can travel to a paradox time to get it, but must acquire the feat before they gain another level.

*Access*: Past (change)

XP *cost*: You and the subject must both pay 100xp. If you are the subject, you pay only 100xp. (Fate's fee for a minor paradox.)

## Fires of the Past

Conjuration (Summoning) [see text] - Chronomancy
**Level:** Chrono 4, Cleric 8, Druid 6, Sor/Wiz 8
**Components:** V
**Casting Time:** 1 standard action
**Range:** Medium (100 ft. + 10 ft./level)
**Area**: 20ft radius
**Duration:** Instantaneous
**Saving Throw:** Reflex Half
**Spell Resistance:** No
**Creator:** One-Less

You use this spell to seek out the most recent natural violet eruption of energies that has, or will, occur in the area of effect and summon them to the present for a brief instant. The energies arrive all at once in a fireball pattern, a sphere with a 20-foot radius, and vanish immediately after. This spell deals 1d6 damage per caster level with a maximum damage of 10d6.

If you are familiar with an event, past or future, which occurred at the same spot you can choose that energy type unless it was divine. You can not deliberately summon the energies of a divine being. Divine energies can only be summoned at random and even then the chronomancer must be in favor with some deity, or the spell fails.

The type of energy summoned (and it's descriptor) is random. Roll a d10 and consult the table below;

01-04: Fire Damage [Fire]
05-06: Cold Damage [Cold]
07: Acid Damage [Acid]
08: Lightening Damage [Lightening]
09: Sonic Damage [Sonic]
10: Divine Damage

This spell is particularly useful because the energies summoned are not magical. While resistance and immunity to energy types stops the damage from this spell normally, it bypasses Spell Resistance and Immunity to Magic. Occasionally you are able to summon divine energies, against which there is no immunity.

*Access*: Past (change) or Future.

## Follow Chronomancer

Conjuration
**Level:** Chrono 3, Sor/Wiz 3, Time Travel 3
**Components:** V, S, F
**Casting Time:** 1 standard action



Michael Short (order #2081358)

**Range:** Medium (100 ft. + 10ft./level)
**Target:** 1 time travel spell
**Duration:** Instantaneous
**Saving Throw:** Fortitude negates
**Spell Resistance:** Yes
**Creator:** One-Less

Akin to sticking your foot in the door, you reopen a recent *timeslide*, or other time traveling spell, for one round. The target time travel spell must have been cast in the last 1 round per caster level. You and up to five others have time to rush through. In the case of *timeslide*, you will find yourselves on the Temporal Horizon with no means of getting back to reality except by finding another *timeslide* and casting this spell again, or finding a natural way off the Temporal Horizon. In the case of instant travel to the future or past, you will arrive at the same time the other chronomancer arrived, most likely surprising the chronomancer. The chronomancer who cast the time traveling spell can negate this spell by succeeding at a Fortitude save.

This spell was researched and circulated by chronomancers to give wizards a defense against rogue chronomancers. This spell does not require temporal access and can be used by non-chronomancers.

*Focus*: Half of a broken hourglass.

## Force Cube

Enchantment [Force] - Chronomancy
**Level:** Chrono 0 (chronomancer only)
**Components:** V, S
**Casting Time:** 1 standard action
**Range:** Close (25ft. + 5 ft./2 levels)
**Target:** Caster's timeline
**Duration:** 1 round/level (D)
**Saving Throw:** Fortitude negates (harmless)
**Spell Resistance:** Yes
**Creator:** Kand

You cause a forcefield to surround a non-living object no larger then 1 foot cubed. The forcefield has a hardness of 1 and 1 hit point. Time inside continues unchanged, even if time outside changes. This provides protected time to the object inside and makes it immune to paradoxes. This spell may be rendered permanent with *permanency.*

**Time Cubes**: You can pay 10xp per cube when you cast the spell to create 1 inch by 1 inch time cubes (up to 1000 cubes). These are standard currency for chronomancers and contain 1 second of time. You can release the time within the cube for various uses as a free action (you simply will the time to be released for the desired effect). They can extend a spell's duration by 1 second. A living creature can absorb a cube to become 1 second younger (a very expensive rejuvenation process). Three time cubes can give you a *haste* effect for 1 round.

*Access*: Present only.
XP *cost*: None or 10xp

## Future Hand

Transmutation [Teleportation, Time Travel] - Chronomancy
**Level:** Chrono 0 (chronomancer only)
**Components:** V, S
**Casting Time:** 1 standard action
**Range:** Close (25ft + 5ft/2 levels)
**Target:** Nonmagical, unattended object weighing up to 5lb.
**Duration:** 1 round
**Saving Throw:** None
**Spell Resistance:** No
**Creator:** Kand

As *mage hand* except for the following changes; the *mage hand* appears, up to 1 round per caster level into the future and then performs a predefined task for 1 round. It must be a single, relatively simply, task that does not take more then one round, such as moving a small object from a table across the room and dropping it out a window. If the target is moved more then 5 feet away before the spell begins, the spell fails.

For the purposes of prerequisites, *future hand* counts as *mage hand*.

*Access*: Future

## Haste

Transmutation [Haste] - Chronomancy
**Level:** Brd 3, Chrono 2, Sor/Wiz 3
**Components:** V, S, M
**Casting Time:** 1 standard action
**Range:** Close (25 ft. + 5 ft./2 levels)
**Targets:** One creature/level, no two of which can be more than 30 ft. apart
**Duration:** 1 round/level
**Saving Throw:** Fortitude negates (harmless)
**Spell Resistance:** Yes (harmless)
**Creator:** Kand

The transmuted creatures move and act more quickly than normal. This extra speed has several effects.

When making a full attack action, a hasted creature may make one extra attack with any weapon he is holding. The attack is made using the creature's full base attack bonus, plus any modifiers appropriate to the situation. (This effect is not cumulative with similar effects, such as that provided by a weapon of speed, nor does it actually grant an extra action, so you can't use it to cast a second spell or otherwise take an extra action in the round.)

A *hasted* creature gains a +1 bonus on attack rolls and a +1 dodge bonus to AC and Reflex saves. Any condition that makes you lose your Dexterity bonus to Armor Class (if any) also makes you lose dodge bonuses.

All of the *hasted* creature's modes of movement (including land movement, burrow, climb, fly, and swim) increase by 30 feet, to a maximum of twice the subject's normal speed using that form of movement. This increase counts as an enhancement bonus, and it affects the creature's jumping distance as normal for increased speed.

Multiple *haste* effects don't stack. *Haste* dispels and counters *differential stoneskin* and *slow.*

*Haste* and *slow* were originally chronomancy spells developed by Kand. Ages ago wizards acquired copies the spells and they have become part of the standard wizard and sorcerer repertoire although few understand its temporal nature. A campaign in the ancient past should reset these spells to 6th level and *mass haste* and *mass slow* to 9th level for wizards and sorcerers.

*Access*: Present only.
*Material Component:* A shaving of licorice root.



Michael Short (order #2081358)

## Haste, Greater

Transmutation [Haste] - Chronomancy
**Level:** Chrono 9
**Components:** V, S, M
**Casting Time:** 1 standard action
**Range:** Close (25 ft. + 5 ft./2 levels)
**Target:** One creature
**Duration:** 1 round/level
**Saving Throw:** Fortitude negates (harmless)
**Spell Resistance:** Yes (harmless)
**Creator:** Kand, One-Less

At some point Kand went back in time and erased the *haste* spell in an effort to prevent the spell from falling into the hands of non-chronomancers. Burning his own lab to the ground and terrorizing his past self, some of his notes still survived. From these notes *haste* was still discovered by non-chronomancers but became a considerably weaker version of itself. After the disappearance of Kand, One-Less finally set about duplicating the original *haste* but required significantly more powerful magics to succeed, proving that Kand truly was the master of Chronomancy. If a character without the temporal spells ability attempts to learn *greater haste*, they must succeed at a Fortitude saving throw DC 19 each round or a minor paradox erases their copy of *greater haste* from existence.

The transmuted creature moves and acts more quickly than normal. This extra speed has several effects. On his turn, the subject may take an extra partial action, either before or after his regular action. He gains a +4 haste bonus to AC. He loses this bonus whenever he would lose a dodge bonus. He can jump one and a half times as far as normal. This increase counts as an enhancement bonus. *Haste* dispels and counters *slow*.

The extra action gives the subject a total of 3 actions. They can take a full round action (using two actions) and take a move or standard action as well. The subject can cast up to 2 spells, but the second spell must have a casting time of a standard action or less which is increased to a full round action (using a move action and standard action).

*Access:* Present only.

*Material Component:* A shaving of licorice root, a 100gp chronometer (watch or other time-keeping device) which vanishes after praise to Link.

## Heaven's Touch

Transmutation [Good] - Chronomancy
**Level:** Cleric 6, Good 6
**Components:** V, S, DF
**Casting Time:** 1 standard action
**Range:** Touch
**Target:** Creature touched
**Duration:** 1 round/level or until expired
**Saving Throw:** Fortitude negates
**Spell Resistance:** Yes
**Creator:** Lurch Chaotica

You set up an invisible field around the subject which transforms negative energies into positive healing energies. For any negative effect choose either spell level, number of negative levels, number of die damage or number of different ability scores drained and gain 1d4 hit points for each instead. Once this spell has provided 1d4 healing per caster level, it ends.

## Identify Universe

Divination - Chronomancy
**Level:** Chrono 1, Cleric 5, Druid 3, Sor/Wiz 5
**Components:** V, S, F
**Casting Time:** 1 hour
**Range:** Personal
**Effect:** Special
**Duration:** Instantaneous
**Saving Throw:** None
**Spell Resistance:** No
**Creator:** Planeseeker

You determine a working name for the universe you are in and coordinates useable for planeshift or gate spells. You also determine the flow of time through the universe as linear or non-linear (chaotic or patterned). You can not, however, identify how paradoxes and other time changes will resolve in this universe.

*Access*: Present only

*Focus*: Unless you are in the universe you must have a sizable sample of earth from that universe.

## Life Sounding

Divination - Chronomancy
**Level:** Chrono 2 (chronomancer only)
**Components:** V, S, M
**Casting Time:** 1 standard action
**Range:** Touch
**Area of Effect:** One lifeline
**Duration:** Instantaneous
**Saving Throw:** Fortitude negates (harmless)
**Spell Resistance:** Yes (harmless)
**Creator:** Count James

You establish a temporary link to the subject's lifeline. A magical pulse is sent along the line in both directions, reflecting back whenever it reaches the points of the recipient's birth and death.

Using the echo principle, you acquire a general idea of the length of the lifeline in each direction. If the subject's age is known or can be guessed, it is a simple matter of calculating the ratios to discover with fair accuracy how much life the person has left. You can expect to predict, to the nearest year, the time of the subject's death. Predicting the person's birth tends to be much more accurate, down to the nearest second.

*Life sounding* is very reliable in non-paradox time but is often blocked because it can create immortal futures (See Chapter 5: Time). It is up to the Game Master whether or not the *life sounding* is blocked. If the subject has ever been to non-paradox time then the lifeline could change length. One can never be absolutely certain of the length of that lifeline.

The spell is far from useless in paradox time. It can be used as a warning of impending death. Also by studying a person infrequently for at least 6 months, you can also predict the person's maximum age, in years, by watching for the maximum length as it changes.

A character who has severed his lifeline can never be life sounded. If a character has protected their past, present or future from chronomancy the *life sounding* will bounce off of that time



Michael Short (order #2081358)

as if it were the end or beginning of the lifeline, giving a false length. Various other events can result in a false length, so even *life sounding* in non-paradox time is not for absolute certain.

*Access:* Past (no change) and/or future.

*Material Component*: An unblemished silver weight on a 1ft length of silver chain worth about 10gp. The weight must be replaced with a fresh silver weight for each different person the spell is cast upon.

## Life Tether

Conjuration [Time Travel] - Chronomancy
**Level:** Chrono 3 (chronomancer only)
**Components:** S, M
**Casting Time:** 1 standard action
**Range:** Special
**Duration:** 5 rounds/level
**Saving Throw:** Fortitude negates (harmless)
**Spell Resistance:** Yes (harmless)
**Creator:** Kand

When you cast this spell on an intelligent creature, it fastens a magical tether between the creature's lifeline and yourself (you can remove or attach the tether from yourself as a standard action). The creature must be close enough for you to recognize it by sight, and it can make a Fortitude save to resist the effect. This sets the range at 60 yards. Items such as *eyes of the eagle* would extend this range, but the psionic power *clairvoyance* or any type of scrying would not.

If you slip to the Temporal Horizon, you appear next to the creature's lifeline. The tether is seen as a thin white cord. As with *timeslide*, a large amount of turbulence may displace you forward or backward in the timestream, but you will remain tethered to that lifeline.

If *life tether* is cast directly on a lifeline (while you are in the Temporal Horizon), no save is permitted. Slipping back to reality places you within 1d100x10 years of the creature. A *detect temporal anomaly* leads you right to the tethered creature. This application is useful for finding out whom a particular lifeline belongs to.

*Access:* Past (no change), present and/or future

*Focus*: A 1-foot length of cord braided with strands of silver

## Like There is No Tomorrow

Enchantment (Compulsion) - Chronomancy
**Level:** Chrono 4, Sor/Wiz 8
**Components:** V, S
**Casting Time:** 1 standard action
**Range:** Close (25ft. + 5 ft./2 levels)
**Target:** 1 person
**Duration:** 1 round/level
**Saving Throw:** Will negates
**Spell Resistance:** Yes
**Creator:** El-Carpedium

You show the subject a vision of the future where he will certainly die, and soon, although the exact time of death is never clear. This grants the subject a +4 moral bonus to attack rolls, saving throws and skill checks as he has "nothing to lose". If he ever fails to hit an opponent he is fighting at least once in any round or fails a saving throw or skill check and is harmed as a result, he must make another Will save against this spell or is affected by *fear* (See the Spells section of the Core Handbook for a full description). The subject then flees anything hostile or threatening. As a full round action the target can attempt the saving throw again to shake off the fear and regain his moral bonus.

This spell is little used. There is an infamous tale about a chronomancer who used this spell on his archrival. His rival later died in the manor predicted by this spell. The chronomancer was haunted with visions of his own death afterwards, until they came true.

*Access*: Present

## Lingering After Image

Illusion (Figment) - Chronomancy
**Level:** Chrono 5, Illusionist 5, Sor/Wis 9
**Components:** V, S, F
**Casting Time:** Special
**Range:** Present
**Target:** You
**Duration:** Special
**Saving Throw:** None (harmless)
**Spell Resistance:** No
**Creator:** Rookta Chirup

You perform an action or actions, which can take no longer then 1 round/level, and are left behind. The action can replay over and over, or only replay when a certain condition is met, such as a password or gesture. The illusion has visual, auditory, olfactory elements including intelligible speech but can only include things you have done and elements of your surrounding when you did them. You can not make up things to add to the illusion unless you cast another illusion.

You can program the illusion to answer 1 question per 4 caster levels. You decide upon the questions and answers when casting the spell but can leave clues behind as to which questions to ask and require a password or gesture to get the answer.

*Focus*: A scroll of parchment and an ink pen.

## Locate Fundamental Present

Divination - Chronomancy
**Level:** Chrono 1, Wiz/Sor 5, Time Travel 1
**Components:** V, S
**Casting Time:** 1 standard action
**Range:** Personal
**Duration:** Instantaneous
**Saving Throw:** None (harmless)
**Spell Resistance:** No
**Creator:** Kand

You learn when the fundamental present is on the plane you are on. The information is provided in a way you understand, which may not necessarily be the way the locals measure time. Some planes have no fundamental present in which case the spell fails. If the fundamental present has reached the end of time, the spell also fails.

See Fundamental Present in Chapter 5: Time.

*Access*: Present only

## Locate Wormhole



Michael Short (order #2081358)

Divination - Chronomancy
**Level:** Chrono 1, Sor/Wiz 5
**Components:** S, F
**Casting Time:** 1 standard action
**Range:** Unlimited
**Target:** 1 wormhole
**Duration:** Instantaneous
**Saving Throw:** None
**Spell Resistance:** No
**Creator:** One-Less
You locate the wormhole nearest to you.

If you know the location of one or more wormholes already, you can omit those wormholes from the search. If they are the closest then you locate the next closest wormhole. For the purposes of teleport treat the wormhole as if you have seen it once.

Wormholes are extremely dangerous to the unprotected traveler (see Wormholes in Chapter 5: Time). Unprotected travel to a wormhole is almost certainly fatal because of the lack of air and huge gravitational forces.

*Access*: Present
*Focus*: An hourglass

## Lurn's Timereaver

Transmutation [Chaotic, Teleportation, Time Travel] - Chronomancy
**Level:** Chrono 9 (chronomancer only)
**Components:** V, S, F
**Casting Time:** Special
**Range:**1 yard
**Area of Effect:** 10-foot radius
**Duration:** Permanent
**Saving Throw:** Fortitude negates
**Spell Resistance:** Yes
**Creator:** Lurn Chaotica
*Lurn's timereaver* does not use the Temporal Horizon to time travel. Instead, you bend time pulling two points together, creating a wormhole. The wormhole can open up to 1 year forward or back per caster level. It lasts for only a few seconds, long enough for up to six people to step through, and then is erased from history as if it had never been. The spell prevents itself from being used in crisis time, but otherwise the spell will work just about anywhere, even in non-paradox time. Unless the other travelers and yourself bring your own time, non-paradox time will eject you back through to the origin of your journey. (This can still happen later if you lose your protection from the native time.) *Coat of history, personal time* and other spells have their own time.

This spell allows you, and others, to cause paradoxes where none should exist. This spell can not be researched or gained as a bonus spell. How and where Lurn acquired this spell is unknown. The only way to get it is to copy it directly from her spellbook. Further, copies can not be made of this spell.

*Access*: Past (change), Present, Future
*Focus*: The holy symbol for a lost deity of chaos, the Ever Changing One.

## Magic Manager

Transmutation [Haste] - Chronomancy
**Level:** Chrono 6, Sor/Wiz 10
**Components:** V, S, M
**Casting Time:** 1 standard action
**Range:** Personal
**Duration:** 1 round/ 2 levels
**Saving Throw:** Fortitude negates (harmless)
**Spell Resistance:** Yes (harmless)
**Creator:** Su-Citra
You delay the time normally spent each round recovering from the effects of spellcasting and accelerates certain aspects of spellcasting. This allows for multiple spell castings per round. When this spell ends you are exhausted and can only perform partial actions for 1d10 rounds.

Each round this spell is active you must re-roll initiative. (Your initiative score may not exceed 30 for a chronomancer or 20 for a non-chronomancer.) You subtract 5 for each partial action you takes (or 10 for a full round action) and can take no further actions when the number is 4 or less. You can not spend more then 2 actions on movement and 2 actions on combat in this way. You are still allowed one free-action spell per round which does not count as a partial action.

**Telekineticism.**



Michael Short (order #2081358)

If you have 10 or more points, one action (5 points) must be a move-equivalent unless you perform a full-round action.

For example, One-Less rolls 8 for his initiative. He adds +4 for his improved initiative feat and +4 from his dexterity bonus for a total of 16. One-Less can perform 3 partial actions. He decides to cast *coat of history* (5 points). He then moves to around a tree to get sight of an orc (5 points). Then he casts *lightening bolt* (5 points). He has 1 point left which is not enough for an action so his round is over.

Next round if One-Less rolls 17, +4 for Improved Initiative and +4 for Dexterity modifier, the total would be 25. He could cast 5 spells that round or 3 spells and had two partial actions useable for combat or movement.

Only spells of 4th level or lower can be cast while using the *magic manager*, and no spell can be cast more then once while the spell is still running. Doing so ends the *magic manager*'s effect.

If you are affected by *slow*, you lose 1 action (5 points of initiative) each round.

*Access:* Present only

*Material Component*: A humming bird's tongue and some poppy seeds.

## Major Paradox

Transmutation - Chronomancy
**Level:** Chrono 9 (chronomancer only)
**Components:** V, S, XP
**Casting Time:** 1d4 hours
**Range:** Personal
**Target:** Caster
**Duration:** Instantaneous
**Saving Throw:** Special
**Spell Resistance:** Yes
**Creator:** Kand

You change an important event in your past. This is just like *paradox*, but the event can be up to one year past. Such an event could be changing from a loremaster to a shadowdancer (provided you could have qualified), spending skill points in Prophecy rather then Alchemy, or deciding to research a new spell rather than create a new magical item. The event must be one you had control of at the time.

The change should always be evident but not necessarily work the way you hope for. The Game Master should also feel free to remove any items or relationships she feels would not have been found as a result of your changes. After all, the things that are changed likely were important to you at one time. In addition, the turbulence has a 50% chance of attracting a time dimensional or a time guardian from the Temporal Horizon.

The paradox created is not necessarily a major paradox. It can be any lesser paradox. The Game Master must decide how great the change will affect the timeline (see Table 6-1: Random Paradox Events in Chapter 6: Troubled Time, to determine the outcome of a minor, medium or major paradox, or she may adjudicate it as she sees fit).

Anyone whose past is altered can attempt a Fortitude saving throw DC 40 to resist temporal change and avoid being affected.

*Access:* Past (change)

XP *cost*: 100, 500 or 1000xp (Fate's fee for a minor, medium or major paradox.)

## Mend Time Line

Transmutation [Lawful, Good] - Chronomancy
**Level:** Chrono 9, Druid 9, Temporal 9
**Components:** V, S, F
**Casting Time:** Varies
**Range:** One Time Line
**Effect:** One Time Line
**Duration:** Permanent
**Saving Throw:** None
**Spell Resistance:** No
**Creator:** One-Less

You repair one section of a damaged time line. You can repair one break in time, reconnecting two sections of time or erase one paradox. You must have a good knowledge of the events of the timeline and how it was damaged. You must decide how the major events will occur in the repaired time line.

You may have to enter the timeline and effect changes to prepare the timeline for repair. You may also have to go back and stop certain events from occurring. You can not leave any major paradoxes in the time line near the area to be repaired. The spell will sweep away lesser paradoxes but anything greater must be dealt with.

Once cast the Game Master decides whether the time line is repaired. If you have done your job properly, the time line should be mended. The Game Master adjudicates the ultimate results of the newly repaired timeline but it should, more or less, follow your plan, unless you have missed important details. It is quite possible that the repaired timeline be very different, though that is not the intent of the spell.

A shattered time line could take a long time to repair. The repairs themselves could drastically alter the timeline. When two shards are joined, time will try to make sense of itself within the larger piece of time.

*Access:* Past (may change), present and future.

*Focus*: Your own lifeline borrowed from the fates.

*Experience*: 100xp

## Minor Paradox

Transmutation - Chronomancy
**Level:** Chrono 4 (chronomancer only)
**Components:** V, S, XP
**Casting Time:** 1 round
**Range:** Personal
**Area of Effect:** The caster
**Duration:** Instantaneous
**Saving Throw:** Special
**Spell Resistance:** Yes
**Creator:** Kand

You may take back an action performed within the last five rounds or insert an action if timing permits. You could take back something said or decide not to kiss the king's daughter. You can not insert another attack into a combat round, but could insert an attack into the round before combat. The number of rounds back you can affect is equal to twice your caster level. If an action is already taken back that would have prevented combat (insulting the goblin king) or another major event, you and Game Master must work out a reasonable course of events that would make up



Michael Short (order #2081358)

for the lost time.

Because this spell only affects the near present, even saving a life through the use of this spell only generates a minor paradox. Trying to alter the outcome of a major event causes the spell to fail if the Game Master feels it would cause a medium or major paradox. (The Game Master may refer to Table 6-1: Random Paradox Events in Chapter 6: Troubled Time, to determine the outcome of the minor paradox, or she may adjudicate it as she sees fit.)

Anyone whose past is altered can attempt a Fortitude saving throw DC 40 to resist temporal change and avoid being affected.

*Access:* Past

XP *cost*: 100xp (Fate's fee for a minor paradox.)

## Modify Spell

Transmutation - Chronomancy
**Level:** Chrono 4 (chronomancer only)
**Components:** V, S, F
**Casting Time:** 1 standard action
**Range:** 25ft+5ft/level
**Target:** One spellcaster
**Duration:** Instantaneous
**Saving Throw:** Fortitude negates
**Spell Resistance:** Yes
**Creator:** One-Less

You create a minor paradox that changes which spell the subject is casting by changing which spell they memorized earlier. You can choose which spell you would like them to have memorized but if they do not know that spell, the result is a random spell they know of the same level. The conditions of the spell, area of effect or target, remain as close to the original as possible. Any decisions required for the new spell are decided upon by the subject. The subject is aware of the change but can not do anything about it, if they fail their saving throw. They end up casting the new spell, no matter how bizarre the use, such as if a *fireball* was changed into a *fly* spell. This spell does not incur Fate's fee.

*Access:* Past (change)

*Focus*: The material components for any two different spells.

## Move Wormhole Corridor

Transmutation - Chronomancy
**Level:** Chrono 7 (chronomancer only)
**Components:** V, S, F
**Casting Time:** 1 hour
**Range:** Unlimited
**Target:** 1 wormhole
**Duration:** 1 round/level
**Saving Throw:** Special
**Spell Resistance:** Yes
**Creator:** One-Less

You alter the exit point of a wormhole for a short period of time. Such monumental forces are involved in this endeavor that you have little control over the resulting destination. You choose a destination location and time. It should not be farther then 100 light years or 100 years from the original exit, and the Game Master determines randomly what the actual result is with a d100. A result of 01-02 or 99-00 results in a very unusual exit, such as one a great distance away form where you expected it to be. The chronomancer can try for any distance but the Game Master should award unusual results. Only divination magic will tell you what the actual results are. Wormholes moved in this way will never appear near a world.

Casting this spell temporarily drains 1d6 points of Constitution from you

*Access:* Present and past or future.

*Focus*: An hourglass

## Non-Paradoxis

Abjuration [Lawful] - Chronomancy
**Level:** Chrono 5 (chronomancer only)
**Components:** V, S, F
**Casting Time:** 1 standard action
**Range:** 100 ft +25ft/level
**Area of Effect:** Special
**Duration:** 24 hours per two levels (D)
**Saving Throw:** None
**Spell Resistance:** No
**Creator:** Shael Silverson

You create an area of non-paradox time. You can choose the actually form of non-paradox time. Paradoxes within the area of effect can not occur. (Paradoxes that have happened before you cast the spell are not affected. Only new paradoxes can not occur.) Spells that alter the past or future do not function. This effect starts when you cast it and stops at the end of the duration. Anyone outside of the area of effect, or before or after the duration, can create paradoxes normally. (Anyone inside the area of effect is immune to paradox.)

Objects and persons affected by a recent paradox must make a Fortitude save to enter the area of effect. If they fail and enter, the paradox affecting them is erased for the duration of the spell. Those whose existence depends on a paradox must save or it is physically impossible for them to enter as if there was a forcefield in their way. (Others can freely enter and exit.)

The area of effect may be a 100ft radius, or any size larger but the caster must extend the casting time by walking around the border of the area of effect without breaking concentration. The duration can start in the past as long as it includes the present.

Most paradox time is flexible and is not damaged or even disturbed by the casting of this spell. This spell can be used in non-paradox time to alter the form of non-paradox time. This spell can not create crisis paradox time.

*Dispel magic* can suppress the effects of non-paradoxis for 1d4 rounds. *Disjunction* can remove the entire non-paradoxis, as if you had never cast it. (These may cause paradoxes which are the responsibility of the one doing the dispelling.)

*Access:* Present only

*Material Component*: 50 gp worth of antiques which vanish.

## Non-Paradoxis, Greater

Abjuration [Lawful] - Chronomancy
**Level:** Chrono 9 (chronomancer only)
**Components:** V, S, F, XP
**Casting Time:** 1 standard action
**Range:** Medium (100ft + 10 ft./level)
**Area of Effect:** The entire plane
**Duration:** 24 hours per two levels (D)



Michael Short (order #2081358)

**Saving Throw:** None
**Spell Resistance:** No
**Creator:** Kand
As *non-paradoxis* but the area of effect includes the entire plane. This creates protected time, an area of time that is non-paradox. Paradoxes can not affect the protected time. Paradoxes created before (or after) will not pass by the time period of greater non-paradoxis unless the caster is higher level.

Travelers may be rather confused when encountering a non-paradoxis when they believe and depend on paradox time.

*Access:* Present only.

*Material Component*: 500gp worth of antiques, which vanish.

XP *cost*: 5000xp

## Obliviate

Necromancy [Evil] - Chronomancy
**Level:** Chrono 9 (chronomancer only)
**Components:** V, S, M
**Casting Time:** 1 standard action
**Range:** 10 yards per level
**Target:** One person
**Duration:** Instantaneous
**Saving Throw:** Fortitude negates
**Spell Resistance:** Yes
**Creator:** El-Carpedium
With this banned spell, you cause a major paradox. You erase the subject from history by eliminating some event critical to the subject's creation. If successful, even you may have no memory of the subject. The subject vanishes not only from sight but also from history.

Persons from non-paradox time, as well as persons without lifelines are immune to this spell. Anyone with a partially protected past, perhaps having lived in non-paradox for a time, gain a +8 bonus to save. Originally, this spell was an assassin's tool, used on a subject only after careful study. A small number of evil chronomancers also used this spell on a regular basis, with disastrous results, eliminating most of them.

*Access:* Past and present.

*Material Component*: A perfect gem worth 1000gp per level of the subject which is shattered upon casting the spell. The shards vanish if the subject fails his save; otherwise, you end up with gem shards worth about half the original gem value which are not usable for this spell again.

## One Less Feat

Transmutation - Chronomancy
**Level:** Chrono 4, Sor/Wiz 8
**Components:** S
**Casting Time:** 1 standard action
**Range:** Personal
**Area of Effect:** 40 foot radius
**Duration:** Concentration plus 1 round/level
**Saving Throw:** Fortitude negates
**Spell Resistance:** Yes
**Creator:** One-Less
One-Less used this spell to survive, and eventually route, a band of skilled fighters that attacked him. Since then the spell has gained a certain popularity.

You strip a feat from everyone within range by temporarily manipulating the past. You may select a specific feat, the same one for everyone (even if they do not have it); otherwise, it is the most recently gained feat. As a standard action, you may change a subject's lost feat but they gain another saving throw. You can not affect someone once they make their saving throw. You can change the lost feat to a feat the subject never had which is useful on allies. If anyone fumbles his or her saving throw, rolling a natural 1, the caster gains the lost feat for the duration of the spell.

*Access:* Past

## One-Less's Timeslide

Transmutation [Teleportation, Time Travel] - Chronomancy
**Level:** Chrono 5, Time Travel 5 (chronomancer only)
**Components:** V
**Casting Time:** 1 standard action
**Range:** Personal and touch
**Effect:** You and touched objects or other willing creatures weighing up to 50lb/level
**Duration:** Instantaneous
**Saving Throw:** Special
**Spell Resistance:** Yes
**Creator:** One-Less
You instantly teleport to a designated time and location. You can travel up to 1 mile per caster level in any direction and up to 1 day per level forward or backwards through time. This spell functions as teleport except that the range is reduced and there is no chance of arriving off target, however you must have seen the destination and studied it, at least briefly.

This spell is discrete. Leaving and arriving is not normally noticed. Except where you deliberately interact with people, they will not remember your passing. This is achieved by slightly distorting time and affects time ten minutes before and after the time you arrived and left. A successful Will save allows an observer to retain a clear memory of the events. A spot check with a DC equal to the spell's saving throw, is required to actually see you leaving or arriving.

While more powerful spells are used to travel great distances across space and through time, once a chronomancer arrives this spell is most often used to move around locally, undetected. For someone to influence *One-Less's timeslide*, they must succeed at their will save. This applies to such effects as diverting a *teleport*, determining its destination or scrying the chronomancer within ten minutes of departure or arrival. (Non-chronomancers who divert the teleport, can not change what time the you arrive in.)

An unwilling subject can make a Fortitude save to resist being transported.

This spell functions by teleporting you through the Temporal Horizon. Persons in the Temporal Horizon may see a slight disturbance where you enter and leave but will not actually see you. Although you never see the Temporal Horizon you can still be affected by major events, such as time storms, in the area you pass through.

Like *timeslide* there is a change you will arrive off-target.. If you make the Knowledge (temporal) checks however, you arrive exactly where you intend.



Michael Short (order #2081358)

*Access:* Past (change), present and future.

## Once and Fallen

Divination
**Level:** Pal 4
**Components:** V, S, DF, XP
**Casting Time:** 1 Hour
**Range:** Personal
**Target:** You
**Duration:** Instantaneous
**Saving Throw:** None
**Spell Resistance:** No
**Creator:** Shael Silverson

You can tell what the action of greatest good would be for a given event. Your god evaluates events until the end of time and provides you with the course of action that will provide the most good for the most people for the rest of time. It is not a question to be asked lightly. (You should expect your Game Master to answer the question at the next gaming session.) More often then not, the answer will require you to act in a Lawful Neutral manor, seizing power, control of events, to steer the course of history. For example, you may have to depose the current king, take his throne and make certain decisions for the kingdom.

Once you know the path of ultimate good, you can not ignore it. The Game Master should make it challenging, physically and morally, and you should be almost certain to lose your paladin-hood. That is the cost. Even if you refuse the path, you have refused ultimate good. That is a sinister enough act, but every action you take outside the path now is cruel to those who would have benefited. It is a tough road to play as god and emperor.

XP *cost*: 1000xp

## Paradox

Transmutation - Chronomancy
**Level:** Chrono 6 (chronomancer only)
**Components:** V, S, XP
**Casting Time:** 10 minutes
**Range:** Personal
**Target:** You
**Duration:** Instantaneous
**Saving Throw:** Special
**Spell Resistance:** Yes
**Creator:** Kand

You alter a minor event from your past that may affect the present. Such an event could be exchanging one memorized spell for a more useful one, having bought a cask of ale instead of a cask of oil, or deciding that, instead of insulting the orcs' chieftain (who has been harboring a grudge, and now the characters need his help), the heroes insulted the orc's finest warrior instead.

The event to be changed should not be more then three hours in duration and it must be something that you did, or something you could have influenced (perhaps someone else insulted the orc's chieftain but instead you advise that they direct their comment at the finest warrior instead). Something should always be given up when this spell is used. You can change an event as far back as one month.

It is the Game Master's call as to how the change proceeds forward, if at all. Often, things will not work out as neatly as you might hope. The orc chieftain could still bear a grudge (that the warrior was insulted), and the warrior might now wish for personal satisfaction. The greater the change, the less likely it will turn out as you wish.

*Paradox* precludes the need for you to actually travel back in time to change your past however, the past is still altered by this spell. The Game Master may decide to replay the event and have you roleplay the new past. *Paradox* always creates a paradox. The Game Master decides if it is a minor or medium paradox. (The Game Master may refer to Table 6-1: Random Paradox Events in Chapter 6: Troubled Time, to determine the outcome of a minor or medium paradox, or she may adjudicate it as she sees fit).

You can not create a major or catastrophic paradox with this spell.

Anyone whose past is altered can attempt a Fortitude saving throw DC 40 to resist temporal change and avoid being affected.

*Access:* Past

XP *cost*: 100 or 500 (Fate's fee for a minor or medium paradox.)

## Paradox Warning

Divination - Chronomancy
**Level:** Chrono 1
**Components:** F
**Casting Time:** 1 standard action
**Range:** Personal
**Target:** You
**Duration:** 24 hours/ 2 levels
**Saving Throw:** None (Harmless)
**Spell Resistance:** Yes
**Creator:** Kand

By means of this spell, you constantly check the past and future for signs of paradox. You can check up to 1 year forward and backward per level. You are warned immediately if changes occur. This spell provides no protection from paradoxes and very little information about the paradox. You can tell if it is a minor, medium or major paradox and if it will affect you in a minor, medium or major way.

See: When Does a Paradox Happen in Chapter 6: Time for details on reacting to an approaching paradox. This information is provided immediately without the same delay that a paradox suffers.

*Focus*: A clock or other timepiece with a picture or drawing of yourself at a younger age.

## Personal Time

Abjuration
**Level:** Chrono 5 (chronomancer only)
**Components:** S, F
**Casting Time:** 1 standard action
**Range:** Touch
**Target:** Creature touched
**Duration:** 24 hours
**Saving Throw:** Fortitude Negates
**Spell Resistance:** No
**Creator:** Kand

You surround yourself with an invisible, intangible force field that provides you with your own time. This makes you immune



Michael Short (order #2081358)

to stasis and allows you to move through other times, including stasis, with your normal time. The time within the force field can be the time you are in when cast, or any time you are familiar with.

You do not take damage for interacting with other forms of time, but it is difficult for you to interact with other times, the faster, or slow they are in comparison to your time. (See Interaction Between Two Forms of Time in Chapter 5: Time.)

This spell does not provide the subject with protected memory or protect him from paradox. If you devote a 5th level spell slot to this spell (or higher if affected by a metamagic feat), it does not need to be re-cast each day.

*Focus*: A watch or other chronometer.

## Place in the Past

Transmutation [Teleportation, Time Travel] - Chronomancy
**Level:** Chrono 5 (chronomancer only)
**Components:** S, M
**Casting Time:** 1 standard action
**Range:** Touch
**Target:** 1 object you can carry
**Duration:** 1 day/level (D)
**Saving Throw:** None
**Spell Resistance:** No
**Creator:** Reksil

You cast this spell on an object and drop it. The object vanishes and, effectively, no longer exists. At any time within the duration, you may reach down and pick the object up as if you had just dropped it. What you are really doing is sending the object into the future to yourself. The object "ceases to exist" because it has skipped a certain period of time by traveling forward into the future.

The object travels through the Temporal Horizon. It does not actually move on it's own but is dragged forward in time by your present self. Persons on the Temporal Horizon can find the object with a Search check with a DC equal to the spell's DC. If you die, time travel, planeshift or otherwise end the spell, the object appears where you last were.

Because of the odd method of travel, the Game Master should be able to allow this spell in just about any form of time.

*Access:* Present and Future
*Material*: 100gp worth of gem dust sprinkled on the object.

## Precognitive Sense

Divination - Chronomancy
**Level:** Chrono 1, Wiz/ Sor 5
**Components:** V, S, F
**Casting Time:** 1 full round
**Range:** Personal
**Target:** You
**Duration:** Instantaneous
**Saving Throw:** None (harmless)
**Spell Resistance:** No
**Creator:** Kand

You gain general knowledge of a single event to come. The event must affect you in some way. (An event that would affect another character in the party might count, especially if you rely on the other party members for safety.) The chronal range is six hours into the future per caster level. The spell centers on the most important event during that time. Information is frequently misleading, you might discover that gambling will bring good fortune, only to discover after losing 50gp that the winner wishes to hire you for an adventure.

There is always a 10% chance the information is wrong. This spell is more reliable in non-paradox time decreasing the chance of being wrong by 5%. In times that are more chaotic the Game Master can increase the chance of being wrong by as much as 40%. The information provided is general and should not answer such focused questions as where each party member was standing. However if a specific party member performed an especially memorable or important action, that information may be provided.

*Access:* Future
*Focus:* A piece of rose quartz held to your forehead.

## Preserve

Abjuration - Chronomancy
**Level:** Chrono 2, Druid 4, Sor/Wiz 6
**Components:** V, S, M
**Casting Time:** 1 full round
**Range:** Close (25ft. + 5ft./2 levels)
**Area of Effect:** 25 cubic feet/level
**Duration:** 3 months/level (D)
**Saving Throw:** None
**Spell Resistance:** Yes
**Creator:** Kand

You can halt the decay (including shelf ripening) of any non-living matter. In the case of food or drink, the substance must first be placed in a closed container of some kind. The *preserve* is dispelled when the container is opened. For other material, the spell runs its duration unless dispelled by some other means.

*Access:* Present
*Material Component*: A small vial of salt, sealed with wax.

## Prophecy

Divination - Chronomancy
**Level:** Chrono 4, Sor/Wiz 8
**Components:** V, S
**Casting Time:** 10 minutes
**Range:** Touch
**Target:** Creature touched
**Duration:** Special
**Saving Throw:** None
**Spell Resistance:** No
**Creator:** Rookta Chirup

You enter a trance and, though visions of the future, attempts to divine an important event that shall come to pass. The event must directly affect the subject, who may not be the caster. The vision fades out and returns several times over the spell's duration, and much of it is vague and open to interpretation. You can not use this spell more then once to prophesize the same event, at least not until you gain another caster level.

At 10th level (20th for characters without temporal access), you may attempt to divine a prophecy concerning an event affecting a location on the grand scale of a town or kingdom. There is a low probability that this succeeds (only 1% per caster level), but the



Michael Short (order #2081358)

attempt can be made once per day.

After casting this spell, you are exhausted for 1d4 hours and unable to cast spells. Each additional daily use of this spell causes 4 points of Strength damage (or 8 to characters without temporal access).

*Access:* Future

*Material Components*: To divine an important event for a person the root of a plant with hallucinatory effects is consumed. To divine a town or kingdom's prophecy requires a 5000gp gem which is buried near the center of the location. (If the spell fails, check again. Another failure indicates the gem has shattered.)

## Protected Memory

Abjuration - Chronomancy
**Level:** Chrono 1, Sor/Wiz 5
**Components:** V
**Casting Time:** 1 standard action
**Range:** Touch
**Target:** Creature touched
**Duration:** 1 hour/level
**Saving Throw:** None
**Spell Resistance:** No
**Creator:** Kand

You protect the subject's memory. If his past is changed, he retains his original memory and will notice any changes to his present. This does not protect him from being erased or changed. It only protects his memory.

*Access:* Present only

## Protected Memory, Improved

Abjuration - Chronomancy
**Level:** Chrono 5, Sor/Wiz 9
**Components:** V
**Casting Time:** 1 standard action
**Range:** Touch
**Target:** Creature touched
**Duration:** 2 hours/level
**Saving Throw:** None
**Spell Resistance:** No
**Creator:** Kand

As *protected memory* but the subject not only retains his original memory but gains appropriate new memories if his past is changed. This spell also provides a +5 temporal bonus to resist temporal change (See Resist Temporal Change in Chapter 6: Troubled Time).

*Access:* Present only

## Protected Past

Abjuration - Chronomancy
**Level:** Chrono 5, Temporal 5 (chronomancer only)
**Components:** V, S
**Casting Time:** 1 standard action
**Range:** Touch
**Target:** Creature touched
**Duration:** 1 hour/level
**Saving Throw:** Special
**Spell Resistance:** No
**Creator:** Kand

You protect the subject so that changes to his past do not affect him. The subject is immune to temporal change. If he, or anyone else, creates a situation that changes, or even erases, him, the subject is not affected although other (unprotected) people may forget who he is and his place in society may not exist. All the gear the subject carries is likewise protected unless the subject leaves it unattended.

The subject can watch time change if the changes are obvious (a new city appears, thousands of people vanish, the sky changes color, etc.) otherwise he has no knowledge of time changes unless he researches the new past.

If you are the subject, you can devote a number of spell slots required to maintain the spell at least 24 hours and never have to cast this spell again unless it is dispelled. You can not use those spell slots for other spells (or even this spell).

An unwilling subject can make a fortitude save against the spell.

*Access:* Present only

## Protected Past, Improved

Abjuration - Chronomancy
**Level:** Chrono 7, Temporal 7
**Components:** V, S (chronomancer only)
**Casting Time:** 1 standard action
**Range:** Touch
**Target:** Creature touched
**Duration:** 24 hours
**Saving Throw:**
**Spell Resistance:** No
**Creator:** Iatre

As *protected past*, except the subject gains new memories if he exists in the changed time. This gives him two sets of memories, or at least knowledge of the differences between the previous history and the history that now exists. *Improved protected past* lasts 24 hours and if you are the subject you can devote a 7th level (or higher for metamagic feat adjustments) spell slot to keep it active continuously.

*Access:* Present only.

## Reverse Animal Aging

Necromancy - Chronomancy
**Level:** Chrono 5, Sor/Wiz 9, Druid 7
**Components:** V, S, M
**Casting Time:** 2 rounds
**Range:** Close (25 ft. + 5 ft./2 levels)
**Target:** 1 animal
**Duration:** Instantaneous
**Saving Throw:** Fortitude DC 10 negates
**Spell Resistance:** Yes
**Creator:** Kand

You reduce the age of the subject, which must be an animal, up to one month per caster level. The creature rejuvenates at the rate of one month per twenty minutes. During this time the creature is also *slowed*, losing one action each round. The subject must succeed at a Fortitude save DC 10 or die within the first 1d4 rounds. Subjects rejuvenated to a negative age are killed.

A Knowledge (nature) DC 15 can be used to determine either



Michael Short (order #2081358)

how old the animal is or how long animals of this type normally live. The Game Master may increase the DC by +5 in unusual forms of time or when dealing with unusual animals or animals you have not seen before.

*Access:* Present only

*Material Component*: A sample of the creature to be affected. If you touch the target, no material component is required.

## Reverse Healing

Necromancy [Evil] - Chronomancy
**Level:** DChrono 5 (Divine Chronomancer only)
**Components:** V, S, DF, XP
**Casting Time:** 1 standard action
**Range:** Medium (100 ft. + 10 ft./level)
**Target:** 1 person or spell
**Effect: Duration:** Instantaneous
**Saving Throw:** None or Fortitude negates
**Spell Resistance:** Yes
**Creator:** El-Carpedium

You reverse time, creating a minor paradox, and undoing recent healing. It can be used two ways; On a person, in which case all healing that person has received in the last round is negated (this use creates the paradox and incurs the experience cost). It can also be used (as a prepared action) to counter a healing spell of 5th level or lower (this use does not cost experience). Because of the minor paradox, the spell only works in paradox time. If it is used in elastic time, the subject gets a Fortitude save to negate it. Using this spell is not a good act.

*Access:* Past (change)

XP *cost*: 100xp (Fate's fee for a minor paradox.) or none.

## Reverse Lifeline

Necromancy - Chronomancy
**Level:** Chrono 8 (chronomancer only)
**Components:** V, S, M, XP
**Casting Time:** 1 round
**Range:** Touch
**Target:** Creature touched
**Duration:** Permanent
**Saving Throw:** Fortitude negates
**Spell Resistance:** Yes
**Creator:** El-Carpedium

You can not bring back the dead, but you can reduce the age of the subject by up to one year per caster level. Age reduction occurs at a rate of one year per ten minutes. The subject must succeed at a Fortitude save DC 10 or die within the first 1d4 rounds from shock to the system.

Many seek this spell as a fountain of youth but their search is in vain. Once must be a chronomancer to cast it and, for chronomancers, there are must better means to avoid old age; the Fountain of Youth feat, access to future medical technology and discoveries throughout time usually ensure a long life.

*Access:* Present only

*Material Components*: A small piece of polished amber and an ounce of ichor from a tether beast and a cup of pure spring water subjected to the Temporal Horizon for one subjective day.

XP *cost*: 1000xp per year the subject's age is reduced. The cost is 100xp per year if the subject is the caster.

## Reverse Plant Aging

Necromancy - Chronomancy
**Level:** Chrono 2, Druid 4, Sor/Wiz 6
**Components:** V, S, M
**Casting Time:** 1 standard action
**Range:** Close (25 ft. + 5 ft./2 levels)
**Area of Effect:** 10 feet square per level
**Duration:** Instantaneous
**Saving Throw:** Fortitude negates
**Spell Resistance:** Yes
**Creator:** Kand

You manipulate time to reverse the age of plants within the area of effect. You may affect all the plants in the area, or just one type of plants. You may reverse the age of living plants by up to one month per caster level. The rejuvenation occurs at a rate of one month every twenty minutes. If a plant is rejuvenated too far, it will become a seed, or die, vanishing into dust. The spell is popular among farmers who rejuvenate plants to get a second harvest and to extend the life of their plants. The subject must succeed at a Fortitude save DC 10 or die within the first 1d4 rounds.

A Knowledge (nature) DC 15 can be used to determine either how old the plant is or how long plants of this type normally live. The Game Master may increase the DC by +5 in unusual forms of time or when dealing with unusual plants or plants you have not seen before.

*Access:* Present only

*Material Component*: A sample of a plant if the caster wishes to only affect one type of plant in the area of effect.

## Selective Invisibility

Illusion (Glamor)
**Level:** Bard 3, Chrono 3, Sor/Wiz 3, Trickery 3
**Components:** V, S, M/ DF
**Casting Time:** 1 standard action
**Range:** Personal or touch
**Target:** You or a creature touched weighing no more then 100 lb/level
**Duration:** 10 minutes/ level (D)
**Saving Throw:** None or Will negates (harmless, object)
**Spell Resistance:** No or yes (harmless, object)
**Creator:** Rookta Chirup

This spell functions as invisibility except that you can set several conditions involving who can see the subject. You can select one or more persons, up to 1 per caster level, who is permitted to see the target. If anyone outside this list looks at the target, he becomes invisible. By default, the target is visible. The spell can detect if the target is being viewed, or scryed. *Misdirection* and similar divination thwarting spells will trick this spell into leaving the target visible.

If you choose only one person, then the target can remain visible to that person while remaining invisible to everyone else at the same time. You can also choose to make only part of the target invisible instead, an arm or leg, or one side. You could make just the target's clothing invisible, or just the target. You could also make different parts of the target invisible. This does not make convincing illusions of injury, as the 'wound' does not bleed.



Michael Short (order #2081358)

Like *invisibility*, this spell ends if you perform an attack. See *invisibility* for a definition of attack.

*Arcane Material Component*: An eyelash encased in a bit of gum arabic

## Selective Invisibility, Improved

Illusion (Glamour)
**Level:** Bard 5, Chrono 5, Sor/Wiz 5, Trickery 5
**Components:** V, S, M/ DF
**Casting Time:** 1 standard action
**Range:** Personal or touch
**Target:** You or a creature touched weighing no more then 100 lb/level
**Duration:** 10 minutes/ level (D)
**Saving Throw:** None or Will negates (harmless, object)
**Spell Resistance:** No or yes (harmless, object)
**Creator:** Rookta Chirup
As *selective invisibility*, except the spell does not end if the subject attacks.

## Selective Memory

Enchantment (Compulsion) [Mind-Affecting]
**Level:** Bard 2, Chrono 1, Cleric 3, Druid 3 Sor/Wiz 3
**Components:** V, S, F
**Casting Time:** 1 standard action
**Range:** Personal or touch
**Target:** You or a voluntary creature touched.
**Duration:** 24 hours (D)
**Saving Throw:** None (willing only)
**Spell Resistance:** Yes (harmless)
**Creator:** One-Less

You block part of the subject's memory. Normally this is used to block memories of the future. This makes it much harder to create a paradox. (If a Player makes a mistake, acting on future knowledge, the GM should try to backtrack and undo that action.) In odd forms of time it might be useful to block knowledge of the past, or specific events. You may even select "future knowledge" and regain lost memories as you move forward into the future.

The subject is always aware that there memory if blocked, although what information those memories contain is unknown, of course.

*Focus:* A 100gp crystal which stores a temporary copy of the memories. If the subject stares into the crystal for a full round, it ends the spell and the memories return.

## Set the Period

Transmutation - Chronomancy
**Level:** Chrono 4, Temporal 4 (chronomancer only)
**Components:** V, S
**Casting Time:** 1 standard action
**Range:** Touch
**Target:** 1 person per 2 levels
**Duration:** 1 hour/level
**Saving Throw:** Fortitude negates
**Spell Resistance:** Yes
**Creator:** Rookta Chirup
You modify the subject's clothing and equipment so that it is suitable for the current time period. You can even cast this ahead of time selecting your destination time. Equipment remains functional but its appearance is altered. If there is no equivalent item in the time period, an item will become something else. It may not look like a functioning device so using it may risk discovery.

Items and equipment may still not be appropriate for certain settings. Plate armor that is changed into heavy police riot gear is still not appropriate for walking around town or visiting a party or club. Changing the gear gives it no advantage. The weight and function do not change. (Using *polymorph any object* can change these features.)

You make an appropriate Knowledge (ancient history, history or future history) or a Disguise check and this is the DC for anyone using an opposed skill check to determine the time travelers are out of place. You can have assistance but you are always the leader of the skill check.

*Access:* Present only.

## Sever Lifeline

Necromancy - Chronomancy
**Level:** Chrono 9 (chronomancer only)
**Components:** V, S, M
**Casting Time:** 10 minutes
**Range:** Personal
**Target:** You
**Duration:** Permanent
**Saving Throw:** None
**Spell Resistance:** No
**Creator:** One-Less
You permanently detach your lifeline. Most chronomancers do this to themselves as they are conceived so that they never had a lifeline but some chronomancers from non-paradox times do this before they first enter paradox time. You are immune to the effects of a paradox. You are not erased from history if your "old self" is killed. Indirect effects such as creating a hostile environment or new enemies can still cause you harm in the present.

*Access:* Present only

*Material Components*: A small silver knife enchanted to store a tether. 10 000gp worth of diamond dust, sprinkled across the knife blade. (This spell is cast on the Temporal Horizon and the knife is used to physically sever the chronomancer's lifeline at the point it turns into the insubstantial silver mist trail.

## Shard

Conjuration (Creation) – Chronomancy
**Level:** Chrono 6 [Chaotic] (chronomancer only)
**Components:** V, S, F, XP
**Casting Time:** 10 minutes
**Range:** Long (400 ft. + 40 ft./level)
**Area of Effect:** 10 feet square/level, 1 minute/level
**Duration:** Special
**Saving Throw:** Fortitude negates
**Spell Resistance:** Yes
**Creator:** Lurn Chaotica
You create a shard, a piece of time and space separate from anything else, a tiny universe. It can not exceed 10 foot squared per caster level and 1 minute per caster level in duration. The



Michael Short (order #2081358)

shard can be a copy of part of a real plane or made up completely but in this case everything from that plane vanishes at the end of the spell's duration. The shard can also be torn from a real place. This damages time with a variety of results and at the end of the spell, the shard tries to rejoin its normal time and it is as if the shard had never been.

The creation of shards is likely to attract attention. Many temporal creatures use shards as nests or temporary homes and time guardians frown greatly on creating shards. A skilled chronomancer can also create a shard to repair a timeline. This costs twice the experience cost but the shard becomes permanent and real. Anyone with hit dice equal to or greater then yours can attempt a Fortitude save DC 40 to resist temporal change and negate this spell if they are in the area of effect.

*Access:* Present and future.

*Focus*: A piece of glass from a broken hourglass.

XP *cost*: 500xp or 1000xp to repair time.

## Shard, Greater

Conjuration (Creation) [Chaotic] – Chronomancy
**Level:** Chrono 9 (chronomancer only)
**Components:** V, S, F, XP
**Casting Time:** 20 minutes
**Range:** Long (400 ft. + 40ft./level)
**Area of Effect:** special
**Duration:** Special
**Saving Throw:** Fortitude negates
**Spell Resistance:** Yes
**Creator:** Lurn Chaotica

This spell functions exactly as *shard*, except that you may attempt to make a shard of any size. It is up to the Game Master how large a shard can be made. The more easily paradoxes can occur in a given time, the harder it is to break that time into shards. A form of time such as crisis paradox creates the largest shards, spanning years.

This spell has a particularly bad reputation and just knowing it can get you on the time guardian's watch list. Using the spell can provoke an intervention.

*Access:* Present and future.

*Focus*: A piece of glass from a broken hourglass.

XP *cost*: 5000xp

## Skill Swap

Transmutation - Chronomancy
**Level:** Chrono 5, Wiz/ Sor 9
**Components:** V, S, F, XP
**Casting Time:** 1 hour
**Range:** Touch
**Target:** Creature touched
**Duration:** Permanent
**Saving Throw:** None (willing only)
**Spell Resistance:** Yes
**Creator:** One-Less

This spell is similar to *feat swap* except that it changes the subject's skills rather then his feats. The subject must have spent a good amount of time in paradox time, but not all of it, to be able to change his skills. He gains no extra points and must move points from one or more skills to increase another. Only one skill can be increased per casting of *skill swap* but more then one other skill may be decreased.

*Access:* Past (change)

*Focus*: A 200gp hourglass and two bags of sand.

XP *cost*: You and the subject must both pay 100xp. If you are the subject, you pay only 100xp. (Fate's fee for a minor paradox.)

## Slide to Fundamental Present

Transmutation [Lawful, Teleportation, Time Travel] - Chronomancy
**Level:** Chrono 7, Time Travel 7 (chronomancer only)
**Components:** V, S, F
**Casting Time:** 1 round
**Range:** Touch
**Target:** Creature touched
**Duration:** Instantaneous
**Saving Throw:** Fortitude negates
**Spell Resistance:** Yes
**Creator:** Shael Silverson

You put the subject into stasis and send him to the fundamental present. If the subject is in the past, he remains in stasis, invisible and incorporeal, until he reaches the fundamental present. If the subject is in the future, the same thing happens but the stasis moves backwards through time until it arrives at the fundamental present. This journey can take years, centuries or longer but for the subject no time has passed at all. The only danger in this spell is if someone unfriendly discovered the invisible, incorporeal subject in stasis. If the subject resists he gets a Fortitude save to negate the spell.

*Access:* Present only

*Focus*: A clear crystal sphere.

## Slow

Transmutation [Slow] - Chronomancy
**Level:** Brd 3, Chrono 2, Sor/Wiz 3
**Components:** V, S, M
**Casting Time:** 1 standard action
**Range:** Close (25 ft. + 5 ft./2 levels)
**Targets:** One creature/level, no two of which can be more than 30 ft. apart
**Duration:** 1 round/level
**Saving Throw:** Will negates
**Spell Resistance:** Yes
**Creator:** Kand

An affected creature moves and attacks at a drastically slowed rate. A *slowed* creature can take only a single move action or standard action each turn, but not both (nor may it take full-round actions). Additionally, it takes a –1 penalty on attack rolls, AC, and Reflex saves. A *slowed* creature moves at half its normal speed (round down to the next 5-foot increment), which affects the creature's jumping distance as normal for decreased speed.

Multiple *slow* effects don't stack. *Slow* counters and dispels *haste* spells; *combat manager*, *expeditious retreat*, *haste*, *magic manager*, *mass combat manager*, *mass haste*, *steal the future* and *time warp*

*Access:* Present only.

*Material Component:* A drop of molasses.



Michael Short (order #2081358)

## Slow Metabolism

Transmutation - Chronomancy
**Level:** Chrono 1, Druid 3, Wiz/ Sor 5
**Components:** V, S, M
**Casting Time:** 1 full round
**Range:** Touch
**Target:** Creature touched
**Duration:** 1 day/level (D)
**Saving Throw:** Yes (harmless)
**Spell Resistance:** Yes
**Creator:** Kand
When placed on a creature, you drastically increases the length of time required between meals. The subject can go without food and water for per 12 hours per caster level (maximum 1 week). Also, the secondary effects of poisons are delayed 1 round per caster level (if the secondary effect takes longer then 1 round to occur, multiply that time your level instead).
*Access:* Present only
*Material Component*: A small wafer that the target consumes.

## Speed Metabolism

Transmutation - Chronomancy
**Level:** Chrono 1, Druid 3, Wiz/ Sor 5
**Components:** V, S, M
**Casting Time:** 1 full round
**Range:** Touch
**Target:** Creature touched
**Duration:** Special
**Saving Throw:** Fortitude negates
**Spell Resistance:** Yes
**Creator:** Kand
You quickly weaken a creature from lack of food and water. A ranged touch attack is required with the material component. A creature struck who fails his Fortitude save has his Strength and Constitution reduced by 1 point per 2 caster levels but no lower then 1. The effect lasts until the target eats a partial meal. This immediately ends the effect. This requires at least a full round action. Creatures with no metabolism, or anyone unaffected by a week without food, are unaffected.
*Access:* Present only
*Material Component*: A piece of spoiled food.

## Spell the Past

Transmutation [Time Travel] - Chronomancy
**Level:** Chrono 4 (chronomancer only)
**Components:** S
**Casting Time:** 1 standard action
**Range:** Personal
**Target:** One 1st-3rd level spell cast
**Duration:** Instantaneous (1 round per level)
**Saving Throw:** Fortitude negates (special)
**Spell Resistance:** No
**Creator:** One Less
*Spell the past* allows you to cast a spell in the present and have it take affect as if you had cast it earlier. The spell can not be cast further back then its duration or 48 hours, whichever is shorter. You can not cast a spell back far enough that it has already expired, although it may be expiring the round you cast it. In paradox time, you may actually change the past, but you many only change one event, usually something that occurred within a single round. (A fly spell could have negated falling damage you took earlier, or an abjuration could have stopped damage from a single spell or attack.) Only spells of 1st through 3rd level can be affected by *spell the past*.

After casting *spell the past*, you have 1 round per level to cast the spell to be affected, or this spell is wasted. The somatic component requires you to write the time the spell is to have come into effect so you must know the current time and how time works where you are.

*Access:* Past (change).

## Spell the Past, Greater

Transmutation [Time Travel] - Chronomancy
**Level:** Chrono 8 (chronomancer only)
**Components:** S
**Casting Time:** 1 standard action
**Range:** Personal
**Target:** One 1st-7th level spell cast
**Duration:** Instantaneous (1 round/level)
**Saving Throw:** Fortitude negates (special)
**Spell Resistance:** No
**Creator:** One Less
As *spell the past*, but spells up to 7th level may be affected.
*Access:* Past (change)

## Steal the Future

Conjuration [Haste] - Chronomancy
**Level:** Chrono 4, Wiz/Sor 8
**Components:** V, S, M
**Casting Time:** 1 standard action
**Range:** Personal
**Target:** You
**Duration:** 1 round/level
**Saving Throw:** None
**Spell Resistance:** No
**Creator:** Lurn Chaotica
You gain extra actions per round by giving up the same number of future actions. You can only gain actions and give up actions you would normally have within the duration of the spell. If you gain 1 extra action this round, you must choose a round, before the spell would expire, where you lose 1 action. You can also give up actions now so that later you have additional actions. You can use the bonus actions before or after your normal actions.

You can, but do not have to, assign all the changed actions at the time of casting. Each round, you can use a spell-like free action to gain or give up one action. You can also use any partial action to gain or give up another action. You can not change rounds that have passed and can never gain actions from outside, before or after, the spell's duration.

These bonus actions are *haste* bonus action. The maximum number of actions you can have in a round are 4; two standard actions and two move-equivalent actions. If you have 4 actions, you also gain a second free action (if only one was normally allowed for that type of free action, except that it may not be


Michael Short (order #2081358)

spell-like) and you can make a second 5 foot step. You are still only capable of casting a maximum of 3 spells, 2 as standard actions and one as a free action (possibly using the quicken metamagic feat) which is the same limit normally allowed with *haste*. You can choose to make up to 2 full round actions. Your move equivalent actions do not have to be consecutive so you can make two separate move actions.

If you have given up actions during a round, there is little you can do. If you only have one action, it must be move-equivalent. You can still perform a free action and take a 5 foot step. If you have no actions; you are flat footed loosing your Dexterity bonus to armor class. You can not take a 5 foot step or perform free actions. If the spell ends early for any reason, you still lose the actions you have chosen to give up in the future.

The duration of this spell may not be increased above 20 rounds. If the caster has or gains another haste bonus, this spell ends.

*Access:* Future (change)

*Material Component*: A new device or container that has never been used or opened which is used and/or opened during casting.

## Step

Transmutation [Teleportation, Time Travel] - Chronomancy
**Level:** Chrono 3 (chronomancer only)
**Components:** V
**Casting Time:** 1 free action
**Range:** Personal
**Effect:** Special
**Duration:** Instantaneous
**Saving Throw:** None (harmless)
**Spell Resistance:** No
**Creator:** Count James

You time travel forward to the beginning of the next round. You re-roll your initiative with a +4 temporal bonus. If you already have the initiative then you benefit from being transported before your opponents have their actions. However any opponent who recognizes the spell may elect to use his actions to ready an action against you when you re-appear automatically beating your new initiative. If you have remaining actions when this spell is cast, they are lost.

*Access:* Future

## Temper in Time

Transmutation - Chronomancy
**Level:** Pal 3
**Components:** V, S, F
**Casting Time:** 1 standard action
**Range:** Touch
**Target:** Weapon touched
**Duration:** 1 round/level
**Saving Throw:** None
**Spell Resistance:** No
**Creator:** Shael Silverson

As a paladin, you can thrust your sword into the timestream of the Temporal Horizon, either while on the Temporal Horizon or on any prime material plane, and withdraw it. This instantly ages any enchantments on the sword by 24 hours and gives the sword a +3 temporal bonus to attack and damage for the duration of the spell. The duration of this spell can not be increased.

*Focus*: The weapon to be enchanted and a square of black silk.

## Temporal Attunement

Abjuration - Chronomancy
**Level:** Chrono 3, Sor/Wiz 7, Temporal 3
**Components:** V, S, F
**Casting Time:** 1 standard action
**Range:** Touch
**Target:** Creature touched
**Duration:** 1 Day/level or permanent
**Saving Throw:** Fortitude negates (harmless)
**Spell Resistance:** Yes (harmless)
**Creator:** One-Less

You make the subject a native of the universe he is in, in terms of travel through time. This provides no protection against dangerous chaotic time, nor does it deal with any disorientation. (This might be common in native children.)

If you spend 100xp, the effect is permanent, otherwise it only lasts 1 day per caster level.

*Access:* Present only

## Temporal Attunement, Mass

Transmutation - Chronomancy
**Level:** Chrono 6, Temporal 6
**Creator:** Shael Silverson

As *temporal attunement* but you can affect 1 person per caster level within 30 feet of yourself.

## Temporal Eye

Divination - Chronomancy
**Level:** Chrono 7 (chronomancer only)
**Components:** V, S, M/DF, F
**Casting Time:** 1 hour
**Range:** See text
**Effect:** Magical sensor
**Duration:** 1 minute/level
**Saving Throw:** None
**Spell Resistance:** No
**Creator:** Rookta Chirup

You can see and hear some creature, who may be at any distance and who may be in the future or past. You must succeed at a related Knowledge check to do so. The difficulty of the task depends on how well you know the subject and the time period and what sort of physical connection (if any) you have to that creature or time period.

| **Knowledge** | **DC** |
|---|---|
| Does not exist (exists in lost time) | 30 |
| None | 20 |
| Secondhand (you have heard of the subject) | 15 |
| Firsthand (you have met the subject) | 10 |
| Familiar (you know the subject well) | 5 |

*You must have some sort of connection to a creature you have no knowledge of.



Michael Short (order #2081358)

| Connection | Check Modifier |
|---|---|
| Likeness of picture | +5 |
| Possession or garment | +8 |
| Body part, lock of hair, nail clippings, etc | +10 |
| On another Plane | -5 |

| Temporal Condition | Check Modifier |
|---|---|
| Epic Past/Future (10000+ years) | -20 |
| Ancient Past/Future (1000+ years) | -10 |
| Distant Past/Future (100+ years) | -8 |
| Past/Future (10+ years) | -5 |
| Recent Past/Future (1+ years) | +0 |
| Immediate Past/Future (less then 1 year) | +2 |

This spell creates a magical sensor located near the subject. Any creature with Intelligence 12 or higher can notice the sensor by making a Spot check (or an Intelligence check) against DC 30. The *temporal eye* is more difficult to see then the magical sensor created by *scrying*.

The following spells can be cast through a *temporal eye* spell: *comprehend languages, read magic, tongues* and *darkvision*. The following spells have a 5% chance per caster level of operating correctly: *detect chronomancy, detect magic, detect chaos, detect evil, detect good, detect law detect temporal anomaly* and *message*.

In paradox time you may see multiple images of the future as the future is not certain in paradox time. In non-paradox time you may not get a complete image; you might not be able to see yourself or discover if you still live, for example. The spell either has save guards or the source you are tapping to gain information about the future prevents you from seeing these things.

*Access:* Past, present and/or future.

Arcane *Focus*: A veil woven from hundreds of strands collected from the Temporal Horizon wound around a silver mirror costing not less then 1000gp.

*Arcane Material Components*: The eye of a far-seeing creature (eagles or hawks) held in the left hand. The blood from a temporal dog mixed with a concoction of alcohol, sodium and strychnine.

*Divine Focus*: A holy water font costing not less then 100gp.

## Temporal Cover

Abjuration - Chronomancy
**Level:** Chronomancer 2, Sor/Wiz 6
**Components:** V, S, F
**Casting Time:** 1 standard action
**Range:** Touch
**Target:** Creature touched
**Duration:** 1 round/2 levels (D)
**Saving Throw:** Fortitude negates (harmless)
**Spell Resistance:** No
**Creator:** Lurn Chaotica

When you cast this spell, note the subject's current armor class. For the duration of the spell he retains that armor class. Whatever armor class the subject actually has is ignored. Once cast, the subject cannot modify his armor class in anyway.

The conditions of the armor class also remain true. If the subject was using expertise or dodge he continues to do so and dodge cannot change subjects. If he was using cover, he continues to do so and the restrictions from that cover remain. He can not see or attack through cover. If the subject was acting defensively, he must continue to do so. If the character was using tumble, he continues to do so with the same skill check. A shield spell remains in the same direction.

When this spell ends it also ends the duration on all magical defenses that were used to increase the subject's armor class. Decrease the remaining duration on those spells by 24 hours. If a spell has less then 24 hours duration, it ends.

*Access:* Past (no change). If history changes while this spell is in effect, the resulting armor class also changes.

*Focus*: A mirrored sphere inside a glass sphere worth 50gp.

## Temporal Hit

Illusion [Figment] - Chronomancy
**Level:** Chrono 1, Sor/Wiz 5
**Components:** V, S
**Casting Time:** 1 standard action
**Range:** Touch
**Effect:** Creature touched
**Duration:** 1 round/level (D)
**Saving Throw:** Fortitude negates (harmless)
**Spell Resistance:** Yes (harmless)
**Creator:** Rookta Chirup

You surround the subject in a thin temporal aura that bends time slightly, causing the person's image to appear one second ahead of actual motion, confusing opponents. The subject gains a +1 temporal bonus to attack rolls.

*Special*: *Temporal hit* counters *temporal miss* and visa versa. Also, if this subject attacks someone affected by *temporal miss*, the bonuses from both spells are ignored.

*Access*: Future

## Temporal Maze

Necromancy [Teleportation, Time Travel] – Chronomancy
**Level:** Chrono 6 (chronomancer only)
**Components:** V, S, F, XP
**Casting Time:** 10 minutes
**Range:** Long (400 ft. + 40 ft./level)
**Target:** One person per caster level
**Duration:** Special
**Saving Throw:** Fortitude negates
**Spell Resistance:** Yes
**Creator:** Reksil

You place a curse upon up to one person per caster level that keeps those persons in a temporal loop, repeating the same events over and over, until they achieve the escape condition you set. Often there is a morale lesson involved. A criminal might not be able to escape from January 1st, until he repents for his actions. It may be a lesson in corruption when used by an evil caster.

Depending on the form of time, the final day the subjects spend in the maze might affect normal time or it might not. In alternate universe time, the subjects end up in the alternate universe where there actions have occurred. In non-paradox time, their actions in the maze have no effect on the 'real' world.

Most loops are one day long but they may be up to 1 day/ caster level in length. You may use this spell multiple times to create more then one loop the subjects must escape from. The



Michael Short (order #2081358)

subjects may save for each loop so they might be able to skip a number of loops.

If a person within a *temporal maze* gains a level they can make another save against the spell. You must pay half of any fate's fee costs the subjects incur while in the loop.

*Access:* Present only

*Focus*: An hourglass that lasts as long as the loop.

XP *cost*: 100xp

## Temporal Miss

Illusion [Figment] - Chronomancy
**Level:** Chrono 1, Sor/Wiz 5
**Components:** V, S
**Casting Time:** 1 standard action
**Range:** Touch
**Effect:** Creature touched
**Duration:** 1 round/level (D)
**Saving Throw:** Fortitude negates (harmless)
**Spell Resistance:** Yes (harmless)
**Creator:** Rookta Chirup

You surround the subject in a thin temporal aura that bends time slightly, causing the person's image to appear one second behind actual motion. This gives the subject a +2 temporal bonus to AC and a 10% miss chance against ranged attacks.

*Access*: Present only

## Temporal Push

Transmutation [Teleportation, Time Travel] - Chronomancy
**Level:** Chrono 4 (chronomancer only)
**Components:** V, S
**Casting Time:** 1 standard action
**Range:** Close (25 ft. + 5 ft./2 levels)
**Target:** 1 creature
**Duration:** Instantaneous
**Saving Throw:** Fortitude negates
**Spell Resistance:** Yes
**Creator:** Kand

You open a partial slipgate to the Temporal Horizon and draw either the subject or yourself through instantly transporting them, through the Temporal Horizon, to the future up to 1 round per caster level later. (This distance forward is chosen before you know who goes through the gate.) You and subject make opposed Wisdom check with the loser being the one drawn through the gate. You gain a +4 circumstance bonus to this Wisdom check. The loser can still negate the spell with a successful Fortitude saving throw. If a physical presence is occupying the space to be returned to, the subject is displaced to the nearest unoccupied space.

*Access:* Future

## Temporal Shell

Conjuration (Creation) - Chronomancy
**Level:** Chrono 9 (chronomancer only)
**Components:** V, S, M, F
**Casting Time:** 1 immediate action
**Range:** Personal
**Area of Effect:** 5 foot radius
**Duration:** 10 minutes/level (D)
**Saving Throw:** None
**Spell Resistance:** No
**Creator:** Kand

You create a temporary bubble around yourself, which is not affected by the Temporal Horizon. While inside the shell, you are immune to the passage of time, except as it applies directly to yourself. The effect is that the world has frozen between seconds. This gives you an opportunity for actions like drinking healing potions or letting a harmful spell or potion wear off.

Once created the shell can not be moved and you can not leave it without ending the spell. Any creatures within the 5-foot radius are considered in the shell and can interact with you as if normal time was passing. If they step outside of the radius, they are immediately frozen until the spell expires or you dismiss it. The spell's duration is measured by your subjective time (the time you experience inside the shell).

*Access:* Present only

*Material Components*: 1000gp worth of mummy dust.

*Focus:* A 5000gp diamond in a 1000gp crystal sphere enchanted with *temporal stasis.* Both must touched by a time dimensional while on the Temporal Horizon.

## Temporal Stasis

Transmutation – Chronomancy
**Level:** Chrono 6, Sor/Wiz 8
**Components:** V, S, M
**Casting Time:** 1 standard action
**Range:** Touch
**Target:** Creature touched
**Duration:** Permanent
**Saving Throw:** Fortitude negates
**Spell Resistance:** Yes

You must succeed on a melee touch attack. You place the subject into a state of suspended animation. For the creature, time ceases to flow and its condition becomes fixed. The creature does not grow older. Its body functions virtually cease, and no force or effect can harm it. This state persists until the magic is removed (such as by a successful *dispel magic* spell or a *freedom* spell).

*Access*: Present only.

*Material Component:* A powder composed of diamond, emerald, ruby, and sapphire dust with a total value of at least 5,000 gp.

## Thread Hop

Abjuration [Teleportation] - Chronomancy
**Level:** Chrono 6 (chronomancer only)
**Components:** V, S, F
**Casting Time:** 1 standard action
**Range:** Personal
**Target:** Caster and up to 1 person per level
**Duration:** Instantaneous
**Saving Throw:** Fortitude negates
**Spell Resistance:** Yes
**Creator:** Planeseeker

You teleport from one plane to another while in the Temporal Horizon. You can take up to 1 person per level with you. The spell transports you in any direction to another group of lifelines. If you



Michael Short (order #2081358)

are trying to reach a specific plane you must make a Knowledge (temporal) check DC 20 and a Knowledge (appropriate plane) check DC 20 or a Knowledge (any planar) DC 30. You will not know if you have reached the correct plane until you leave the Temporal Horizon or identify the plane. As a result you can not take 10, 20 or retry any of the checks.

*Access:* Past, present, future.

## Time Bubble

Conjuration (Creation) - Chronomancy
**Level:** Chrono 4, Sor/Wiz 8
**Components:** V, S, F
**Casting Time:** 1 standard action
**Range:** Close (25 ft. + 5 ft./2 levels)
**Effect:** 1 bubble
**Duration:** 1 hour/level (D)
**Saving Throw:** Reflex negates (harmless)
**Spell Resistance:** Yes
**Creator:** Kand

You create a shimmering bubble which contains its own time. Time within the bubble can either pass at a normal rate (normal for you) or at the same rate where the spell takes effect. Persons can safely move into and out of the bubble. The bubble can be up to 10 feet in diameter, can hold up to 50 lb per caster level and can fly at a rate of 60.

Air within the bubble can be summoned locally or from the elemental plane of air. In either case, it will not run out of air for the duration of the spell. The bubble has a hardness of 2 and 1 hit point per caster level. Attacks directed at someone inside the bubble, damage the bubble instead, until it is destroyed.

*Access:* Present only

*Material Components*: A small wire hoop and a dish of soapy water. This component can be used many times before being used up.

## Timeheal

Conjuration (Healing) - Chronomancy
**Level:** Chrono 4 (chronomancer only)
**Components:** V, M, XP
**Casting Time:** 1 standard action
**Range:** Touch
**Target:** Creature touched
**Duration:** Permanent
**Saving Throw:** Fortitude negates
**Spell Resistance:** Yes
**Creator:** Kand

You cause the subject's body to become exactly as it was in the past, up to 1 round per caster level ago. The subject has the same number of hit points as he did at that time as well as any other afflictions such as poison, critical injuries and the like. As a result this spell can both heal recent injuries and other afflictions or cause them to re-occur if they were just removed (negating any healing magic used recently). It is possible to restore a body to a previous condition curing one problem but making another re-occur.

The spell creates a minor paradox which allows the subject to have lived through the last few rounds without suffering any changes to his physical condition, without changing what actions he took or changing what he remembers. *Timeheal* can heal a dead body but can not bring it back to life. The caster can attempt to increase the number of rounds back but the spell gains a cumulative 5% chance of spell failure for each extra round back.

*Access:* Past (change)

XP *cost*: 100xp (Fate's fee for a minor paradox.)

## Time Meddle

Transmutation - Chronomancy
**Level:** Chrono 3, Sor/Wiz 7
**Components:** V, S, F
**Casting Time:** 1 standard action
**Range:** Medium (100ft + 10ft./level)
**Target:** One spell
**Duration:** Instantaneous
**Saving Throw:** None
**Spell Resistance:** No
**Creator:** One-Less

You change the casting of a spell so that it fails or becomes ineffective. You can either use this on a spell as it is being cast or on a spell with a duration. The spell must have been cast within the last 1 round per caster level. You must make a dispel check to be able to change the spell. A dispel check is 1d20 +1 per caster level (+10 maximum) against a DC of 11 + the spell's caster level.

If you succeed you can affect one aspect of the spell. You can change the range, target, area of effect to a new legal one or dismiss a spell with a duration with (D) in the duration. At the Game Master's discretion, you may instead change a different variable specific to the spell. If the result is counter productive to the caster, such as moving a *fireball* into the path of his allies, he gains a Fortitude save to negate *time meddle*. If the *fireball* is instead moved to an unoccupied location, no save would be permitted against *time meddle*. The saving throw for the *fireball* is unaffected.

*Access:* Past (change)

## Timeline Shield

Abjuration - Chronomancy
**Level:** Chrono 8, Temporal 8 (chronomancer only)
**Components:** V, S, M, XP
**Casting Time:** Special
**Range:** Touch
**Target:** 1 plane of existence
**Duration:** Permanent
**Saving Throw:** None
**Spell Resistance:** No
**Creator:** Lurn Chaotica

You prevent time travel through a section of time anywhere on a plane. You can specify that it prevent only forward or backward travel and you can only stop persons who are lower level then your caster level. It does not affect teleportation except that which includes time travel. This spell does not stop *lurn's timereaver*.

Only persons with a higher caster level can dispel the shield. *Mordenkainen's disjunction* will also destroy the shield. The shield uses your saving throws at the time you created the shield.

*Access:* Past and Future (No change)

*Material Component*: 10gp worth of diamonds for each year protected.



Michael Short (order #2081358)

XP *cost*: 1xp per year protected.

## Timereaver

Transmutation [Teleportation, Time Travel] - Chronomancy
**Level:** Chrono 8, Time Travel 8 (chronomancer only)
**Components:** V, S, M or XP
**Casting Time:** 30 minutes
**Range:** Close (25 ft. + 2 ft./2 levels)
**Area of Effect:** 10-foot radius
**Duration:** Permanent
**Saving Throw:** Fortitude negates
**Spell Resistance:** Yes
**Creator:** Prime

You send those within the area of effect backward, or forward, in time, up to five years per caster level. In effect, in encases the subjects in a null-time bubble and pushes them into the Temporal Horizon. The bubble then moves along the timestream, reenters reality at the desired time, and releases the subjects. For the subjects, no time has passed.

*Timereaver* is an old spell. Its origins are lost to obscurity but it is sure to predate modern chronomancy. It was probably the first spell to access the Temporal Horizon.

It was the first spell that allowed chronomancer to time travel other people without coming along; This spell fell into disuse for a long period of time. Leaving people in the past or future tended to attract attention from time guardians and the cost of material components is very high. However, the spell avoids encounters and is a relatively fast means of time travel.

In more recent times, research was done on the spell and an alternative to the costly material component was developed. If cast from the Temporal Horizon, you can spend 100xp instead of using the material component.

*Access:* Past (change) or future

*Material Component*: A 10 000gp ruby, which is crushed into dust during casting.

XP *cost*: 100xp (Instead of material component.)

## Time Shudder

Evocation - Chronomancy
**Level:** Chrono 4 (chronomancer only)
**Components:** V, S, M
**Casting Time:** 1 standard action
**Range:** Medium (100 ft. + 10ft./level)
**Area of Effect:** 20-foot radius sphere
**Duration:** Instantaneous
**Saving Throw:** Reflex half
**Spell Resistance:** Yes
**Creator:** Su-Citra

You cause a shudder in time. You fire a small almost invisible projectile from your hands which explodes into a sphere of chaotic time when it reaches its target location. The near future and near past move back and forth suddenly changing the form of time in the area. Anyone caught in the area of effect takes 1d6 temporal damage per caster level up to 10d4 damage. *Coat of history*, *personal time* and other spells that allow you to pass into one form of time to another without harm. Subjects immune to paradoxes, do not take damage from this spell. They can also attempt a Fortitude save DC 40 to resist temporal change and negate the damage.

The time shudder causes minimum damage to inanimate objects and will not pass through more then a foot of solid material, half a foot or heavy stone or an inch of lead.

*Access:* Past, present and future

*Material Component*: An old and a new ball of bat guano.

## Time Skip

Transmutation [Teleportation, Time Travel] - Chronomancy
**Level:** Chrono 4 (chronomancer only)
**Components:** V, S, M
**Casting Time:** 1 standard action
**Range:** Touch
**Area of Effect:** Caster plus 1 person per 2 caster levels
**Duration:** Special
**Saving Throw:** Fortitude negates
**Spell Resistance:** Yes
**Creator:** One-Less

You allow the subjects to skip a section of time once or skip a certain time every hour, day, week, year etc. When that time arrives the subjects automatically *timeslide*, together, into the Temporal Horizon and a marker is placed where (when) they should grasp timelines and return to reality. This spell lasts up to 1 day per caster level or until it has performed 1 *timeslide* per 5 caster levels, whichever comes first. Each subject can only have one *time skip* affecting them at a time.

The most famous use of this spell is to skip nighttime, in order to avoid vampires. You can affect up to 1 person per 2 caster levels and may include yourself. An unwilling subject is entitled to a Fortitude save to negate the entire spell. When used in the present to skip parts of the present, this spell can be used in non-paradox time.

*Access:* Present and future

*Material Component*: A handful of sand from an hourglass.

## Time Skip, Greater

Transmutation [Teleportation, Time Travel] - Chronomancy
**Level:** Chrono 9 (chronomancer only)
**Components:** V, S, M
**Casting Time:** 1 standard action
**Range:** Touch
**Area of Effect:** Caster plus 1 person per 2 caster levels
**Duration:** 1 year
**Saving Throw:** Fortitude negates
**Spell Resistance:** Yes
**Creator:** Kand

As *time skip* but the transportation is instantaneously achieved by teleporting through the Temporal Horizon (without any chance of failure). You can perform one time skip per 5 levels. By dedicating a spell slot to *greater time skip*, you can skip up to 1 time per 10 levels each day, for any number of days until you fill the spell slot with something else.

*Access:* Future

*Material Component*: A handful of sand from an hourglass.

## Timeslide

Transmutation [Teleportation, Time Travel] - Chronomancy



Michael Short (order #2081358)

**Level:** Arcane Chronomancer 2, Time Travel 2 (Divine Chronomancer only)
**Components:** V, S, M
**Casting Time:** 3 rounds plus 1 round per companion
**Range:** Personal
**Target:** You and up to 1 person per 2 levels
**Duration:** Instantaneous
**Saving Throw:** Fortitude negates
**Spell Resistance:** No

*Timeslide* is a form of *planeshift* where you move yourself to the Temporal Horizon plane. You don't actually go anywhere because, like several other planes, the Temporal Horizon exists on top of the prime material plane (and every plane with time). You can not interact with elements from the prime plane, but they can get in your way. The Temporal Horizon has strong colors and gradients, a blue sky, for example, becomes a brilliant orange color fading into white sunrise or black sunset at the horizon.

Walking forwards and backwards on the Temporal Horizon takes you forward or backward in time. With a Concentration check DC 20 made each round, you can walk normally instead of time traveling.

Leaving the Temporal Horizon requires casting this spell again. You must succeed at a Knowledge (temporal) check DC 30 or you arrive 1d10 miles off target and 1d10 minutes off target (with a 50% chance that you arrive before you want to and 50% chance you arrive after).

*Materials*: A diaphanous square of fine silk and a small piece of basalt.

## Timeslide

Transmutation [Teleportation, Time Travel] - Chronomancy
**Level:** Chrono 2, Time Travel 2 (chronomancer only)
**Components:** V, S, M
**Casting Time:** 3 rounds plus 1 round per companion
**Range:** Personal
**Target:** You and up to 1 person per 2 levels
**Duration:** Instantaneous
**Saving Throw:** Fortitude negates
**Spell Resistance:** No
**Creator:** Kand

You thin the barrier between reality and the Temporal Horizon allowing you to slip between the two. Slipping into the Temporal Horizon places you and your companions immediately downstream of your lifelines. Lifelines trail off into the silver mist that surrounds them. If there is heavy turbulence in the area, you are displaced slightly so that you are relatively safe.

All you are wearing or carrying slips with you, up to 25 pounds per level. For every two levels, you may slip one additional person along on the trip. If anyone tries to resist being timeslideped, a successful Fortitude save causes the entire spell to fail.

When slipping back from Temporal Horizon, you must focus on a lifeline to the make the connection with reality. You may choose any lifeline within Close (25 ft. + 5 ft./2 levels) range, although most people prefer to grasp the lifeline to be sure. This is a standard action that counts as a spell-like action that draws an attack of opportunity like casting a spell does. At this point the character makes the off target check to see where they arrive.

**Off Target:** Returning to reality is not very precise. All subjects are requires to make a Knowledge (temporal) check DC 30. Failure indicates that subject arrives randomly within 1d10 miles of the creature and 1d10 rounds off target time (50% future, 50% past). Upon a successful check this distance is reduced to 1 mile and the time only off by up to 1 round.

One person can lead a group out of the Temporal Horizon, in which case, they arrive together and use the leader's skill check. (No assistance is possible.)

This is the most basic form of time travel and can only be used to navigate through non-paradox time (see: Chapter 7: Temporal Horizon).

*Access:* Past (change) and future
*Materials*: A diaphanous square of fine silk and a small piece of basalt.

**Timeslide, the quintessential time travel spell.**

## Timeslide, Greater

Transmutation [Teleportation, Time Travel] - Chronomancy
**Level:** Chrono 4, Time Travel 4 (chronomancer only)
**Components:** V, S, M
**Casting Time:** 3 rounds plus 1 round per companion
**Range:** Personal
**Target:** You and up to 1 person per 2 levels
**Duration:** Instantaneous
**Saving Throw:** Fortitude negates
**Spell Resistance:** No
**Creator:** Kand

As *timeslide* but if you make your Knowledge (temporal) checks you arrive exactly on target anywhere within 1 mile (including in the immediate vicinity) of the lifeline you targeted.

*Greater timeslide* is also strong enough to allow you to travel to the Temporal Horizon in non-paradox time. This by no means allows you or your companions to break any of the physical laws of the time you are traveling in. It is simply that chronomancers must wait for a higher level spell before they can time travel in non-paradox time.

## Time Snare

Enchantment (Compulsion) - Chronomancy
**Level:** Chrono 3, Sor/Wiz 7
**Components:** V, S
**Casting Time:** 1 standard action
**Range:** Close (25 ft. + 5 ft./2 levels)
**Target:** 1 creature
**Duration:** Special
**Saving Throw:** Will negates
**Spell Resistance:** Yes
**Creator:** El-Carpedium

You creates a time loop in the subject's mind that causes it to repeat this round's action indefinitely. If the creature is



Michael Short (order #2081358)

attacked, it attacks the same person again. If it drank a potion, it drinks from the same bottle again. Even if something happens to prevent this attempt (the opponent is dead, or someone takes the bottle away), the subject still strives to repeat its last action. The subject gains a Will save at the end of every round it is affected by the spell, until the loop is broken. Starting with the second saving throw, the creature gains a cumulative +1 bonus every round.

*Access:* Present only

## Time Stop

Transmutation - Chronomancy
**Level:** Chrono 9 Sor/Wiz 9, Trickery 9
**Components:** V
**Casting Time:** 1 standard action
**Range:** Personal
**Target:** You
**Duration:** 1d4+1 rounds (apparent time)
**Saving Throw:** Fortitude negates
**Spell Resistance:** No
**Creator:** Kand

This spell seems to make time cease to flow for everyone but you. In fact, you have stolen time, either from the near future or past to give yourself extra time. You are free to act for 1d4+1 rounds of apparent time. Normal and magical fire, cold, gas and the like can still harm you. While the *time stop* is in effect, other creatures are invulnerable to your attacks and spells (this is an exception to the rules for interacting with different times); however, you can create spell effects and leave them to take effect when the *time stop* spell ends. (The spells' durations do not begin until the *time stop* is over.)

You can not move or harm items held, carried, or worn by a creature stuck in normal time, but you can affect any item that is not in another creature's possession.

You are undetectable, by normal means, while *time stop* lasts. *Detect chronomancy* or the ability to detect paradoxes or temporal anomalies will reveal you. You cannot enter an area protected by an *antimagic field,* or by *protection from chaos/evil/good/law,* or by a *magic circle* spell, while under the effects of *time stop.*

The rules for interacting between two types of time applies (time passes 2-5 times slower for everyone else). Before or after casting this spell, you will lose 2-5 rounds, during which time you can not act. The Game Master should roll randomly on the following table.

d100
01-10 Loss of time occurred in the past hour.
11-90 Loss of time occurs after this encounter but within an hour.
91-00 Loss of time occurs during this encounter. (Each round there is a 10% chance it starts.)

This spell fails if the its access is not available.

*Access:* Present, plus past or future. (There is a 50% chance of past or future. A Knowledge (temporal) check DC 24 (15 + spell level) allows you to choose past or future.)

See the sidebar on *time stop* at the beginning of this chapter.

## Time Warp

Conjuration [Haste] - Chronomancy
**Level:** Chrono 2, Sor/Wiz 6
**Components:** V
**Casting Time:** Full round
**Range:** Personal
**Target:** You
**Duration:** Instantaneous
**Saving Throw:** None
**Spell Resistance:** No
**Creator:** Azru Planeswalker

The round after you cast *time warp* you gain an additional full action as a *haste* bonus. You can use these bonus actions before or after your standard actions. This does not stack with other haste bonus actions (see All About Haste in Chapter 10: Temporal Combat).

*Access:* Present only

*"Want to see me do it twice?"*

## Try Again

Transmutation - Chronomancy
**Level:** Chrono 9 (chronomancer only)
**Components:** V, S, F, XP
**Casting Time:** 1 standard action
**Range:** Special
**Target:** Up to 1 person per 2 caster levels.
**Duration:** Special
**Saving Throw:** None
**Spell Resistance:** No
**Creator:** Lurn Chaotica

This spell allows you, or someone else, to retry an event. If you failed to pick a lock or sneak past a sleeping dragon, you can try again, as if you had never failed in the first place. Up to 1 person per 2 caster levels can be affected transporting them back in time to the beginning of the event. You can "make a deal with Fate" and cast this spell before an event, or you can cast it afterwards but then Fate is not so generous.

If you cast this spell before trying an event, it costs you 500xp, and triggers automatically if you fail and resets events even if you and/or other subjects are killed. You define what is considered a failure. (You pay no additional costs for saving people from death in this way.)

If you cast the spell after failing, it costs you 1000xp instead. Obviously you must survive. Each subject saved from death now costs you 1000xp, Fate's fee for additional major paradoxes.

The spell can take you back up to 1 day per caster level. There is no saving throw but anyone who would be affected can attempt a Fortitude saving DC 40 to resist temporal change (see Resist Temporal Change in chapter 6: Time). This spell creates a single loop. Anyone who succeeds in resisting temporal change can travel back with you (in addition to the other subjects), aware of your failure and try to stop you again, or they can simply choose to negate your spell.

This spell does not access the Temporal Horizon instead creating a loop that leaves the original time forgotten in a 5th dimensional state.

*Access:* Past, Present, Future

XP *cost*: 500xp or 1000+xp (Fate's fee for a major paradox.)

## Universal Aura

Abjuration - Chronomancy



Michael Short (order #2081358)

**Level:** Chrono 9 (chronomancer only)
**Components:** V, S, F, M
**Casting Time:** 1 standard action
**Range:** Personal
**Target:** You
**Duration:** 24 hours (D)
**Saving Throw:** None (harmless)
**Spell Resistance:** No
**Creator:** One Less

A complex, virtually invisible, aura surrounds you and affects all allies within 10 feet. A spot check equal to the DC of the spell is required to notice the aura. *Universal aura* compiles several lower level spell effects granting the following; a +4 armor bonus, a +4 enhancement bonus to saving throws, acid, cold, fire, lightening, positive, negative and sonic resistance 20, and damage reduction 10/+5.

*Access:* Present only

*Focus*: A shard of metal from a suit of armor worn by a barbarian.

*Material Components*: The caster must imbed 240gp worth of valuable gems into the shard of armor.

## View Lifelines

Divination
**Level:** Brd 3, Chrono 0, Clr 3, Drd 3, Sor/Wiz 3
**Components:** V, S
**Casting Time:** 1 standard action
**Range:** 60 ft.
**Area:** Sight
**Targets:** Up to 1 person/level
**Duration:** 24 hours (D)
**Saving Throw:** None
**Spell Resistance:** No

Normally in the Temporal Horiozon humanoid lifelines are visible. This spell allows up to 1 subject per level to change which lifelines they see. You can select any combination of the following group types: Aberration, animal, construct, dragon, elemental, fey, giant, humanoid, magical beast, monstrous humanoid, ooze, outsider, plant, undead and vermin. You may also look at the lifelines of objects. Each type's lifeline has its own traits. See lifelines in Chapter 7: The Temporal Horizon.

This spell only works on the Temporal Horizon but it can be cast anywhere normally. Spellcasters employing scrying and other divination to view the Temporal Horizon have also used this spell effectively outside of that plane.

## Walk Across the Perspective

Transmutation [Teleport, Time Travel] - Chronomancy
**Level:** Chrono 6, Time Travel 6 (chronomancer only)
**Components:** V, S, F
**Casting Time:** 1 standard action
**Range:** Personal
**Target:** You
**Duration:** 1 subjective hour (D)
**Saving Throw:** Yes (harmless)
**Spell Resistance:** Yes
**Creator:** Count James

You move through time from another perspective. If the Game Master has prepared perspectives of other temporal creatures, usually servants of deities or other chronomancers, you may use one of those perspectives. Normally you assume the perspective of the players themselves. If this is your choice, no matter how much time passes within the game, however fast or slow, you only experience the amount of time that really passes.

You must step outside of normal time if it passes at a different rate. It is like being ethereal, where your body is mostly on the ethereal plane but instead you are mostly on the Temporal Horizon. You can not interact with anything in normal time but you can not suffer damage for interacting with a different time. If another chronomancer is in the same perspective you can interact but you can change nothing in the world around you, although they can move around in the world but are unseen. You can cast spells and use items but they can only affect you, and/or others in the same form of time, even if they would normal affect others.

If the Game Master decides to skip a year's time or fast track this is a means that you can skip that time. In combat, this could possibly slow you down giving you time to think about your actions.

You can maintain this spell for up to 1 hour in the new perspective.

*Access:* Future

*Focus*: A device that tells time.

## Wall of Time

Conjuration (Summoning) - Chronomancy
**Level:** Chrono 5 (chronomancer only)
**Components:** V, S, M
**Casting Time:** 1 standard action
**Range:** Close (25 ft. + 5 ft./2 levels)
**Area of Effect:** up to 10 feet square per level
**Duration:** 1 rounds per level
**Saving Throw:** Will or Reflex negates (special)
**Spell Resistance:** No
**Creator:** Su-Citra

You create a thin, orange hued wall composed of the ethereal mist of the Temporal Horizon. It is 1 inch thick and 10 foot square per caster level. It is weightless and incorporeal and can be conjured anywhere including inside another object or floating in the air. Anyone within the area of the wall gains a Reflex save to avoid being affected by the wall when it is conjured.

Anyone who touches or passes through the wall must make two Will saving throws. If both are successful the effect is negated. If one saving throw is failed the subject is affected by *slow*. If both saving throws are failed the subject is affected by two cumulative *slow* spells; They can not take any action except a 5 foot step. This effect lasts until the spell ends.

Anything that passes through the wall is slowed. Projectiles are slowed, moving only 5 feet per round, and falling 5 feet each round. Melee attacks through the wall do not strike until the following round, if the target is still in range, and the attacker is affected as if he touched the wall. Spells which pass through the wall are slowed; Spells without without a saving throw gain Fortitude (negates). All other spells are negated if the saving throw is successful.

Divination, teleportation and similar effects are not affected by the wall.



Michael Short (order #2081358)

*Access:* Present only

*Material Component*: A strand of webbing from a Gapher's phase spider's web.

## Crusher's Delayed Damage

Abjuration [Teleportation, Time Travel] - Chronomancy
**Level:** Chrono 7 (chronomancer only)
**Components:** V, S
**Casting Time:** 1 standard action
**Range:** Personal
**Target:** You
**Duration:** 10 rounds + 1D10 rounds
**Saving Throw:** None (harmless)
**Spell Resistance:** No
**Creator:** Crusher

You create a field of temporal flux about yourself. This field intercepts physical attacks and shifts all or part of the effects into the future, allowing you time to prepare. The magnitude of the shift depends on the type of attack.

If the attack does physical damage, half the damage is applied immediately, and the other half is put off for the duration of the spell. This delays the need for healing, but you are cautioned not to lose track of the time since casting. After the first ten minutes, the spell could expire at any moment, and all the deferred damage is then applied at once. This could easily kill you. Healing magic is applied first to received damage, then to deferred damage.

Touch attack or ranged touch attack spells can be delayed. If the attack is successful, you make a second saving throw against the incoming spell. If successful, that spell is delayed until *Crusher's delayed damage* ends. You can counter, dispel or otherwise take steps to nullify a delayed spell. It is held in stasis as if just being cast.

*Crusher's delayed damage* counters *contingency* and *time skip* and visa versa. This spell can not be used in conjunction with any *contingency* spell.

*Access:* Future

## Crusher's Temporal Disjunction

Enchantment - Chronomancy
**Level:** Chrono 4, Sor/Wiz 8
**Components:** V, S
**Casting Time:** 1 round
**Range:** Close (25 ft. + 5 ft./2 levels)
**Target:** 1 creature
**Duration:** 1d10+5 days (D)
**Saving Throw:** Fortitude negates
**Spell Resistance:** Yes
**Creator:** Crusher

You cause the subject to lose all sense of time. The subject is perpetually late and unable to function under any time restraints. The spell is merely an annoyance unless accurate timing is crucial. Creatures afflicted by this spell automatically lose initiative and are always surprised if attacked from stealth. If the subject has more then one attack per round, he loses one attack. Leaders become unable to follow a battle plan that requires accurate timing.

Time-affecting spells and abilities used by anyone affected by the disjunction automatically fail and the subject is unable to slip into or out of the Temporal Horizon by any means. This is particularly effective against chronomancers and creatures of the Temporal Horizon. Further natives of the Temporal Horizon suffer 1d6, +1 per 2 caster levels (max +20 damage), temporal damage from this spell. The time dimensional is the hardest hit by this disjunction. In addition to the above penalties, it loses the ability to slip in more copies of itself.

*Access:* Present only

## Where in Time

Divination - Chronomancy
**Level:** Chrono 1
**Components:** V, S
**Casting Time:** 1 round
**Range:** Unlimited
**Target:** 1 person
**Duration:** Instantaneous
**Saving Throw:** None
**Spell Resistance:** No
**Creator:** Multicorp game show division

You locate where in time the subject is. The spell locates the subject by how old he should be compared to you. If you have not seen the subject for 1 round, it will find the subject when he is 1 round older then when you last saw him. If you have not seen the subject for 10 years, it will find the 10 year older version.

This spell does not provide the location of the subject, just the time. If you cast a divination to locate a person, immediately after this spell, you may target the subject at the indicated time to find out where they are.

*Access:* Past, present or future. (No change)

# Psionic Powers

**Temporal Powers:** Temporal powers, denoted as 'chronomancy', deal with time travel and the manipulation of time. These powers are normally only available to temporal psychics and other characters with the temporal powers class ability. Some temporal powers are available to nega-psychics, psions and psychic warriors but only where they appear on those class lists.

***Access:*** Like spells, temporal powers that deal with time require access to the future, past and/or present and indicate their requirement. If a time does not have a future, or past, or it is unchangeable such as in non-paradox time, the power will not work, or will not work properly. (Non-temporal powers do not indicate their access and are assumed to be present only, or future for some divination powers.)

# Nega-Psychic Powers

## 0-Level Nega-Psychic Powers (talents)

***Detect Psionics****. You can detect the presence of psionic activity.

## 1st-Level Nega-Psychic Powers

***Disable****. Subject's mind wanders, imparting a -1 penalty on some actions.

**Distract Manifestation**. Force an opponent to make concentration checks for using spells or powers.

**Gaze of the Nega-Psychic**. *Daze* or *distract* persons by looking at them.



Michael Short (order #2081358)

***Identify****. Identify single feature of psionic item.

### 2nd-Level Nega-Psychic Powers

***Brain Lock****. Subject can not move or take any mental actions.

***Dark Vision****. You can see in the dark.

**Lesser Nega-Sphere**. Try to counter the next spell or power cast by or targeting the subject.

***Sense Psychoportation****. Know when others use this discipline.

***Sever the Tie****. You deal 3d8 damage to undead in 10-ft. radius

### 3rd-Level Nega-Psychic Powers

**Breath of the Nega-Psychic**. Gain negative and cold resistance and no longer need to breath.

**Dark One**. Improve your disguise, hide, intimidate and move silently.

***Dispel Magic*****. Negate magical spells and effects.

**Fumble Fumble**. Transfer one person's fumble to another person.

**Lesser Negate Power**. Counter powers of 3rd level or less.

***Invisibility Purge****. Dispels invisibility within 5 ft./level/

***Negate Psionics****. Cancels psionic powers and effects.

***Nondetection****. Hides subject from Clairsentience powers and *remove viewing.*

### 4th-Level Nega-Psychic Powers

***Dimensional Anchor****. Bars extradimensional movement.

***Mindwipe****. Subject's recent experiences wiped away.

**Not there**. Cease to exist for 1 round/level.

**Stop the Heart**. Suffocate target.

### 5th-Level Nega-Psychic Powers

***Catapsi****. Psychic static is a drag on power manifestation.

***Energy Barrier****. You convert energy attacks to harmless light.

**Nega-Sphere**. More reliably counter the next spell or power cast by or targeting the subject.

**Null Electric Field**. Hinder electricity near you.

***Power Resistance****. Subject gains PR 12.

***Psychic Vampire****. Your touch attack drains 2 power points/level from foe, which you gain.

***Sense Psionics****. You sense psionic powers and effects.

**Steal Spell**. Steal a 0-2nd level spell from a spellcaster and use it yourself.

**Subjective Reality**. Disbelieve in something.

***True Seeing****. See all things as they really are.

### 6th-Level Nega-Psychic Powers

**Negate Power**. Counter powers of 6th level or less.

***Null Psionics Field****. Negates psionics within 10ft.

***Trace Teleport****. Learn origin or goal of subject's *teleport*.

### 7th-Level Nega-Psychic Powers

***Antimagic Field*****. Stop all magic.

**Create White Steel**. Create a certain amount of white or grey steel.

***Divert Teleport****. Choose destination for another's *teleport.*

**Greater Null Electric Field**. Hinder electricity near the target.

***Power Turning****. Reflect 1d4+6 power levels back on manifestor.

***Energy Conversion****. You convert energy attacks to one ray energy attack of your own.

***Insanity****. Subject is permanently confused.

***Reddopsi****. Foe's power rebounds on him.

### 8th-Level Nega-Psychic Powers

***Mind Blank****. Subject immune to mental/emotional effects, scrying, and remote viewing.

***Hypercognition****. You can deduce almost anything.

**Power Word No**. Stop one or more persons from performing an action.

### 9th-Level Nega-Psychic Powers

**Abject Absurdity**. The combat round never ends.

***Apopsi****. You delete the psionic power of another.

**Chaotica's Disjunction**. Disjoin magic and psionics.

**Fundamental Present**. Sends everyone in the area of effect to his or her proper time.

**Greater Nega-Sphere**. Easily counter the next spell or power cast by or targeting the subject.

**Greater Negate Power**. Counter powers of 8th level or less.

**Greater Subjective Reality**. Disbelieve in anything.

***Psychic Chirurgery****. You repair psychic damage and impart knowledge of new powers.

*Powers in *Italics* come from Psionics in the Core Handbook.

## Psion Powers

### 1st-Level Psion Powers

**Pyro Blast**. Deal 1d6 fire damage to a single target.

### 2nd-Level Psion Powers

**Ash Consumption**. Eat almost anything, gain fiery bite and immunity to digested poisons.

**Bone Reading**. Read information from bones.

**Burning Touch**. You deal 1d6 fire damage with your unarmed attack.

**Clues of Ash**. Learn details about something destroyed by fire.

### 3rd-Level Psion Powers

**Feat Crystal**. Store one feat in a crystal.

**Fumble Fumble**. Transfer one person's fumble to another person.

### 4th-Level Psion Powers

**Body of the Sun**. Absorb light to deal heat and light damage later.

### 6th-Level Psion Powers

**Steal Spell**. Steal a 0-2nd level spell from a spellcaster and use it yourself.

### 7th-Level Psion Powers

**Dragonheart**. Gain the fire subtype and increase your strength and fire damage.

### 8th-Level Psion Powers

**Firestarter**. Start fires in a very large area.

### 9th-Level Psion Powers

**Fire Breath**. Make a red dragon's breath attack.

**Solar Flare**. Summon a solar flare to scorch the earth.

## Psychic Warrior Powers



Michael Short (order #2081358)

### 2nd-Level Psychic Warrior Powers

**Burning Touch**. You deal 1d6 fire damage with your unarmed attack.

### 3rd-Level Psychic Warrior Powers

**Fumble Fumble**. Transfer one person's fumble to another person.

### 4th -Level Psychic Warrior Powers

**Assault Stasis**. Leave an attack behind.

**Body of the Sun**. Absorb light to deal heat and light damage later.

*Temporal psychics and nega-psychics can freely choose psion powers except those from their chosen banned discipline. (However, as their own list is considered a pseudo-discipline of its own, they may choose powers from it that belong to their banned discipline.)

## Temporal Psychic Powers

### 0-Level Temporal Psychic Powers (Talents)

**Future Punch**. Deal 1 damage to a target in the future.

**Know Time**. Gain a +20 on your check to learn the time.

### 1st-Level Temporal Psychic Powers

**Glimpse of Danger**. Gain +20 on your next saving throw.

**Protected Memory**. Protect your memory from change.

### 2nd-Level Temporal Psychic Powers

**Feel Time**. Detect paradoxes, know the time, and detect chronomancy.

**See Time**. Detect chronomancy, see temporal disturbances and flow of time.

**Time Hop:** Subject hops forward in time 1 round/level.

**Timeslide**. Travel to the Temporal Horizon.

### 3rd-Level Temporal Psychic Powers

**Assault Stasis**. Leave an attack behind.

**Cone of Time**. Deal 5d4 temporal damage and age subjects.

**Temporal Displacement**. Gain +3 attack or +4 armor class and +2 to saves that target.

### 4th-Level Temporal Psychic Powers

**Backwards Blade**. Create a brilliant energy weapon which ages those struck.

**Greater Timeslide**. Timeslide to a more exact location.

**Memory Weapon**. Create a weapon from a memory.

**Not there**. Cease to exist for 1 round/level.

***Quintessence****

**Stop the Heart**. Suffocate subject.

**Tease the Blacksmith**. Change an item into a similar one.

**Time Skip**. Skip a period of time.

### 5th-Level Temporal Psychic Powers

**Absorb Violence**. Gain 15/+5 damage reduction with penalties.

**Improved Protected Memory**. Protect your memory and gain new ones.

**Memory Item**. Create an item from a memory.

**Personal Time**. Gain your own time and immunity to stasis.

**Protected Past**. Protect yourself from changes to your past.

**Temporal Duplicate**. Double yourself for one round.

**Time Differential**. Gain damage reduction but lose combat actions.

### 6th-Level Temporal Psychic Powers

**Control Time**. *Slow* or *haste* persons near you.

### 7th-Level Temporal Psychic Powers

**Personal Protected Time**. Gain your own time, protected memory and immunity to paradox.

**Power Swap**. Change selected powers or feats chosen by target.

**Time Hop, Mass:** Willing subjects hop forward in time.

### 8th-Level Temporal Psychic Powers

**Swarm of Fireflies**. Summon 100 motes of fire.

**Time Regression**: Relive the last round.

### 9th-Level Temporal Psychic Powers

**Accelerate, Greater:** You gain an extra action, +4 AC and jumps twice as far.

**Fundamental Present**. Sends everyone in the area of effect to his or her proper time.

**Temporal Projection**. Astral project yourself into the past or future.

**Time Travel**. Move forward or backward through time.

**Wormhole**. Travel great distances and backward in time.

### Remembering Power Point Costs

The cost of psionic powers can be a frustrating until you determine the pattern or memorize the costs. There is a simply formula to remember the power point cost, **double the level of the power minus one**.

## Powers

The powers herein are presented in alphabetical order.

### Accelerate, Greater

Psychometabolism [Haste] - Chronomancy
**Level:** Temporal psychic 9 (chronomancer only)
**Display:** Visual
**Manifestation Time:** 1 standard action
**Range:** Personal
**Duration:** 1 round/level
**Saving Throw:** Fortitude negates (harmless)
**Power Resistance:** Yes (harmless)
**Power Points:** 17
**Creator:** One-Less

Researched from *greater haste*, you move and act more quickly than normal. This extra speed has several effects. On your turn, you may take an extra partial action, either before or after your regular action. You gain a +4 haste bonus to AC. You lose this bonus whenever you would lose a dodge bonus. You can jump one and a half times as far as normal. This increase counts as an enhancement bonus. This effect counter's *slow*.

The extra action gives you a total of 3 actions. You can take a full round action (using two actions) and take a move or standard action as well. You can manifest up to 2 powers, but the second one must have a manifestation time of a standard action or less which is increased to a full round action (using a move action and standard action).

### Abject Absurdity



Michael Short (order #2081358)

Metacreativity - Chronomancy
**Level:** Temporal psychic 9 (chronomancer only)
**Display:** Visual
**Manifestation Time:** 1 standard action
**Range:** Personal
**Area of Effect:** 100 foot square
**Duration:** Permanent
**Saving Throw:** Fortitude negates
**Power Resistance:** Yes
**Power Points:** 17 (17 per round)
**Creator:** Lurn Chaotica
The combat round never ends. Instead, at the end of the round, everyone moves back to where they were and starts the combat round again. Injuries accrue, spells are used up, but anything with a duration of one round or longer, never expires. Further magic, or psionics, which were used, repeat each round unless conditions would prevent the spell from being used. If a *fireball* is used during the first round, each round a *fireball* will go off again in the same place. Everyone is free to perform new actions each round, adding to what happens each time the round repeats.

Time outside the area of effect continues normally and anyone who leaves the area of effect no longer repeats the round. Each round the psion must pay the power point cost for this power again or it ends. Persons in the area of effect get a Fortitude save to resist this effect on the first round. Anyone entering, or having left and re-entered gains another save.

*Access:* Present

## Absorb Violence

Psychometabolism - Chronomancy
**Level:** Temporal psychic 5
**Display:** Visual
**Manifestation Time:** 1 standard action
**Range:** Personal
**Target:** You
**Duration:** 1 round/level (D)
**Saving Throw:** None
**Power Resistance:** No
**Power Points:** 9
**Creator:** unknown
By the modern era there are many projectile weapons capable of killing a psionicist long before the psionicist can get within range with his own powers. This power is a variation of *stoneskin* that functions in a different manor. You change your form so that damage from a projectile weapon does not actually harm you. You might create holes in your form or move things around so that damage is minimized. These changes, however, hinder movement and the ability to fight.

You gain damage reduction 15/ magic. Each time you are hit, you suffer a -1 penalty to hit, decrease your movement by 1 foot and decrease your Charisma score by 1 but not below 1. These penalties remain only until the power ends.

**Augment:** If you spend 9 additional power points the damage reduction is increased to 15/epic. For every additional power point you spend you can increase the amount of damaged reduced by +1 (to 16/magic then 17/magic and so forth), but never more then your manifestor level. (You must pay for each augment effect separately.)

*Access:* Present only

## Antimagic Field

Psychokinesis
**Level:** Nega-Psychic 7 (Nega-psychic only)
**Display:** Visual
**Manifestation Time**: 1 standard action
**Range:** Close (25 ft. + 5 ft./2 levels)
**Area of Effect:** 10-ft.-radius emanation, centred on you
**Duration:** 10 minutes/level (D)
**Saving Throw:** None
**Power Resistance:** See Text
**Power Points:** 13
**Creator:** Unknown
As *antimagic field* except as follows; the field prevents you from manifesting psionic powers. You may manifest powers from the nega-psychic's power list except those that emulate magic spells. (See Psionics in the Core Handbook.)

## Ash Consumption

Psychometabolism [Fire]
**Level:** Psion/wilder 2
**Display:** Olfactory (smell)
**Manifestation Time:** 1 standard action
**Range:** Personal
**Target:** You
**Duration:** 1 minute/level plus special (D)
**Saving Throw:** None
**Power Resistance:** No
**Power Points:** 3
**Creator:** Elidathanar
You shroud your mouth with flame, reducing anything you eat to ash. This lasts 1 minute per level and you can bite for 1d6 fire damage and have fire resistance 6 which is used to prevent damage from the flames (this does not stack with other fire resistance). Your metabolism changes so that it can digest the ash. This lasts long enough to digest all the ash you have eaten. If you choose to dismiss the power, only the flame vanishes, you still digest the ash.

While this power is in effect you can consume cloth, leather, raw plants and even wood in addition to fruit, mean, grain and etc. You benefit as if you had eaten normal food but you can not drink liquids without putting out the flames. You are immune to digested poisons and if a recently digested poison has not yet taken effect, it is destroyed.

To learn this power you must acquire a small piece of a red dragon and eat it. This can be any part, a drop of blood, a bit of scale, etc. The power is considered a gift to psions from red dragons.

**Augment:** For every 2 additional power points your spend you can make one breath attack as a standard action, which is a 10 foot cone that deals 1d6 damage (Reflex half).

## Assault Stasis

Metacreativity
**Level:** Psychic Warrior 4, Temporal Psychic 3
**Display:** Olfactory (smell)



Michael Short (order #2081358)

**Manifestation Time:** 1 standard action
**Range:** Personal
**Area of Effect:** Special
**Duration:** 1 hour or until triggered
**Saving Throw:** None
**Power Resistance:** No
**Power Points:** Psychic Warrior 7, Temporal Psychic 5
**Creator:** One-Less

You attack a location, empty air, with a weapon and the next person passing through that location is attacked as if you had attacked him. When you manifest this power, make attack and damage rolls. If you later hit with the attack roll, apply the damage to the affected target. This power does not differentiate between friend and foe. You can even be struck by your own attack. The area retains a faint psionic aura for the duration. A spot check (DC 20+ power level + manifestor's Constitution bonus) allows someone to notice the power.

Only one such effect can be in any 5 foot cubed area. It can be dispelled normally. Any form of teleport lock, antipsionics or counter-chronomancy will counter this power. A rogue can use Disable Device (DC 25 + power level + manifestor's Constitution bonus) to negate the power like a magical trap.

You must have a weapon with which you make the attack. If the weapon is used again before the power ends, the power ends.

**Augment:** For every 2 additional power points your spend the weapon attacks as if it had a +1 enhancement bonus. You are limited to a +1 bonus per four manifestor levels (max +5). This bonus does not stack with an existing enhancement bonus on the weapon.

*Access:* Present only

## Backwards Blade

Metacreativity - Chronomancy
**Level:** Temporal Psychic 4
**Display:** Material
**Manifestation Time:** 1 standard action
**Range:** Personal
**Target:** You
**Duration:** 1 round/level
**Saving Throw:** None, Fortitude negates
**Power Resistance:** No
**Power Points:** 7
**Creator:** Unknown

You turn any single slashing or piercing weapon, or 10 bolts, arrows or stones, into brilliant energy weapons which age those struck, rather then dealing normal damage. (See the Brilliant Energy weapon ability in the Magic Items section in the GM's Core Rulebook.)

Anyone struck by the weapon must succeed at a Fortitude save or they are aged by one day. (This does not affect spells enchanting them.) Instead of dealing its normal damage, the victim suffers 1 points of temporal damage per hit dice or level (the take damage equal to the amount of healing they would normally gain for 24 hours rest). Upon a successful save, the weapon inflicts no damage.

The weapon can not harm creatures that do not require rest, are immortal or are immune to paradox. Characters with the endurance feat gain a +4 circumstance bonus to their save.

**Augment:** For every 2 additional power point your spend you give the weapon a +1 enhancement bonus. You are limited to +1 per four manifestor levels (max +5). This does not stack with an existing enhancement bonus.

*Access:* Future

## Body of the Sun

Psychometabolism [Fire]
**Level:** Psion/wilder 4
**Display:** Visual
**Manifestation Time:** 1 standard action
**Range:** Personal
**Target:** You
**Duration:** 1 hour/level (special)
**Saving Throw:** None
**Power Resistance:** Yes
**Power Points:** 7
**Creator:** Elidathanar

You gather solar energy, light from the sun, and then release it later. You must have spent at least one hour in the sun in the last 24 hours in order to be able to use this power. When manifested you glow brightly; your skin becomes semi-translucent and burning hot but your clothing and equipment is unaffected. You gain fire resistance: 15.

Your touch and physical attacks cause 1d6 fire damage to the living, 2d6 fire damage against undead and 4d6 against vampires and other creatures affected by sunlight.

This power provides *light* as the spell, dispels magical darkness of 3rd-level or less and counters magical darkness of 4th level. Magical darkness of 5th level or higher is unaffected.

The maximum duration of this power is the number of hours you have spent in sunlight in the last 24 hours. (Overcast and limited light conditions count as sunlight.)

**Augment:** For every 2 additional power points your spend, you deal an additional +1d6 damage against vampires and other creatures affected by sunlight.

## Bone Reading

Clairsentience
**Level:** Psion/wilder 3
**Display:** Material
**Manifestation Time:** 1 standard action
**Range:** Close (25 ft. + 5 ft./2 levels)
**Target:** 1 object
**Duration:** Instantaneous
**Saving Throw:** special
**Power Resistance:** Yes
**Power Points:** 5
**Creator:** unknown

You can use a creature's remains to form an impression of who it was and what it was doing when it perished. Fragments of bone are usually used, but the power works on any corpse or portion of a corpse. You make a Wisdom check and consults Table 12-2: Information, below to determine what information is gained. The information is cumulative so a result of 4 yields the deceased's race, sex and age. This power is difficult to use on very old remains. The more recently a creature died the more accurate the reading will be. Consult Table 12-3: Age Modifiers, to determine



Michael Short (order #2081358)

modifiers to the Wisdom check.

The deceased is permitted a Fortitude save to resist the effect of this spell if the deceased would not want the information known. If the deceased rolls a natural 1, you are able to view the last 10 minutes of the deceased's life from the departed's point of view. However, if the deceased rolls a natural 20, you have angered the spirits. The Game Master should determine the exact effects but it should include a visit from an angry incorporeal undead with as many hit dice you have.

**Augment:** For each additional power point you spend you gain a +1 insight bonus to your Wisdom check.

**Table 12-2: Information**

| | |
|---|---|
| 1-2 | Deceased's race |
| 3 | Deceased's sex |
| 4 | Deceased's age |
| 5 | Deceased's identiy |
| 6 | Apprearance in life and alignment |
| 7 | Date of death |
| 8+ | Method of death |

**Table 12-3: Age Modifiers**

| | |
|---|---|
| 1 day | 0 |
| 1 week | -1 |
| 1 month | -2 |
| 1 year | -3 |
| 10 years | -4 |
| 100 years | -6 |
| 1000 years | -12 |

## Breath of the Nega-Psychic

Psychometabolism [Darkness]
**Level:** Nega-psychic 3
**Display:** Visual
**Manifestation Time:** 1 standard action
**Range:** Personal
**Target:** You
**Duration:** 1 hour/level
**Saving Throw:** None (harmless)
**Power Resistance:** No
**Power Points:** 1
**Creator:** Randal

With this power, you change your respiratory system. Your breath comes out as black clouds, harmless but rather distinct. Your skin grows dark, especially in the sunlight. When this power is active you can survive in negative environments; the void of space, the negative plane, and similar cold and dark places with no air to breath and a dominant negative trait. You gain cold resistance: 5 and negative energy resistance: 50 and do not have to breath but normally keep doing so out of habit or when you wish to speak. (You can not speak in a vacuum or underwater though.)

**Augment:** For each additional power point you spend you increase your cold resistance by +5 (max 50).

## Burning Touch

Psychometabolism [Fire]
**Level:** Psion/wilder 2, psychic warrior 2
**Display:** None
**Manifestation Time:** 1 standard action
**Range:** Personal
**Target:** You
**Duration:** 1 round/level (D)
**Saving Throw:** None
**Power Resistance:** No
**Power Points:** 3
**Creator:** Elidathanar

You shroud your hands in flame so that your touch or unarmed attack causes 1d6 fire damage. Your unarmed attacks do not draw an attack of opportunity. The flames can not harm you but can harm anything you touch including your possessions. If you are wearing gloves, bracers or long sleeves when you manifest this power, they are also unharmed. You suffer a -10 penalty to Hide checks while you are on fire.

**Augment:** For each additional power point you spend you may manifest *burning hands* as a standard action while *burning touch* is in effect.

## Chaotica's Disjunction

Nega-psychic [Chaotic]
**Level:** Nega-psychic 9, psion/wilder 9,
**Display:** Visual, Material
**Manifestation Time:** 1 standard action
**Range:** Close (25 ft. + 5 ft./2 levels)
**Area of Effect:** All magical effects and magic items **Duration:** Instantaneous
**Saving Throw:** Will negates (object)
**Power Resistance:** No
**Power Points:** 17
**Creator:** Lurn Chaotica

All psionic and magic effects and psionic and magic items within the radius of the spell, except for those that you carry or touch, are disjoined. That is, spells, spell-like effects, powers and power-like effects are separated into their individual components (ending the effect as a *dispel magic* spell does), and permanent magic and psionic items must make successful Will saves or be turned into normal items. An item in a creature's possession uses its own Will save bonus or its possessor's Will save bonus, whichever is higher.

You also have a 1% chance per manifestor level of destroying an *antimagic field.* If the *antimagic field* survives the disjunction, no items within it are disjoined.

Even artifacts are subject to disjunction, though there is only a 1% chance per manifestor level of actually affecting such powerful items. Additionally, if an artifact is destroyed, you must succeed at a Will save (DC 25) or permanently lose all manifesting and spellcasting abilities. (These abilities cannot be recovered by mortal magic, not even *miracle* or *wish*.)

Note: Destroying artifacts is a dangerous business, and it is 95% likely to attract the attention of some powerful being who has an interest in or connection with the device.

**Augment:** For each additional power point you spend you can increase the chance of destroying an antimagic field by an additional 1%.

## Clues of Ash

Metacreativity [Fire]
**Level:** Psion/wilder 2



Michael Short (order #2081358)

**Display:** Olfactory (smell)
**Manifestation Time:** 1 standard action
**Range:** Close (25 ft. + 5 ft./2 levels)
**Area of Effect:** 10 ft radius/level
**Duration:** 1 round
**Saving Throw:** None
**Power Resistance:** No
**Power Points:** 3
**Creator:** unknown

Manifesting this power on a pile of ashes will give you a smoky vision of the scene before the item or creature was destroyed. The vision starts one minute per manifestor level before the thing was ruined or killed. This vision will also reveal whether the thing was an item or living creature and whether it was destroyed by fire or another means.

You can make a Psicraft, or Spellcraft check DC 35+spell level to identify the spell. You can also make a Knowledge (fire) check DC 25 to determine the level of the fire that destroyed the object or creature. (See Knowledge (fire) in Chapter 3: Skills)

Spirits, especially those whose remains you are investigating, and necromancers in the area are sensitive to the manifestation of this power and may notice it being used.

**Augment:** For each additional power point you spend you gain a +1 insight bonus to Psicraft, spellcraft of Knowledge checks made for this power.

## Create White Steel

Metacreativity
**Level:** Nega-psychic 7
**Display:** Material
**Manifestation Time:** 1 hour per pound
**Range:** Touch
**Target:** Object touched
**Duration:** Permanent
**Saving Throw:** None
**Power Resistance:** No
**Power Points:** 13
**Creator:** Randal

This difficult power transforms mithril or adamantine into white steel (see White Steel in Chapter 13: Magic Items). You leech all traces of magic out of the metal, and then keep leeching. You can also make grey steel (this takes twice as long). Using this power leaves you exhausted for 24 hours.

Prolonged use of this power builds up negativity that is more difficult to remove. At the Game Master's discretion is may take days or weeks to remove instead of hours. This power has turned at least one nega-psychic into a wight because of the strong negative planar forces the nega-psychic must draw upon.

XP *cost*: 1xp per spell level the white steel can absorb. 1 lb of Mithril metal (at 100gp per pound) per 100 spell levels.

## Cone of Time

Psychokinesis - Chronomancy
**Level:** Psion/wilder 4, temporal psychic 3
**Display:** Visual, Auditory
**Manifestation Time:** 1 standard action
**Range:** Close (25 ft. + 5 ft./2 levels)
**Area of Effect:** Cone
**Duration:** Instantaneous
**Saving Throw:** Fort half
**Power Resistance:** Yes
**Power Points:** Psion/wilder 7, temporal psychic 5
**Creator:** Su-Citra

You release a focused cone of time that deals 5d4 points of temporal damage to each creature within its area. The cone begins at your mouth and emits the sound of a hundred voices speaking very rapidly. There is no sonic damage but the noise is very loud. Unattended objects also take damage. Anyone who takes damage is also aged 1 round per point of damage. This ages all spells and powers on the person possibly ending some effects.

**Augment:** For every 2 additional power points you spend this power deals an additional +1d4 damage.

*Access:* Present only

## Control Time

Psychokinesis [Haste/Slow] - Chronomancy
**Level:** Temporal psychic 6
**Display:** Auditory
**Manifestation Time:** 1 standard action
**Range:** Close (25 ft. + 5 ft./2 levels)
**Area of Effect:** 10 foot radius
**Duration:** 1 round/level
**Saving Throw:** Fortitude negates
**Power Resistance:** Yes
**Power Points:** 11
**Creator:** One-Less

You can control the passage of time within the area of effect to a certain degree. You can *slow* time down, causing everyone to lose 1 action each round and suffer the effects of *slow*, or you can speed time up causing everyone to gain the benefits of *haste*.

You can choose whether or not you are affected by the power. Subjects can take their bonus actions before or after their standard actions.

*Access:* Present only

## Dark One

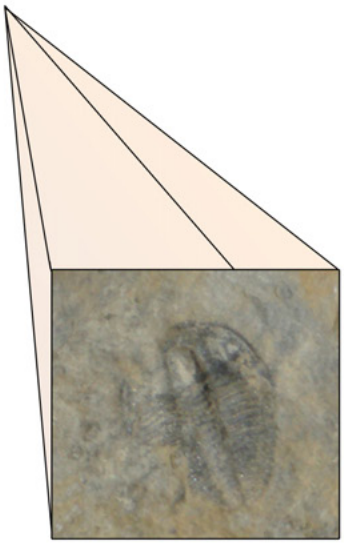
Psychometabolism [Darkness, Fear]
**Level:** Nega-psychic 3
**Display:** Visual
**Manifestation Time:** 1 standard action
**Range:** Personal
**Target:** You
**Duration:** 1 hour/level (D)
**Saving Throw:** None (harmless)
**Power Resistance:** No
**Power Points:** 5
**Creator:** Dark Red

This power cloaks you in shadow. Your clothing takes on the appearance of fine leather, black and polished. Your eyes become black, obsidian orbs. Your hair becomes perfect black shimmering strands. You walk more quietly, with a dark aura and more dominating presence. You can tailor the exact details of your appearance but it is dominated by black and darkness.

This power grants you a +5 enhancement bonus to Disguise, Hide, Intimidate and Move Silently checks. You gain the benefits of a 10% miss chance as if you had one-quarter concealment



Michael Short (order #2081358)



**Fossils leave a record of life which can last until the end of time.**

MARK CHARKE



Michael Short (order #2081358)

which also prevents opponents from being able to sneak attack you because they can not clearly see you. This miss chance does not stack with any other kind of miss chance.

**Augment:** For every 2 additional power points you spend you can increase the enhancement bonus by +1 to a maximum of +10 or you can increase the miss chance by 1% to a maximum of 25%.

## Dispel Magic

Psychokinesis
**Level:** Nega-psychic 3
**Display:** Visual
**Manifestation Time:** 1 standard action
**Range:** Medium (100ft. + 10 ft./level)
**Target:** One spellcaster, creature, or object; or 30-ft.-radius burst
**Duration:** Instantaneous
**Saving Throw:** None
**Power Resistance:** No
**Power Points:** 5
**Creator:** Unknown

As *dispel magic* but with the following psionic modifications; Instead of your caster level, use your manifestor level. You can perform a targeted dispel, area dispel or counterspell normally.

**Targeted Dispel:** Your dispel check is 1d20 +1 per manifestor level (maximum +10) against a DC of 11 + the spell's caster level.

**Area Dispel:** This functions identically to *dispel magic*.

**Counterspell:** This functions identically to *dispel magic*.

Some psionic powers can be affected by *dispel magic* (see he Psionics in the Core Handbooks). This power dispels magic specifically, not necessarily psionics.

## Distract Manifestation

Psychokinesis
**Level:** Nega-psychic 1
**Display:** None
**Manifestation Time:** 1 standard action
**Range:** Close (25 ft + 5ft/2 levels)
**Target:** 1 person
**Duration:** 1 round
**Saving Throw:** Reflex negates
**Power Resistance:** Yes
**Power Points:** 1
**Creator:** Randal

You telekinetically poke, slap or tickle an opponent trying to distract him. If this subject fails his saving throw, he is distracted all during his next action. He must make Concentration checks to cast spells, manifest powers, or use Disable Device, Heal, Open Lock and Use Rope and other skills as if he had take 0 points of damage. (See Concentration in the Skills area of the Core Handbook.)

**Augment:** For each additional power point you spend the target is distracted as if he had taken 1 point of damage. No damage is actually dealt to the target but the DC of the Concentration check increases by 1.

## Dragonheart

Psychometabolism
**Level:** Psion/wilder 7
**Display:** Visual
**Manifestation Time:** 1 standard action
**Range:** Personal
**Target:** You
**Duration:** 1 hour/level
**Saving Throw:** None
**Power Resistance:** No
**Power Points:** 13
**Creator:** Algon

When you first manifest this power, unless you are also a sorcerer or half-dragon, you must consume an amount of red dragon's blood given by a living dragon. This power gives you the fire subtype and increases all magical or psionic fire damage you inflict by +1 per die. You take on the appearance of a half dragon and gain a +2 enhancement bonus to Strength. Even if you only use it once, the changes from this power never vanish entirely. You will always have some half-dragon trait, such as reptilian eyes, red hair or a forked tongue.

**Augment:** If you spend an additional 3 power points you gain an additional +4 enhancement bonus to Strength (+6 total) or Constitution. If you spend an additional 6 power points you a +4 enhancement bonus to both Strength and Constitution.

## Feel Time

Clairsentience - Chronomancy
**Level:** Temporal psychic 2 (chronomancer only)
**Display:** Visual
**Manifestation Time:** 1 standard action
**Range:** Personal
**Target:** You
**Duration:** 24 hours/ 2 levels
**Saving Throw:** None
**Power Resistance:** Yes
**Power Points:** 3
**Creator:** Unknown

You can feel time with uncanny accuracy. This stretches back and forwards up to 1 year per level and allows you to detect approaching paradoxes; changes to the past or future. This power provides no protection from paradoxes and very little information about the paradox. You can tell if it is a minor, medium or major paradox and if it will affect you in a minor, medium or major way.

While this spell is in effect you gain +20 on your Knowledge (temporal) checks to determine the time, or understand how time works where you are. If used in conjunction with *see time*, you can make a Knowledge (temporal) check to determine the nature of an approaching paradox. The success of the skill check (for a minor, medium or major paradox) determines how much information the Game Master provides on the paradox.

You can tell immediately if chronomancy is used near you, within 100 feet. You must make a spot check to determine the source. You can make a Knowledge (temporal) with a -10 penalty to determine any spell cast if you did not see it or hear it. You are far more sensitive to time. If you take temporal damage double the penalty it makes to any Concentration checks you make.



Michael Short (order #2081358)

This power duplicates the spells *detect chronomancy* (also see *detect magic*), *paradox warning* and the power *know time*.

## Feat Crystal

Telepathy
**Level:** Psion/wilder 5
**Display:** Material
**Manifestation Time:** 1 hour
**Range:** Touch
**Target:** Creature touched
**Duration:** Permanent
**Saving Throw:** None (willing only)
**Power Resistance:** No
**Power Points:** 9
**Creator:** Unknown

This power transfers a feat from a willing subject to a specially prepared crystal. The subject loses the ability to use the feat. Any single person in possession of the crystal gains that feat, if they have the prerequisites, but they must temporarily give up one of their own feats (unless they have no feats or have a missing feat). If the crystal is destroyed, the feat is returned to the subject. If the subject dies, or is on another plane, the crystal stops working and the feat is returned to the subject until he is raised from the dead or returns to the same plane.

You must have a crystal worth 100gp per level of the subject. Epic feats can not be stored in a crystal using this power.

XP *cost*: 500xp

## Fire Breath

Psychometabolism [Fire]
**Level:** Psion/wilder 9
**Display:** Olfactory (smell), Visual
**Manifestation Time:** Full round
**Range:** Personal
**Area of Effect:** Special
**Duration:** Instantaneous
**Saving Throw:** Special
**Power Resistance:** No
**Power Points:** 17
**Creator:** Algon

You reproduce the breath attack of a red dragon no older then you are and with equal or less hit dice then your manifestor level. The area of effect and damage are based upon the age category of the dragon (see Red Dragon in the *MM*). Those in the area of effect are entitled a reflex saving throw to take half damage. Use the dragon's breath attack DC instead of the spell DC for the Reflex save.

This attack damages all creatures and objects in the area of effect. Creatures may catch fire and readily flammable unattended non-magical objects, such as paper, automatically catch on fire. Spellbooks and magical items are allowed a save. (See Catching on Fire in the Running the Game section in the GM's Core Rulebook.)

**Augment:** For each additional 17 power points you spend, you may increase the age category of the dragon by 1.

## Firestarter

Psychokinesis
**Level:** Psion/wilder 8
**Display:** Visual, Olfactory (smell)
**Manifestation Time:** 1 standard action
**Range:** Personal
**Area of Effect:** 100 yard radius
**Duration:** 2 rounds per level
**Saving Throw:** Special
**Power Resistance:** No
**Power Points:** 17
**Creator:** Jonathon Firestarter

You control fire. You can start new fires and maintain, increase or decrease existing fires within the area of effect. To modify or create a fire you must make a Knowledge (fire) check. You can manipulate any number of fires within the area of effect as if you were manually tending them. You must spend the appropriate amount of time, or raise the DC, in order to increase, decrease or start a fire and succeed at your Knowledge (fire) check.

The fires must have fuel to consume. Rain and other conditions may increase the difficulty. You can take 10 on any of your fire checks without spending extra time. These fires are non-psionic and non-magical in nature. Persons in the area of effect can make a Reflex save against this spell to take half damage from the fire unless the DC of the fire is higher.

## Fumble Fumble

Telepathy
**Level:** Nega-psychic 3, psychic warrior 4, temporal psychic 4
**Display:** Visual
**Manifestation Time:** Free action/1 action
**Range:** Close (25 ft. + 5 ft./2 levels)
**Target:** 1 person or object
**Duration:** 24 hours
**Saving Throw:** Fortitude negates
**Power Resistance:** Yes
**Power Points:** Nega-psychic 5, psychic warrior/ temporal psychic 7
**Creator:** Unknown

When you see someone fumble (roll a natural 1 on a d20), you can react by manifesting this power if you have not used a free action power yet this round. This modifies their roll. Treat it as a natural 2 instead of a 1. At any time later, before the duration expires, you can attempt to modify any d20 roll, that anyone makes, so that it is a 1 instead of its actual result. Doing so is a standard action that counts as manifesting a power and the subject is entitled to a fortitude saving throw to negate the power.

## Fundamental Present

Psychoportation [Lawful, Teleportation, Time Travel] - Chronomancy
**Level:** Temporal psychic 9, nega-psychic 9 (*Chronomancer only)
**Display:** Visual
**Manifestation Time:** 1 standard action
**Range:** 120 yards
**Area of Effect:** 60 foot burst
**Duration:** Instantaneous
**Saving Throw:** Fortitude negates



Michael Short (order #2081358)

**Power Resistance:** Yes
**Power Points:** 17
**Creator:** Shael Silverson
This powerful ability reaches into the Temporal Horizon and pulls all the timelines straight and proper, undoing paradoxes and sending people back to their proper time. Persons in the area of effect, including you, are sent back to their proper time (their fundamental present). They arrive in the same location they left from unless there is physical material in the way, in which case they arrive in the nearest open area. Minor paradoxes that have occurred in the last 24 hours are undone as if they had never happened. Medium and greater paradoxes are lessened. Anyone already in his or her proper time is unaffected.

Because this power effectively sends people to where they should be, it can be used in any form of time. In fact, it is often used to solve problems in non-paradox time where time travelers have attempted to create paradoxes.

*Only chronomancers and nega-psychics can use this power.

*Access:* Past and/or future (change)

## Future Punch

Psychokinesis - Chronomancy
**Level:** Temporal psychic 0
**Display:** Material
**Manifestation Time:** 1 standard action
**Range:** Close (25ft+5 ft/2 levels)
**Target:** One individual
**Duration:** Instantaneous
**Saving Throw:** None
**Power Resistance:** Yes
**Power Points:** 1
**Creator:** Unknown
A subject you select is buffeted by psychokinetic force for 1 point of damage. However you can choose to deal the damage anytime between manifesting the power and up to 6 rounds later.

*Future Punch* always affects a subject within range that you can see, even if the subject is in melee or has partial cover or concealment. However, a *shield* spell protects the subject. Inanimate objects (doors, walls, locks, and so on) can not be damaged by the power.

*Access:* Future

## Gaze of the Nega-Psychic

Telepathy [Darkness]
**Level:** Nega-psychic 1
**Display:** Visual
**Manifestation Time:** 1 standard action
**Range:** Close (25ft+5 ft/2 levels)
**Target:** Special
**Duration:** 1 round/level
**Saving Throw:** Will negates
**Power Resistance:** Yes
**Power Points:** 1
**Creator:** Randal
This power shrouds your eyes in darkness giving you a mysterious, penetrating glare. Once per round at as standard spell-like action that does not draw an attack of opportunity, you can lock eyes with a target within range and *daze* or *distract* them. Each time you try to use *daze* or *distract* the subject may attempt a save against the spell. You can not affect someone again within 24 hours once they save successfully. If your gaze is blocked or broken it does not count as a successful save and you can try again next round. If the target is attacked, your gaze is automatically broken.

*Daze* causes the subject, which must be a medium or smaller sized humanoid with less then 5 hit dice, to do nothing on his next action. The subject is not stunned so attackers get no special advantage against him, but he can not move, use psionic powers, cast spells, and so on. *Daze* lasts 1 round.

*Distract* causes the subject's mind to wander imposing a -1 penalty to Listen, Search, Spot and Sense Motive checks. You can keep one person distracted for the duration of the spell by concentrating. You need only look at them for the first round, after which you can look elsewhere or close your eyes. If you use the power on someone else, or otherwise break concentration, the *distraction* ends.

## Glimpse of Danger

Psychometabolism - Chronomancy
**Level:** Temporal psychic 1
**Display:** Visual
**Manifestation Time:** Free action
**Range:** Personal
**Target:** You
**Duration:** Instantaneous
**Saving Throw:** None
**Power Resistance:** No
**Power Points:** 1
**Creator:** Unknown
You get a glimpse of the future giving you a +20 bonus on the next saving throw you make. You must make that saving throw by the end of the next round or the power is wasted.

*Access:* Future

Michael Short (order #2081358)

## Know Time

Clairsentience - Chronomancy
**Level:** Temporal psychic 0
**Display:** None
**Manifestation Time:** 1 standard action
**Range:** Personal
**Target:** You
**Duration:** Instantaneous
**Saving Throw:** None (Harmless)
**Power Resistance:** No
**Power Points:** 1
**Creator:** Kand
You gain +20 temporal bonus on your next Knowledge (temporal) check to determine the time as if you had a chronometer (a watch or clock).

*Access:* Present.

## Lesser Negate Power

Psychokinesis
**Level:** Nega-psychic 4, psion/wilder 6
**Display:** Visual
**Manifestation Time:** 1 standard action
**Range:** Medium (100ft + 10ft/level)
**Target:** One psionic character or creature or one object
**Duration:** Concentration plus 1 round/level (D)
**Saving Throw:** Special
**Power Resistance:** No
**Power Points:** Nega-psychic 7, psion/wilder 11
**Creator:** Randal
You can counter a psionic power of 3rd level or lower as it is being manifested. You must use a prepared action to be able to counter the power and you must recognize that a power is being manifested but you automatically counter any single power of 3rd level or lower, regardless of its range or area of effect.

The subject can spend 7 power points, as a free action, to try maintain his power. In this case you make opposed ability checks. The subject uses the ability score associated with the power you are trying to negate. You may use that ability score, or Constitution. Both roll a d20 and add your ability score modifier. If the subject wins his power works, otherwise it fails and he is out 7 power points.

## Living Memory

Metacreativity - Chronomancy
**Level:** Temporal psychic 7 (chronomancer only)
**Display:** Material
**Manifestation Time:** 1 hour
**Range:** Touch
**Target:** Object touched
**Duration:** Permanent
**Saving Throw:** Fortitude negates
**Power Resistance:** Yes
**Power Points:** 13
**Creator:** Gaea
A living memory is the ghostly outline of a living creature which can take physical form by absorbing or having material placed within it's form. It can be 'made' of anything but solid material may restrict it's movement. (See Memory Items in Chapter 13: Magic Items.)

**A Telekineticist meditates**

This is the most advanced form of memory item. You harness the memory of a living creature and give it a semblance of life. Most often this is done to golems or animated objects. Doing this to an animal or person borders on necromancy. Memories of living creatures are very strong and this power can be manifested up to 24 hours after the creature has died. This power can not be used on a living creature but a recently deceased creature who wishes to resist can use his last living saving throw and power resistance. Use of this power on the unwilling is an evil act akin to animating the dead.

Living memories are more likely to be destroyed then other memories because most people know of some form of ghost and will attack the memory once the physical form has been destroyed. A memory has all the properties of an incorporeal undead and, as a spirit, it can be turned. Living memories do not age, require food or sleep but eventually fade away when there is no one who remembers it in life. A memory can not manipulate physical items until it gains some physical substance. A memory without any physical material can pass through solid objects freely.

The destruction of its physical body, whatever it is made of, causes the memory considerable anguish and can eventually drive



Michael Short (order #2081358)

a memory to madness.
*Access:* Present only.
XP *cost*: 5000xp

## Memory Item
Metacreativity - Chronomancy
**Level:** Temporal psychic 5 (chronomancer only)
**Display:** Material
**Manifestation Time:** 1 hour
**Range:** Touch
**Target:** Object touched
**Duration:** Permanent
**Saving Throw:** None
**Power Resistance:** No
**Power Points:** 9
**Creator:** Gaea
As *memory weapon*, but you can create any kind of memory item. The original is destroyed and the memory is harnessed. To enchant a memory armor, shield or weapon you must add a +4 bonus for being a memory item. The Game Master must adjudicate the price of other magic items. Expendable and charged items do not gain back charges if you change the physical materials. (See Memory Items in Chapter 13: Magic Items)
*Access:* Present only
XP *cost*: 100xp per 1gp value (minimum 100xp).

## Memory Weapon
Metacreativity - Chronomancy
**Level:** Temporal psychic 4 (chronomancer only)
**Display:** Material
**Manifestation Time:** 1 hour
**Range:** Touch
**Target:** Weapon touched
**Duration:** Permanent
**Saving Throw:** None
**Power Resistance:** No
**Power Points:** 7
**Creator:** Gaea
With this power you create a memory weapon by destroying a real weapon (this power *disintegrates* it) and harnessing the memory of that weapon. Normally any enchantments or special qualities of the weapon are lost. If you enchant the weapon with an additional +4 bonus (to become a memory weapon) then the other enchantments are not lost. The memory is harmless but it will hold physical materials so that is can easily be made into the same weapon even if it is destroyed. The typical method of making or repairing the physical weapon is by dipping the memory into liquid metal, removing it and letting it cool. The memory will cause the metal to cool into a properly forged shape. You can use other materials but most are not as effective as metal. (See Memory Items in Chapter 13: Magic Items)
*Access:* Present only
XP *cost*: 500xp (This is in addition to any other xp costs.)

## Nega-sphere
Psychokinesis [Darkness]
**Level:** Nega-psychic 5
**Display:** Visual
**Manifestation Time:** 1 standard action
**Range:** Close (25ft + 5 ft/2 levels)
**Target:** 1 person
**Duration:** 1 round/level
**Saving Throw:** Reflex negates
**Power Resistance:** Yes
**Power Points:** 1
**Creator:** Randal
As *lesser nega-sphere* except as follows; Spells and powers of 0-4th level are automatically negated. Spells and powers of 5th level of higher require a dispel check. The dispel check is 1d20+1 per caster level (maximum +10) against a DC of 11 + the spell's caster level. A successful check negates the spell. Like *lesser nega-sphere* the aura only works once, whether or not it is successful. *Nega-sphere* can not affect epic spells.

## Nega-sphere, Greater
Psychokinesis [Darkness]
**Level:** Nega-psychic 9
**Display:** Visual
**Manifestation Time:** 1 standard action
**Range:** Close (25ft + 5 ft/2 levels)
**Target:** 1 person
**Duration:** 1 round/level
**Saving Throw:** Reflex negates
**Power Resistance:** Yes
**Power Points:** 1
**Creator:** Randal
As *lesser nega-sphere* except as follows; Spells and powers of 0-8th level are automatically negated. Spells and powers of 9th level or higher require a dispel check. The dispel check is 1d20+1 per caster level (maximum +10) against a DC of 11 + the spell's caster level. A successful check negates the spell. Like *lesser nega-sphere* the aura only works once, whether or not it is successful. *Greater nega-sphere* can not affect epic spells.

Darker and more sinister in appearance then the other nega-spheres, a greater nega-sphere looks very much like a sphere of annihilation. A successful Psicraft or Knowledge (arcana) check, against the DC of the power, is required to tell the difference.

## Nega-sphere, Lesser
Psychokinesis [Darkness]
**Level:** Nega-psychic 2
**Display:** Visual
**Manifestation Time:** 1 standard action
**Range:** Close (25ft + 5 ft/2 levels)
**Target:** 1 person
**Duration:** 1 round/level
**Saving Throw:** Reflex negates
**Power Resistance:** Yes
**Power Points:** 1
**Creator:** Randal
You create a dark shadowy sphere and send it towards the subject. It hits if the Reflex saving throw is failed. This sets up a strong negative aura around the subject. This affects the next spell or power the subject uses or the next spell or power that targets the subject. If it is a 0-1st level power or spell it is negated


Michael Short (order #2081358)

automatically. If it is 2nd level or higher you must make a dispel check against the affected spell. A dispel check is 1d20+1 per caster level (maximum +10) against a DC of 11 + the spell's caster level. A successful check negates the spell. The aura only works once, whether or not it is successful. *Lesser nega-sphere* can not affect epic spells.

Nega-spheres are dark and cold and you can feel them pass even in the dark. Nega-psychic powers are not affected by nega-spheres. A person can have more then one nega-sphere at a time but they all try to stop the next spell or power which uses up all of them. Someone affected by a nega-sphere takes on a pale appearance, looks sick or more like an undead.

Nega-spheres do not harm the subject, although they are uncomfortable, so they are just as useful to protect allies from hostile magic. A nega-sphere cast as a readied action is useful in stopping a hostile spell. Nega-spheres do no affect spells or powers already in place unless they were dormant and are "activated" somehow. (*Contingency* would not be affected by a nega-sphere but the spell contingency triggers would be.)

## Negate Power

Psychokinesis
**Level:** Nega-psychic 7, psion/wilder 9
**Display:** Visual
**Manifestation Time:** 1 standard action
**Range:** Medium (100ft + 10ft/level)
**Target:** One psionic character or creature or one object
**Duration:** Concentration plus 1 round/level (D)
**Saving Throw:** Special
**Power Resistance:** No
**Power Points:** Nega-psychic 13, psion/wilder 17
**Creator:** Randal
As *Lesser Negate Power* but you can negate powers of 6th level or lower and the subject must spend 13 power points to try maintain his power.

## Negate Power, Greater

Psychokinesis
**Level:** Nega-psychic 9
**Display:** Visual
**Manifestation Time:** 1 standard action
**Range:** Medium (100ft + 10ft/level)
**Target:** One psionic character or creature or one object
**Duration:** Concentration plus 1 round/level (D)
**Saving Throw:** Special
**Power Resistance:** No
**Power Points:** 17
**Creator:** Randal
As *lesser negate power* but you can negate powers of 8th level or lower and the subject must spend 17 power points to try maintain his power.

## Not There

Psychometabolism - Chronomancy
**Level:** Nega-psychic 4, psion/wilder 8, temporal psychic 4
**Display:** Olfactory (smell)
**Manifestation Time:** 1 standard action
**Range:** Personal
**Target:** You
**Duration:** Concentration plus 1 round/level (D)
**Saving Throw:** Special
**Power Resistance:** No
**Power Points:** Nega-psychic/temporal psychic 7, psion/wilder 15
**Creator:** Nix
With this powerful ability you cease to exist for a period of time. This is achieved by cocooning yourself in a temporal paradox shell, a time bubble. If you are in paradox time you can even choose to alter the past so that no one else remembers you exist for the duration of the power's effect. (In this case anyone can attempt a Fortitude save DC 40 to resist temporal change and remember you.) While within the time bubble you can see what is happening outside but they are unaware of you and you can not communicate or interact with them. People outside will pass through the bubble as though it was not there. Treat the time bubble as another plane of existence; you can use *contact other plane*, and similar spells and powers, to communicate with people on the outside and *planeshift*, to leave the bubble.

In order for anyone to *planeshift* into the bubble, *scry* the bubble or otherwise influence it they must succeed at a Fortitude save DC 40 since the bubble is not supposed to exist. Using this power creates a minor paradox.

**Augment:** For each 5 additional power points you spend you may bring along another person.

*Access:* Present or Past

XP *cost*: 100xp (Fate's fee for a minor paradox.)

## Null Electric Field

Psychometabolism
**Level:** Nega-psychic 3
**Display:** Olfactory (smell)
**Manifestation Time:** 1 standard action
**Range:** Close (25 ft. + 5 ft./2 levels)
**Area of Effect:** 10 ft. radius
**Duration:** 1 round/level
**Saving Throw:** Special
**Power Resistance:** No
**Power Points:** Special
**Creator:** Nix
You subdue all electrical sources within 10 feet of you. In a modern setting this has the significant side effect of shutting down electronic devices. Devices on a person gain a Fortitude save against this power. Unattended objects do not. This stops magical and psionic items with the lightening descriptor from working. Spell casters and psionicists need to succeed at a Concentration check (DC 15 plus spell or power level) to cast spells or manifest psionics in the area of effect. Anyone in the field has lightening resistance 5, stopping the first 5 points of lightening or electrical damage.

Lightening elementals and similar creatures must succeed at a Will saving throw against the power to voluntarily enter a null electric field and may be more then willing to attack you for generating it. Persons within a *null electric field* gain a +2 circumstance bonus to Concentration and Listen and are immune to certain electricity caused diseases.



Michael Short (order #2081358)

## Null Electric Field, Greater

Psychometabolism
**Level:** Nega-psychic 7
**Display:** Olfactory (smell)
**Manifestation Time:** 1 standard action
**Range:** Touch
**Target:** Creature touched
**Area of Effect:** 50 ft. radius
**Duration:** 1 round/level
**Saving Throw:** Special
**Power Resistance:** No
**Power Points:** Special
**Creator:** Nix
As *null electric field* except as follows; the area of effect is increased in size. You can affect willing subjects with the power rather then yourself. The DC for Concentration checks to cast spells with the lightening descriptor within the field is 25+spell level. The subject gains lightening resistance: 50. Lightening elementals and similar creatures with less hit dice then the subject may not physically enter the *greater null electric field* in the same way an evil creature can not enter an area protected from evil.

## Personal Protected Time

Psychometabolism - Chronomancy
**Level:** Temporal psychic 7
**Display:** Visual
**Manifestation Time:** 1 standard action
**Range:** Personal
**Target:** You
**Duration:** 2 hours/level
**Saving Throw:** None (harmless)
**Power Resistance:** No
**Power Points:** 13
**Creator:** One-Less
As *improved protected memory*, *personal time* and *protected past*. You have protected memory, gain new memories if changes are made, have your own time and you are immune to paradox and other changes to your past. You can activate or deactivate any one of these three abilities (protected memory, your own time or paradox immunity) as a standard action.

*Access:* Present only.

## Personal Time

Psychometabolism - Chronomancy
**Level:** Temporal psychic 5 (chronomancer only)
**Display:** Visual
**Manifestation Time:** 1 standard action
**Range:** Personal
**Target:** You
**Duration:** 2 hours/level
**Saving Throw:** None (harmless)
**Power Resistance:** No
**Power Points:** 9
**Creator:** One-Less
You surround yourself with an invisible, intangible force field that provides you with your own time. This makes you immune to stasis and allows you to move through other times, including stasis, with your normal time. The time within the force field can be the time you are in when manifested, or any time you are familiar with.

You do not take damage for interacting with other forms of time, but it is difficult for you to interact with other times, the faster, or slow they are in comparison to your time. (See Interaction Between Two Forms of Time in Chapter 5: Time.)

This power does not provide you with protected memory or protect you from paradox.

*Access:* Present only.

## Power Swap

Clairsentience - Chronomancy
**Level:** Temporal psychic 7
**Display:** Vi
**Manifestation Time:** 1 round
**Range:** Touch
**Target:** 1 person
**Duration:** Permanent
**Saving Throw:** Fortitude negates
**Power Resistance:** Yes
**Power Points:** 13, xp cost
**Creator:** One-Less
You can change which psionic power the subject had selected and replace it with a different one. (You change his past, changing which power he chose to learn.) You must choose a power the subject could have taken at the time. Further, the subject must have been in paradox time when he acquired the power. You may also, instead, change a feat the subject selected and replace it with a different one. It also must be one he could have taken, it must not be a prerequisite for another feat they now have, and it must have been acquired in paradox time. This power creates a medium paradox.

**Augment:** For each additional 13 power points and 500xp you spend you can change another power.

*Access:* Past (change)

XP *cost*: 500xp (Fate's fee for a medium paradox.)

## Power Word No

Psychokinesis
**Level:** Nega-psychic 8
**Display:** Visual
**Manifestation Time:** 1 standard action
**Range:** Close (25ft +5ft/2 levels)
**Target:** One living creature or one or more living creatures in a 15-ft.-radius sphere.
**Duration:** Instantaneous
**Saving Throw:** Special
**Power Resistance:** Yes
**Power Points:** 15
**Creator:** Randal
Uttering a single word you can stop one or more subjects from performing an action. Unless the action takes a full round or longer, you must manifest this power as a prepare action, like using a counterspell. This does not stop them from trying the action again but the action you stop is considered a failure; if they were casting a spell it is lost, power points are spent, tools



Michael Short (order #2081358)

are used up etc.

You can stop the a single creature from performing any one action for one round. This can automatically counter any spell or power the subject is trying to use or stop them from attacking this round. It can also stop a person from performing more mundane actions, such opening a door, crying out or drawing a weapon. You must recognize the activity in order to be able to counter it. Anyone with 100, or more, hit points can make a Fortitude save to negate this spell. Anyone with 150, or more, hit points is immune to this spell. Otherwise there is no saving throw. (Count only the subject's current hit points, not their total hit points.)

Alternatively you can also stop a group of people if one or more persons is about to attempt a similar action. This could be drawing weapons, beginning a charge, crying out, ducking, etc. Up to 200 hit points of such creatures can be affected starting with the creatures with the lowest hit points first.

### Protected Memory

Psychometabolism - Chronomancy
**Level:** Temporal psychic 1, psion/wilder 2
**Display:** Visual
**Manifestation Time:** 1 standard action
**Range:** Personal
**Target:** You
**Duration:** 2 hours/level
**Saving Throw:** None (harmless)
**Power Resistance:** No
**Power Points:** Temporal psychic 1, psion/wilder 3
**Creator:** Kand
You protect the subject's memory. If his past is changed, he retains his original memory and may notice any changes to his present. This does not protect him from being erased or changed. It only protects his memory.

*Access:* Present only

### Protected Memory, Improved

Psychometabolism - Chronomancy
**Level:** Temporal psychic 5, psion/wilder 6
**Display:** Visual
**Manifestation Time:** 1 standard action
**Range:** Personal
**Target:** You
**Duration:** 2 hours/level
**Saving Throw:** None (harmless)
**Power Resistance:** No
**Power Points:** Temporal psychic 9, psion/wilder 7
**Creator:** Kand
As *protected memory* but the subject not only retains his original memory but gains the appropriate new memories of his past is changed. This spell also provides a +5 temporal bonus to resist temporal change. This does not stack with the Temporal Resistance feat as both provide a temporal bonus. (See Resist Temporal Change in Chapter 6: Troubled Time.)

### See Time

*Access:* Present only

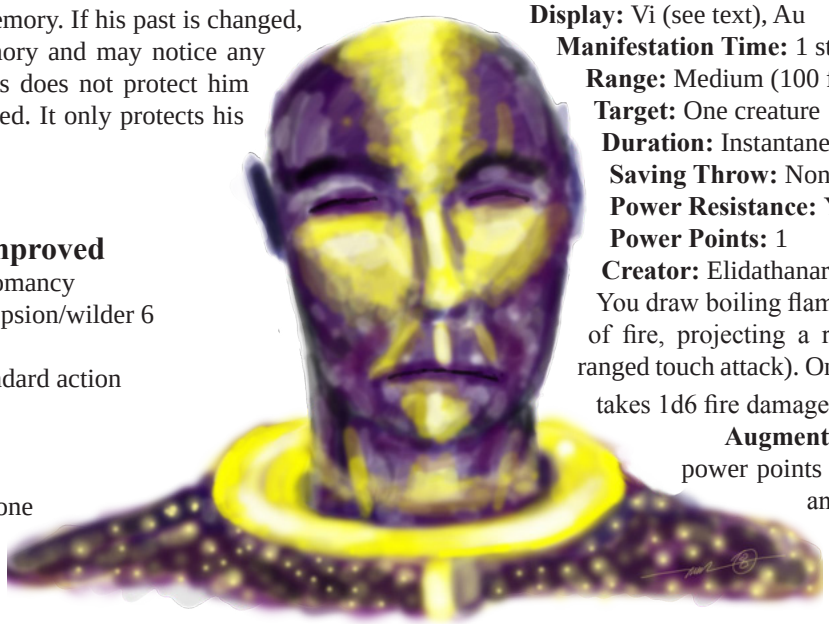
### Protected Past

Psychometabolism - Chronomancy
**Level:** Temporal psychic 5 (chronomancer only)
**Display:** Visual
**Manifestation Time:** 1 standard action
**Range:** Personal
**Target:** You
**Duration:** 2 hours/level
**Saving Throw:** None (harmless)
**Power Resistance:** No
**Power Points:** 11
**Creator:** Kand
Changes to your past do not affect you. You are immune to temporal change. If you, or anyone else creates a situation that changes or even erases you, you are affected although other (unprotected) people may forget who you are and your place in society may not exist. All the gear you are carrying is likewise protected unless you leave it unattended. You can watch time change if the changes are obvious (a new city appears, thousands of people vanish, the sky changes color, etc.) otherwise you have no knowledge of time changes unless you research the new past.

### Pyro Blast

Metactreativity [Fire]
**Level:** Psion/wilder 1
**Display:** Vi (see text), Au
**Manifestation Time:** 1 standard action
**Range:** Medium (100 ft. + 10 ft./level)
**Target:** One creature
**Duration:** Instantaneous
**Saving Throw:** None
**Power Resistance:** Yes
**Power Points:** 1
**Creator:** Elidathanar
You draw boiling flames from the elemental plane of fire, projecting a ray attack at the subject (a ranged touch attack). On a successful hit, the subject takes 1d6 fire damage.

**Augment:** For each additional 2 power points you spend, this power does an additional 1d6 fire damage.



### Rekindle

Metacreativity [Fire]
**Level:** Psion 1
**Display:** Auditory, Visual
**Manifestation Time:** 1 standard action
**Range:** Close (25 ft. + 5 ft./2 levels)
**Target:** Special
**Duration:** Instantaneous
**Saving Throw:** Reflex half
**Power Resistance:** Yes
**Power Points:** 1 + special
**Creator:** Elidathanar
You copy a fire you have seen recently, within the last 24 hours.



Michael Short (order #2081358)

***Stop the Heart.***
**It gets quiet...**
**...just like drowning**



Michael Short (order #2081358)

This may be a spell, power or other fire (which the Game Master must assign an equivalent spell-level). You duplicated the same fire but can choose new targets or area of effect within range of this power. The Reflex DC to take half damage becomes 10 + your Intelligence modifier + the spell-level.

You must spend power points as if you manifested a power of the same level as the fire. All level based variables are based on your manifestor level. (For example, if you *rekindle* a *fireball*, it does 1d6 damage for each of your manifestor levels, up to 10d6.)

If the spell-level of the fire is above the highest power level you can manifest, you can not *rekindle* it.

For example, a 5th level psion witnesses a *fireball* and then *rekindles* it. The new fireball will have a range of 700 feet, inflict 5d6 damage and have a Reflex saving throw of 13 + the psion's Intelligence modifier.

The auditory and visual components are quite obvious. If the original fire is still burning, you appear to siphon energy off of it to create the new effect and your eyes and hands bursts into flame during casting. These display components are harmless but give you a -10 penalty to Hide checks during the round you manifest this power.

## See Time

Clairsentience
**Level:** Temporal psychic 2 (chronomancer only)
**Display:** Visual
**Manifestation Time:** 1 standard action
**Range:** Personal
**Effect:** Sight
**Duration:** 10 minutes/level (D)
**Saving Throw:** None
**Power Resistance:** No
**Power Points:** 3
**Creator:** Lurn Chaotica

You can see time. You can see into the Temporal Horizon and can detect temporal auras. This allows you to learn information about the time you are in. This power functions as *detect chronomancy* allowing you to detect arcane, divine and psionic chronomancy.

You determine a working name for the universe you are in, coordinates useable for planeshift or gate spells and determine the flow of time as linear or non-linear (chaotic or patterned). If you watch a paradox occur, and retain your memory, you can make a Knowledge (temporal) check DC 25 to determine how this form of time deals with paradoxes.

You detect temporal disturbances in the Temporal Horizon. This allows you to tell if any one has, or will, time travel in the last/next 1 minute/caster level. Determining a spell that has caused disturbance on the Temporal Horizon requires a Knowledge (temporal) or Spellcraft or Psicraft check. There is a -5 penalty, per component, if you cannot determine the verbal, somatic, material and/or focus for the spell.

*Access:* Past, present and/or future (no change).

## Solar Flare

Metacreativity [Fire]
**Level:** Psion/wilder 9
**Display:** Visual
**Manifestation Time:** Full round
**Range:** Long (400 ft. + 40 ft./level)
**Area of Effect:** Special
**Duration:** Special
**Saving Throw:** None
**Power Resistance:** No
**Power Points:** 17
**Creator:** Unknown

You summon a solar flare. It takes 1d10 rounds to arrive. As it arrives the sun appears to get brighter and larger until it becomes a brilliant flaming comet headed for the ground. When it is 4 rounds or less away the area becomes very hot, melting snow and ice in a 200ft radius. When the solar flare hits, it inflicts 20d6 fire damage in a 50 foot radius, blinding anyone within 200 feet for 1d4 rounds. This automatically sets every unattended flammable object on fire in the area of effect

There is a 1% chance you summon a phoenix with this spell instead of a solar flare. You have no control over the phoenix and it can remain as long as it wishes.

This power can only be manifested once a month. (If another psion manifests it near you, within sight, that counts against your once a month use.)

## Steal Spell

Telepathy
**Level:** Nega-psychic 5, psion/wilder 6
**Display:** Visual
**Manifestation Time:** 1 standard action
**Range:** Medium (100 ft. + 10 ft./level
**Target:** 1 spellcaster
**Duration:** 24 hours (D)
**Saving Throw:** Will negates
**Power Resistance:** Yes
**Power Points:** 9
**Creator:** Nix

You steal a random 0-2nd level spell from the target. The target loses the spell if it is memorized, or loses a slot of that level if he does not memorize spells. You gain knowledge of this spell for 24 hours, or until you use it. You can use it once, manifesting it for free, as if it was a psionic power. The caster level for the spell is your manifestor level. If you do not meet the requirements to cast the spell, such as spell components, temporal access, a high enough Intelligence, Wisdom or Charisma score, etc, you can not cast it.

**Augment:** For every 2 additional power points you spend you can manifest the spell one additional time.

*Material Component*: A small silk net.

## Stop the Heart

Psychokinesis
**Level:** Nega-psychic 4, psion/wilder 6, psychic warrior 6, temporal psychic 4
**Display:** Auditory
**Manifestation Time:** 1 standard action
**Range:** Close (25 ft. + 5 ft./2 levels)
**Target:** 1 creature
**Duration:** Concentration plus 1 round/level (D)
**Saving Throw:** Fortitude negates



Michael Short (order #2081358)

**Power Resistance:** Yes
**Power Points:** Nega-psychic/temporal psychic 7, psion/wilder/psychic warrior 11
**Creator:** Nix
This power causes the subject's heart to stop. If the subject fails his save, he is suffocating for the duration of the spell. This effectively *slows* him so that he loses 1 partial action per round and suffers a -4 armor class penalty. Each round his Constitution score is decreased by 1d6 points (the Game Master rolls secretly). When it reaches 0 the subject dies.

A *cure critical wounds*, or any higher level spell, instantly ends this power. A successful Heal check, with the same DC as the power, also restarts the subject's heart. The subject can perform the Heal check upon himself but the DC is increased by 5. Lost Constitution returns normally at the rate of 1 point per day (or faster with magical healing).

*Access:* Present

## Subjective Reality

Transmutation - Chronomancy
**Level:** Nega-psychic 5, psion/wilder 6
**Display:** Material
**Manifestation Time:** 1 standard action
**Range:** Personal
**Target:** You
**Duration:** 1 round per level
**Saving Throw:** None
**Power Resistance:** No
**Power Points:** Nega-psychic 11, psion/wilder 13
**Creator:** Nix
Belief is a powerful thing. With this power you can ignore the reality of an object or category of objects and make them have no existence for you. You can convince yourself that an enemy's sword can not harm you and the sword will simply pass through your body without effect. You can only disbelieve inanimate objects or effects with this power. (It is much more difficult to disbelieve in a living creature.)

Some possible uses of the power include: Disbelieving a type of weapon, such as hand-held weapons, bows and crossbows, hurled weapons or a natural attack such as claws. No weapon of that type can harm you while you maintain this power.; Disbelieving an entire type of magic, such as arcane or divine magic. Disbelieving a manifestation of an element, such as a bonfire or a rockslide. Disbelieving any one object, regardless of size (large or small), such as a boulder, an enemy's armor, or a magical item in an enemy's possession.

The Game Master will have to decide what the exact effects of subjective reality are but in general the disbelieved objects simply do not exist for you. You cannot be harmed by them, nor can you have any effect on them yourself. You may not even react to the object or know of its existence. Your enemies may be quite baffled by their inability to cut you to pieces or blast you to cinders.

## Subjective Reality, Greater

Transmutation - Chronomancy
**Level:** Nega-psychic 9
**Display:** Material
**Manifestation Time:** 1 standard action
**Range:** Personal
**Target:** You
**Duration:** 1 round per level
**Saving Throw:** None
**Power Resistance:** No
**Power Points:** 17
**Creator:** Nix
As *subjective reality* but you may disbelieve in anything, including any creature below demi-god status.

## Swarm of Fireflies

Metacreativity
**Level:** Psion/wilder 8
**Display:** Visual
**Manifestation Time:** 1 standard action
**Range:** Close (25 ft. + 5 ft./2 levels)
**Effect:** 100 creatures summoned
**Duration:** 1 hour/level or special
**Saving Throw:** Reflex half
**Power Resistance:** No
**Power Points:** 15
**Creator:** Unknown
You summon one hundred tiny motes of flame that look like fireflies and gather in a swarm in the shape of your choosing. Each has 1 hit point, armor class 15, movement 150 with perfect flight and can attack once by exploding into a tiny ball of fire about an inch in diameter. They automatically hit, inflicting 1 point of fire damage. Anyone struck by 1 or more fireflies in a single round can make a Reflex saving throw to take half damage. Any number can attack a single target or you can select multiple targets. If not used to attack, they will last the duration of the power.

When the swarm is attacked, each point of damage it takes destroys a mote which winks out harmlessly.

The swarm provides illumination as per the *light* spell and can spread out to illuminate large areas.

You can use fireflies to attempt to set objects on fire. It takes a single firefly to ignite a candle or start paper on fire. It takes 6 to ignite dry wood or other flammable objects. Other less-flammable objects, such as wet wood, can be set on fire by dealing 6 + hardness damage to them. There is a 50% chance the object goes out each round and it can be extinguish as a full round action, otherwise it takes an additional 1d6 damage each round until destroyed.

You can use the swarm with Knowledge (fire) to set fires. You can gain up to a +20 enhancement bonus to the check by using up an equal number of fireflies. These do not inflict damage when used this way.

## Tease the Blacksmith

Metacreativity - Chronomancy
**Level:** Temporal psychic 4
**Display:** Material
**Manifestation Time:** 1 standard action
**Range:** Close (25 ft. + 5 ft./2 levels)
**Target:** 1 object
**Duration:** Instantaneous
**Saving Throw:** Fortitude negates
**Power Resistance:** Yes



Michael Short (order #2081358)

**Power Points:** 7
**Creator:** Shael Silverson
You alter the past of an object so that the person who created the object, created a different object instead. The size and complexity of the object can be changed but not the material type. A sword could become a dagger or visa versa. A wooden shield could become a wood crate or barrel. A candle could not become a dagger.

Besides the Fortitude save to negate the power, the possessor and the creator can both attempt to resist temporal change to negate the power (a Fortitude save DC 40).

*Access:* Past (change)

## Temporal Acceleration

Psychoportation [Time Travel] - Chronomancy
**Level:** Psion/wilder 6, Temporal Psychic 5
**Display:** None
**Manifesting Time:** 1 swift action
**Range:** Personal
**Target:** You
**Duration:** 1 round (in apparent time); see text
**Power Points:** 11 or 9
You enter another time frame, speeding up so greatly that all other creatures seem frozen, though they are actually still moving at normal speed. You are free to act for 1 round of apparent time. You can manifest powers, cast spells, move, or perform other types of actions, subject to the restrictions outlined below.

While your *temporal acceleration* is in effect, other creatures are invulnerable to your attacks and powers. This means you cannot target a creature with any attack or power. However, a power you manifest that affects an area and has a duration longer than the remaining duration of your *temporal acceleration* has its normal effect on creatures in the area once this power ends.
You can affect an unattended object but not an object held, carried, or worn by another creature. You are undetectable by any means while your *temporal acceleration* lasts.
While under the effect of this power, you cannot enter an area protected by a *null psionics field* or by a power or spell that neutralizes high-level powers or spells. Normal and magical fire, cold, acid, and the like can still harm you.
When your *temporal acceleration* expires, you resume acting during your current turn in the standard time frame. You are shaken for 1 round upon your return to the standard time frame.
Splintered or partitioned minds within your own mind, such as might be in effect through the use of powers such as *schism*, are not temporally speeded up, even if your second mind manifested this power (your primary mind gains the benefit, while your second mind remains stuck in the standard time frame).
Manifesting this power is a swift action, like manifesting a quickened power, and it counts toward the normal limit of one quickened power per round. You cannot manifest this power when it isn't your turn.

**Augment:** For every 4 additional power points you spend, this power's duration (in apparent time) increases by 1 round.

## Temporal Projection

Psychoportation [Teleportation, Time Travel] - Chronomancy
**Level:** Temporal psychic 9 (chronomancer only)
**Display:** None
**Manifestation Time:** 30 minutes
**Range:** Touch
**Target:** You plus one additional creature touched per two levels
**Duration:** See text
**Saving Throw:** None
**Power Resistance:** Yes
**Power Points:** 17
**Creator:** Kand
As *astral projection* except for the following. You project yourself into the Astral plane and then slip into the Temporal Horizon to time travel. You arrive in the other time as an astral projection, an intangible ghost-like form. Further, you are naturally invisible and silent. You can will yourself to appear as a ghost like apparition, barely visible, but you can only make noise through the use of other powers. This power allows you to visit the past or future without interfering in the events that occur there. As long as you remain invisible and silent, it is extremely hard to detect your presence.

Like *astral projection*, you can bring up to 1 person per two manifestor levels with you. You may return to your body anytime after you manifest the power. If you arrive before you manifested this power, you can not enter your body. For each minute you were away you should enter your body a minute later. If you re-enter your body early your spirit sits in stasis until it reaches the appropriate re-entry time and your body remains in suspended animation.

*Access:* Past and/or future (change)

## Temporal Displacement

Psychometabolism - Chronomancy
**Level:** Temporal Psychic 3
**Display:** Visual
**Manifestation Time:** 1 standard action
**Range:** Personal
**Target:** You
**Duration:** 1 round/level (D)
**Saving Throw:** None
**Power Resistance:** No
**Power Points:** 5
**Creator:** Rookta Chirup
You surround yourself with a thin magical aura that bends time slightly causing you to appear either a few seconds ahead of where you are or a few second behind where you are. (You must choose to be ahead or behind when you manifest this power.) If you appear ahead, you gain a +3 temporal attack bonus, as opponents misjudge your blows. If you appear behind you gain a +4 temporal bonus to your armor class and a +2 temporal bonus to saving throws against magical attacks that target you.
**Augment:** For each additional 5 power points you spend you can increase the temporal bonus by +1.

*Access:* Present only

## Time Differential

Psychometabolism
**Level:** Temporal psychic 5 (chronomancer only)
**Display:** Visual, Audio
**Manifestation Time:** 1 standard action



Michael Short (order #2081358)

**Range:** Personal
**Target:** You
**Duration:** 10 minutes/level
**Saving Throw:** None
**Power Resistance:** No
**Power Points:** 9
**Creator:** One-Less

You surround yourself a field of fluctuating time that extends a few inches from their body. The time inside the field is specifically different then the time outside so that the differential in time slows weapons and other physical assaults giving the subject temporal damage reduction 50/+5.

There is a price paid for this protection. The time differential *slows* you. You lose one action each round. This power is similar to the spell *differential stoneskin* but unlike it; *haste* does not counter this power. Further you can save up an action. If you perform no action in any given round, the next round you do not lose an action.

If another person can mimic the time you are in, he can ignore the damage reduction. This requires a spell which provides its own time such as this spell, *coat of history* or *personal time* and they must win an opposed Psicraft check against you. You gain a +10 circumstance bonus to this Psicraft check.

This power provides you with protected memory and gives you a +5 temporal bonus to resist temporal change.

*Access:* Present only

## Time Duplicate

Psychoportation [Teleportation, Time Travel] - Chronomancy
**Level:** Temporal psychic 5 (chronomancer only)
**Display:** Visual
**Manifestation Time:** 1 standard action
**Range:** Personal
**Target:** You
**Duration:** Instantaneous
**Saving Throw:** None
**Power Resistance:** No
**Power Points:** 9
**Creator:** Kand

This power allows the chronomancer to travel forward in time to borrow a future self bringing it back to aid him in the present and creating an identical duplicate of himself. The chronomancer only travels a round or two into the future and creates a strange hiccup in his own existence. The net effect looks something like this:

**Round One:** The chronomancer initiates the power. To observers it looks as if nothing has happened.

**Round Two:** The chronomancer's self from round three arrives so there are now two chronomancers. Both can act normally during this round. The future self gains some advantages since he has already lived through this round once and knows what to expect.

**Round Three:** The chronomancer journeys back to round two to help himself so there are no chronomancers here at all during this round.

**Round Four:** The future chronomancer who was borrowed from round three returns at the same spot and in the same condition he was in when round two ended. The time duplicate has ended.

In the second, round the future self has the option of automatically winning the initiative (since he knows what is going to happen) or holding his attacks until the end of the round. In any event the future self gains a +4 bonus to Armor Class, +4 bonus to saving throws, and a +2 bonus to any attack rolls he makes.

Any injuries to the present self are immediately duplicated on the person of the future psionicist. If the future self is injured or killed, there is no effect on the present chronomancer other that the fact that he can cringe in anticipation of the wounds he is almost certainly going to get and possibly die from.

For this power, changing the future is treated the same as changing the past. If the past can not be changed, neither can the future but if the past can be changed, so can the future. In non-paradox time, the chronomancer can do little to avoid his future. In paradox time the chronomancer can make a Fortitude save DC 40 to resist temporal change and avoid that future. Since the chronomancer gets some knowledge about his future, if he can time travel before he reaches round three, he could go ahead and prepare a means of saving his life. (See Immortal Future in Chapter 6: Troubled Time, for more information about dealing with knowledge of your future self.)

*Access:* Future (possible change)

XP *cost*: 100xp (Fate's fee for a minor paradox.)

## Time Hop

Psychoportation [Time Travel] - Chronomancy
**Level:** Psion/wilder 3, Temporal psychic 2
**Display:** Auditory and visual
**Manifesting Time:** 1 standard action
**Range:** Close (25 ft. + 5 ft./2 levels)
**Targets:** One Medium or smaller creature, or one object weighing 300 lb. or less
**Duration:** 1 round/level; see text
**Saving Throw:** Will negates
**Power Resistance:** Yes
**Power Points:** 5 or 3
**Creator:** Unknown

The subject of the power hops forward in time 1 round for every manifester level you have. In effect, the subject seems to disappear in a shimmer of silver energy, then reappear after the duration of this power expires. The subject reappears in exactly the same orientation and condition as before. From the subject's point of view, no time has passed at all.

In each round of the power's duration, on what would have been the subject's turn, it can attempt a DC 15 Wisdom check. Success allows the subject to return. The subject can act normally on its next turn after this power ends.

If the space from which the subject departed is occupied upon his return to the time stream, he appears in the closest unoccupied space, still in his original orientation. Determine the closest space randomly if necessary.

**Special:** Unlike *timeslide*, this spell does not access the temporal horizon.

**Augment:** You can augment this power in one or both of the following ways.

1. For every 2 additional power points you spend, you can affect a creature of one size category larger, or double the weight of an object to be affected.
2. For every 2 additional power points you spend, this power can



Michael Short (order #2081358)

### Flexible Paradox *Time Travel* (Optional)

The Game Master should be guided by two principles: once an event has been changed once, it can never be changed again; and secondly, Events tend to have a historical inertia. In other words. Things have a way of working themselves out to be the same no matter what the psionicist does. The more important the event, the more difficult it is to change it.

**The Past:** In the short term, the psionicist may wish to alter recent events by warning someone not to do something that he knows will turn out badly. He may travel back an hour to tell his companions (and his past self) not to storm the fortress, or whatever. The party may get a chance to replay the events in question. The psionicist had better remember to go back and warn himself, even if things do turn out better, otherwise he will never receive the warning. In the long term, the psionicist may try to recover lost information by speaking to people long dead. He may try to kill his enemies by assassinating their forebears. If the character tries to alter history, the Game Master should decide if he succeeds or fails. Sometimes the character's actions may have unexpected ramifications. For example, by killing Kalak the Tyrant in his youth. The PC may pave the way for an even more terrible despot to arise.

**The Future:** The psionicist can journey to the future to see how an action will turn out or to uncover information not available in his own day. Like the past, the future is malleable; even the fact of the psionicist's visit changes the course of events in innumerable ways. Once the psionicists has glimpsed the future, historical inertia takes over and begins to bend events to follow the revealed timeline. This destiny can only be avoided with great difficulty once it comes into being.

affect an additional target. Any additional target cannot be more than 15 feet from another target of the power.

*Access:* Future.

### Time Hop, Mass

Psychoportation [Time Travel] - Chronomancy
**Level:** Nomad 8, Temporal psychic 7
**Display:** Auditory and visual
**Manifesting Time:** 1 standard action
**Range:** Close (25 ft. + 5 ft./2 levels)
**Targets:** All willing creatures in range
**Duration:** Up to 1 hour/level; see text
**Power Points:** 15 or 13
**Creator:** Unknown

As *time hop*, except you can affect any number of willing subjects in range, including yourself. You can choose which creatures are affected by the power. The subjects hop forward in time a number of hours equal to your manifester level, or some shorter number of hours; you decide how many hours the *mass time hop* lasts when you manifest the power.

**Augment:** If you spend 6 additional power points, you can manifest this power as an immediate action.

*Access:* Future.

### Time Regression

Psychoportation [Time Travel] - Chronomancy
**Level:** Nomad 9, Temporal Psychic 8
**Display:** None
**Manifesting Time:** 1 standard action
**Range:** Personal
**Target:** You
**Duration:** Instantaneous
**Power Points:** 17 or 15 and XP
**Creator:** Unknown.

You can regress apparent time 1 round into the past. In effect, you "replay" the previous round of activity. The power regresses time to the point along the time stream just prior to your previous turn, undoing the effects of everyone else's actions in the meantime. Once you have used *time regression*, only you retain knowledge of what happened during the round that is being replayed; however, you can communicate that knowledge verbally to your companions, if desired. During the round that you live through a second time, you can act on knowledge you previously gained by already living through the immediate future. In all likelihood, you'll probably not choose to manifest *time regression* during your second pass through the time stream, instead taking completely new actions, but you pay the XP cost all the same.

*XP cost:* Fates Fee (instead of the 1000xp cost normally associated with this power. If no paradoxes (no changes) are made, there is no cost for using the power. Of course, if multiple, medium or major paradoxes are created the experience cost could be considerably higher.)

*Access:* Past (change).

### Time Skip

Psychoportation [Teleportation, Time Travel] - Chronomancy
**Level:** Temporal psychic 4 (chronomancer only)
**Display:** Visual
**Manifestation Time:** 1 standard action
**Range:** Personal
**Target:** You and up to person per 2 manifestor levels
**Duration:** Special
**Saving Throw:** Fortitude negates
**Power Resistance:** Yes
**Power Points:** 7
**Creator:** Kand

You skip a section of time. You can do this once or at a certain period of time every hour, day, week, year etc. When that time arrives you automatically timeslide into the Temporal Horizon and a marker appears where (when) you should grasp a lifeline to get back. This power lasts 1 day per manifestor level or until it has performed 1 *timeslide* per 5 manifestor levels, whichever covers first. This is similar to *contingency* but you can have both in effect at the same time. You can only have one *time skip* at a time.

The most famous use of this spell is to skip the nighttime to avoid vampires. You can manifest this power on up to 1 person additional person per 2 caster levels. An unwilling subject is entitled to a Fortitude save to negate the power. When used in the present to skip parts of the present, this power can be used in non-paradox time.

*Access:* Present and future

### Timeslide



Michael Short (order #2081358)

Psychoportation [Teleportation, Time Travel] - Chronomancy
**Level:** Temporal psychic 2 (chronomancer only)
**Display:** Visual
**Manifestation Time:** 3 rounds plus 1 round per companion
**Range:** Personal
**Target:** You and up to 1 person per 2 levels
**Duration:** Instantaneous
**Saving Throw:** Fortitude negates
**Power Resistance:** Yes
**Power Points:** 3
**Creator:** Kand

By means of the *timeslide* spell, you thin the barrier between reality and the Temporal Horizon slip between the two. Slipping into the Temporal Horizon places you and your companions immediately downstream of their lifelines. Lifelines trail off into the silver mist that surrounds you. If there is heavy turbulence in the area, you are displaced slightly so that you are relatively safe.

When slipping back from Temporal Horizon, you must focus on a lifeline to the make the connection with reality. You end up within 1d10 miles of the creature that the lifeline corresponds to. This feature also helps you intersect a specific lifeline.

Everything you are wearing or carrying slips with you, up to 25 pounds per level. For every two levels, you may slip one additional person along on the trip. If anyone tries to resist being timeslideped, a successful Fortitude save causes the entire spell to fail.

This is the most basic form of time travel and can only be used to navigate through non-paradox time (see Chapter 7: Temporal Horizon).

*Access:* Past (change) and future

## Timeslide, Greater

Psychoportation [Teleportation, Time Travel] - Chronomancy
**Level:** Temporal psychic 4 (chronomancer only)
**Display:** Visual
**Manifestation Time:** 3 rounds plus 1 round per companion
**Range:** Personal
**Target:** You and up to 1 person per 2 levels
**Duration:** Instantaneous
**Saving Throw:** Fortitude negates
**Power Resistance:** Yes
**Power Points:** 5
**Creator:** Kand

As *timeslide* but if you make your Knowledge (temporal) checks you arrive exactly on target anywhere within 1 mile (including in the immediate vicinity) of the lifeline you targeted.

*Greater timeslide* is also strong enough to allow you to travel to the Temporal Horizon in non-paradox time. This by no means allows you or your companions to break any of the physical laws of the time you are traveling in. Chronomancers must wait for a higher level spell before they can time travel in non-paradox time.

## Time Travel

Psychoportation [Teleportation, Time Travel] - Chronomancy
**Level:** Temporal psychic 9
**Display:** Visual, Olfactory (smell)
**Manifestation Time:** Full round
**Range:** Personal
**Target:** You plus others
**Duration:** Instantaneous
**Saving Throw:** Fortitude negates
**Power Resistance:** Yes
**Power Points:** Special
**Creator:** Kand

Some psionicists can extend their teleportive powers into the time stream and journey to different times. The psionicist may jump a day or two into the past or future, or he can attempt a mind-boggling journey across millennia. This power originally comes from a little known desert world but has since become known across the planes by the chronomancy community. While the psionicist is gone, time keeps running in his normal setting. If he spends eight hours in the past, he must return to a point eight hours after the time he left.

The farther the psionicist travels in time, the more costly it is to make the trip. He may bring along any number of persons at the cost of an additional 20 power points each.

### Table 12-4: Time Travel Cost

| Distance | Power Points |
|---|---|
| 1 day or less | 20 |
| 1 week | 30 |
| 1 month | 40 |
| 1 year | 50 |
| 10 years | 60 |
| 100 years | 70 |
| 1,000 years | 80 |
| 10,000 years | +100 |

This power was developed without care for the different forms of time. It can move through any form of time, but again, the cost of manifesting the power increases through less changeable forms of time. The listed costs are for paradox time. For non-paradox time, double the cost and expect to meet time guardians. For crisis paradox time, increase the cost by x4 and expect to meet heavy resistance to your time travelling.

Psionicists using this power may pay for its manifestation cost with power points from more then once source (which normally can not be done). For example, if a psionicists has a crystal capacitor, he could use power points from the capacitor and his own power points to pay for this power.

*Access:* Past, present and/or future

## Wormhole

Psychoportation [Teleportation] - Chronomancy
**Level:** Temporal psychic 9, psion/wilder 9
**Display:** Visual
**Manifestation Time:** 1 standard action
**Range:** Close (25 ft. + 5 ft./2 levels)
**Area of Effect:** Special
**Duration:** 24 hours
**Saving Throw:** Fortitude negates
**Power Resistance:** No
**Power Points:** 17
**Creator:** One-Less

With this power you open a door between two points, no matter how far apart they may happen to be (at least theoretically). It



Michael Short (order #2081358)

resembles *dimensional door* but on a much larger scale. You must open one end within 20 yards of yourself. The portal may have any orientation and be any size up to 10 feet by 10 feet square. You can try to make the wormhole larger. For each additional 10 feet by 10 feet add +17 to the power point cost and you must make a Psicraft check (DC 15 + power level +2/doubling in size).

The other end of the wormhole will be of identical size and can be placed at any point you have ever seen. It can also be positioned at any place you can reference from where you currently are, for example; 10 miles east of where I am now, whether or not you have ever actually been there. The distance spanned by the wormhole will affect its power point cost as shown below on Table 12-5: Wormhole Distance.

The wormhole created by this power is artificial. The gravitational forces within the wormhole are balanced and are not dangerous. (There is as much anti-gravity as gravity.) Because of this, it is safe to open the wormhole on a planet and thus the interior of the wormhole contains air and heat unless it is opened up in space. (See Wormholes in Chapter 5: Time.)

Passing through a real wormhole takes you into the past. This power compensates and you always arrive in the present with this power. However a Temporal Psychic can ignore the compensation and allow the wormhole to take the travelers back in time as shown below.

**Table 12-5: Wormhole Distance**

| Distance | Time* | Power Point Cost |
|---|---|---|
| 100 yards | 1 minute | 17 |
| 1000 yards | 1 hour | 19 |
| 10 miles | 1 day | 21 |
| 100 miles | 1 week | 23 |
| 1000 miles | 1 year | 25 |
| 10000 miles | 10 years | 27 |
| Interplanetary | 100 years | 51 |

* Only Temporal Psychics can travel back in time with this power.

Once created, the wormhole's entrances remain motionless. Anything can pass through to be instantly transported to the other side. You could conceivably transport an entire army or a mekillot wagon by spending enough power points. If an object cannot fit entirely within the wormhole's mouth, it cannot be transported. If you try to use this power to transport an unwilling creature, the subject gains a Fortitude saving throw to avoid being affected.

Some planes are resistant to the creation of wormholes. This power comes from a plane where time is relatively unpretected.

*Access:* Past (change)

## Power Magic

Power magic was developed by the wizard Cyber Trobe on a post world war III Earth where a hundred years of radiation left everything mutated, even magic. Cyber Trobe was able to create this new form of magic and it was principle in the reformation of society. Since then, power magic has spread across history and the planes. It remains little used except by the desperate and those willing to give up everything for power.

Power magic is presented here as version of post-holocaust magic that players could encounter when traveling into the future. Power mages are not chronomancers, although they would be desperately interested in chronomancy. Mutant creatures and the mutant, evolved and devolved templates are included in Chapter 15: Monsters to help flesh out encounters in the apocalyptic future.

To use power magic, you must take the feat; Power Magic (see Power Magic sidebar below).

**Mana Pool:** Spellcasters using power magic have a mana pool. This a floating cloud of magical energy that follows the power wizard around. It can take on any appearance the power wizard wishes; clouds, pools of water or a fiery red dragon but it remains obviously magical. The mana pool can move as twice as fast as the power wizard and he can direct it's movement as a free action that does not count as spell casting.

The cloud can only be damaged by +1 or better weapons and magic. Reduce all damage done to the cloud by 15. *Dispel magic* and similar anti-magic spells cause the mana pool to lose a number of points equal to the level of the spell (damage is not reduced in this case).

The mana pool lasts 24 hours or until the power wizard re-memorize his spells. This re-sets your mana pool.

**Mana:** The amount of mana in the mana pool is equal to the number of spell levels devoted to it. The power wizard can devote any number of spell levels to build his mana pool. As a standard spell-like action the power wizard can convert a spell to mana for his mana pool. Mana can never be change back into spells.

Mana is spent on a spell as it is cast. This does not normally change the casting time and only affects that spell. The duration of mana use is considered instantaneous. See Table 12-6: Power Magic, for the use of mana.

For 1 mana the power wizard can increase his caster level by one for this spell. He can do this any number of times.

The power wizard can force a failed Concentration check to be successful by spending mana. For each mana add +1 to the check until it is successful. This Concentration check is not penalized by the damage caused by spending mana, but all further Concentration checks this round are affected normally.

For a number of mana equal to the spell's level double the damage of the spell.

For a mana cost equal to the metamagic spell the power wizard can apply a metamagic feat he knows to a spell he is casting. If he is a sorcerer the casting time of the spell becomes a full round as if using metamagic feats normally.

**Table 12-6: Power Magic**

| Mana | Effect |
|---|---|
| 1 | +1 caster level for this spell. |
| 1 | +1 to a failed Concentration check. |
| Spell level | Double the damage of the spell. |
| Metamagic Feat Cost | Apply a metamagic feat "on the fly". |

**The Cost:** Power magic is brutal. The power wizard twists and plays with raw magic to achieve effects other spell casters of his level are not capable of. For each mana a power wizard uses from his mana pool he takes 1 point of damage. (This includes mana lost because of damage to his mana pool.) This damage can not be healed with magic, or prevented. It is akin to damage to the power wizard's soul. This damage requires him to make a Concentration check but instead of checking for spell failure, he checks to see if the spell goes wild. (See wild magic below.)

**Long Term Effects:** At each age category users of power magic



Michael Short (order #2081358)

lose an additional point of Strength, Dexterity and Constitution.

**Wild Magic:** Power magic is wild magic. Each time a power wizard uses mana to enhance a spell or casts a power spell there is a chance it will go wild. He must make a Concentration check equal to 15 + spell level + mana spent or the spell goes wild.

All variable effects of a wild spell are randomized. The power wizard rolls a d20 to determine his new caster level (if his level is higher then 20, add +1 for each level above 20). The target, if any, is now chosen at random from everyone within range. If the range it touch, include anyone the power wizard could reach with a move action. A spell which affects an area uses a randomly chosen area within range. Any control the caster has upon his spell is lost and any further choices are random, including the actions of summoned creatures.

There is no wild surge table with lists of funny and frustrating comical events because wild magic has grown out of desperation rather then comedy. Further there are too many spell variables to make an exactly table to randomize every conceivable event. As the Game Master, you may wish to refer to the spell *confusion* in the Core Handbook for the actions of summoned creatures as well as the rules for grenade weapons in the Combat area of the Core Handbook for random direction rules.

Ultimately, as the Game Master, you may simply role for good, neutral or bad for the results of a wild spell and make up the actual results (d6: 1-2 good, 3-4 neutral, 5-6 bad). A good result has the spell affect who the caster wanted. A neutral result has the spell affect no one, or have a useless result. A bad result has the spell effect the wrong person or an ally.

**Multiclass:** A spellcaster with two spellcasting classes can pool mana from both classes or keep two separate pools. If they are combined, add +5 to the DC of the Concentration check to prevent the magic from going wild.

**Specialist:** A wizard can specialize in power magic. He gains one extra spell per spell level per day but these spell levels are automatically converted into mana for the mana pool when the caster re-memorizes his spells. Power wizard specialists must take the same opposed schools as evoker wizard specialists.

**Power Spells:** There are a number of "power spells", specifically designed for use with power magic. In order to cast these spells, they must appear on your class list and you must have the Power Magic feat.

## Power Magic [General]

You can use power magic.

**Prerequisites:** Con 15, Concentration 4 ranks.

**Benefit:** You may use power magic for all of your spell casting classes. You can create a mana pool and spend mana to enhance your spells (see Power Magic). You may learn power magic spells that appear on your class list.

**Normal:** You may not learn or use Power magic

## Sorcerer and Wizard Spells (Power)

### 0-Level Sorcerer and Wizard Spells (Cantrips)

**Rage of the Apprentice**. Try to copy a spell cast near you.

### 1st-Level Sorcerer and Wizard Spells

**Cannibalize Spells**. Rapidly convert spells to mana.

### 2nd-Level Sorcerer and Wizard Spells

**Cursed Turning**. Try to turn a spell back on its caster.

**Cyber's Grasp**. Turn an incoming spell into mana.

**Power Missiles**. Magic missiles with duration.

**Self Power**. Turn mana into ability score bonuses.

### 3rd-Level Sorcerer and Wizard Spells

**Backfire**. Leave hostile magic behind to explode.

**Chains**. Create animated chains.

### 4th-Level Sorcerer and Wizard Spells

**Boomerang**. Put another spell in a boomerang.

**Leech**. Steal a spell from another and convert it to mana.

### 5th-Level Sorcerer and Wizard Spells

**Dire Wolf's Retributive Strike**. Blow up magic items.

**The Power of Two**. Combine and cast two or more spells as a single spell.

### 8th-Level Sorcerer and Wizard Spells

**Blooming Fireball**. Create a fireball that keeps exploding.

### Backfire

Evocation - Power
**Level:** Sor/Wiz 4 [Chaotic, Fire] (power only)
**Components:** V or S
**Casting Time:** 1 standard action
**Range:** Short (25ft. + 10 ft./level)
**Area of Effect:** 20 foot radius.
**Duration:** 10 minutes/level
**Saving Throw:** None
**Spell Resistance:** Yes
**Creator:** Cyber Trobe

You float a large amount of unstable magical energy in an area hoping an opponent will cast spells in that area. The next spell cast in the area causes the magical energy to explode. A spot check DC 10 + spell level + casting ability score bonus, is required to detect the energy cloud.

This causes 1d6 fire damage per spell level of the spell which triggers it. You main spend additional mana to increase the damage of the spell. For each mana spent in this way, increase the damage by 1d6 fire damage up to a maximum additional damage of 5d6. If this spell goes wild, it explodes during casting dealing 4d6 fire damage plus any additional damage.

*Material Component*: Oil which is splashed around the area of effect.

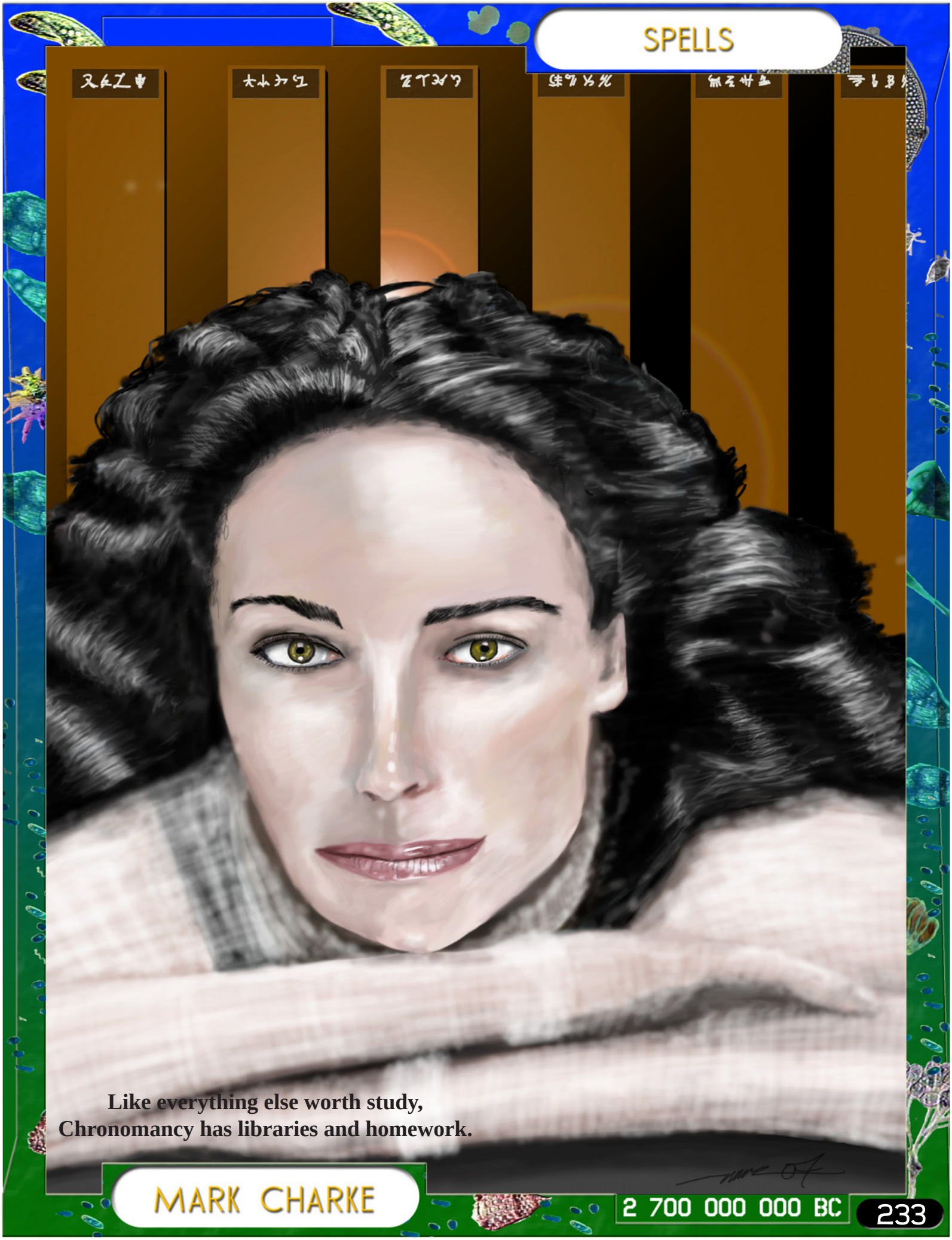
### Blooming Fireball

Evocation - Power
**Level:** Sor/Wiz 8 [Chaotic, Fire] (power only)
**Components:** V or S, M
**Casting Time:** 1 standard action
**Range:** Long (400 ft. + 40 ft./level)
**Area of Effect:** 20 ft. radius sphere
**Duration:** Special
**Saving Throw:** Reflex Half
**Spell Resistance:** Yes
**Creator:** Cyber Trobe

As *fireball* except as follows. The *fireball* deals 1d6 damage per 2 caster levels. After the first explosion the *fireball blinks*, teleporting randomly and then explodes again. Each time it explodes reduce the damage by 1d6. It stops when it no longer



Michael Short (order #2081358)




Michael Short (order #2081358)

deals damage. The distance the *fireball* can *teleport* is between 30 and 100 feet chosen by the caster or 1d100 feet if it goes wild.

*Material Components*: A ball of bat guano rolling in sulfur and a rose. The rose determines the color of the fireball.

## Boomerang

Evocation - Power
**Level:** Sor/Wiz 4 (power only)
**Components:** V or S
**Casting Time:** Free action
**Range:** Special
**Target:** One spell
**Duration:** 6 rounds
**Saving Throw:** As subject spell
**Spell Resistance:** As subject spell
**Creator:** Cyber Trobe

You turn a spell into a boomerang which you throw, using a ranged touch attack to deliver the spell to the target. The spell's duration becomes 6 rounds regardless of what it was before. You can throw the boomerang up to once per round and it returns to you. You can hold the boomerang without injury or effect to you. Any target struck by the boomerang suffers the full effects of the spell and makes any saving throws normally associated with the subject spell. The subject spell only affects one target now even it had an area effect or multiple targets previously. The Boomerang has a range increment of 100 feet.

Examples of spells for *boomerang* include *bull's strength, cure light wounds, fireball, flesh to stone, heal*, and *invisibility*. The spell must be able to affect someone else.

Typically, you first cast *boomerang* and then the subject spell but you may cast the subject spell anytime within the 6 round duration.

You can increase the duration of the boomerang by spending 1 mana per additional round.

## Cannibalize Spells

Transmutation - Power
**Level:** Sor/Wiz 1 (power only)
**Components:** V or S
**Casting Time:** 1 standard action
**Range:** Personal
**Target:** You
**Duration:** Instantaneous
**Saving Throw:** None
**Spell Resistance:** No
**Creator:** Cyber Trobe

You can convert any number of memorized spells or spell slots into mana for your mana pool.

For each spell level, add 1 mana to your mana pool. You can also drain 1 charge off of one magic item, or destroy a scroll, to gain a number of mana equal to the spell level of the spell the item possesses.

## Chains

Conjuration - Power
**Level:** Sor/Wiz 4 (power only)
**Components:** V or S, F
**Casting Time:** 1 standard action
**Range:** Touch
**Area of Effect:** Special
**Duration:** 1 round/level
**Saving Throw:** None
**Spell Resistance:** No
**Creator:** Cyber Trobe

You animate one 15 foot length of chain for every 5 caster levels. These chains whirl around you. Each can attack using your base attack bonus plus your Dexterity bonus, once per round. They inflict 1d6 bludgeoning damage and have a 5 and 10 foot reach (like a spiked chain). You can choose to hold one or two chains, in which case you can add your Strength bonus to damage.

The chains can be commanded to protect you giving you a +1 deflection bonus to armor class per chain. While deflecting, the chains can not attack.

Each chain can curl into a ball and launch itself at a target within 100 yards. This is a ranged touch attach that deals 3d6 damage. The chain becomes inanimate afterwards.

By paying 2 mana per +1 equivalent, you can temporally give the chains any weapon ability which can be placed on a chain or a +1 to +5 enhancement bonus. (You can only give the chains a +1 enhancement bonus per 3 caster levels up to +5 at 15th level.) If the chains are already magical, their total ability bonuses can not exceed +10.

This spell is Cyber Trobe's signature spell. He rode a motorcycle and wore chain bracers, both of which are the hallmark of a power wizard.

*Focus*: A number of 15 foot lengths of chain. If the chains are magical apply those bonuses.

*Material Component*: A small amount of either tar, cement or well crushed rock rubbed on the chains.

## Cursed Turning

Abjuration - Power
**Level:** Sor/Wiz 2 (power only)
**Components:** V or S
**Casting Time:** 1 standard action
**Range:** Personal
**Target:** One spell
**Duration:** Concentration
**Saving Throw:** None
**Spell Resistance:** No
**Creator:** Cyber Trobe

You try turning a spell, which is targeting you, back upon the caster. You must win an opposed Spellcraft check. If you win, you must spend an amount of mana equal to the spell's level and that spell affects it's caster instead of you.

## Cyber's Grasp

Transmutation - Power
**Level:** Sor/Wiz 2 [Chaotic] (power only)
**Components:** V or S
**Casting Time:** 1 standard action
**Range:** Medium (100 ft. + 10 ft./level)
**Target:** One spell
**Duration:** 10 minutes
**Saving Throw:** None



Michael Short (order #2081358)

**Spell Resistance:** No
**Creator:** Cyber Trobe
You absorb an incoming spell and, hopefully, turn it into mana for your mana pool. You must be in the area of effect, or be the targeted by the spell and you must voluntarily fail any saving throw. To succeed you must win an opposed Concentration check with the other spellcaster. If you fail you suffer the full effect of the spell. If you win, you gain a number of mana equal to the spell's level and the subject spell has no effect.

You can increase your opposed Concentration check by spending 1, or more, mana to increased the result by 1 or more.

## Dire Wolf's Retributive Detonation

Evocation - Power
**Level:** Sor/Wiz 5 [Chaotic, Fire, Force] (power only)
**Components:** V or S, M
**Casting Time:** Special
**Range:** Touch
**Target:** Magic item touched
**Duration:** Concentration
**Saving Throw:** Reflex half
**Spell Resistance:** Yes
**Creator:** Dire Wolf
Bound and tortured in a dungeon in the depths of hell, Dire Wolf created wove this spell to release his bindings and free him. In desperation, he poured his heart and soul into the casting. The spell freed him and destroyed the entire dungeon. This is not an easy or safe spell and it is banned from most general studies of magic until characters have reached very high levels.

*Retributive detonation* channels raw magic into a magic item. Most magic items will accept more magical energy, especially ones with charges, but eventually the amount of magic deteriorates the magical bindings or destroys the material it is made of. Then there is a catastrophic explosion of energy.

The value of an item determines how much mana it can absorb harmlessly. (See table12-7: Magical Item Detonation below.) Any item with charges can also hold 1 extra mana per used charge it has. After that, there is a 1% chance per additional mana that it detonates. Check each round.

You can pour any amount of mana into an item each round up to the amount you have in your mana pool. At the end of each round, the item naturally loses 10 mana which dissipates harmlessly into the atmosphere.

If the magic item detonates, there is a blast of force in a 100 foot radius which deals 1 damage per mana that the item was holding, plus 1 per charge the item has. This destroys the magic item. The damage is half fire and half force.

*Material Component*: A magical item to be destroyed.

**Table 12-7: Magical Item Detonation**

| Value | Mana |
|---|---|
| 2000gp | 10 |
| 8000gp | 20 |
| 18 000gp | 30 |
| 32 000gp | 40 |
| 50 000gp | 50 |
| 72 000gp | 60 |
| 98 000gp | 70 |
| 128 000gp | 80 |
| 168 000gp | 90 |
| 200 000gp | 100 |

## Leech

Necromancy - Power
**Level:** Sor/Wiz 4 (power only)
**Components:** V or S
**Casting Time:** 1 standard action
**Range:** Medium (100 ft. + 10 ft./level)
**Target:** One spellcaster
**Duration:** Instantaneous
**Saving Throw:** Will Negates
**Spell Resistance:** Yes
**Creator:** Cyber Trobe
You leach mana from the subject. This erases from memory the highest level spell they have memorized, or uses up the highest level spell slot they have available and adds 1 mana per spell level to your mana pool. This mana last 24 hours or until you next re-memorize your spells.

## Power Missiles

Evocation - Power
**Level:** Sor/Wiz 2 [Force] (power only)
**Components:** V or S
**Casting Time:** 1 standard action
**Range:** Medium (100ft. + 10 ft./level)
**Target:** Up to five creatures, no two of which can be more then 15ft. apart
**Duration:** Instantaneous
**Saving Throw:** None
**Spell Resistance:** Yes
**Creator:** Cyber Trobe
As *magic missile* except for the following. You can give the missiles a duration. This costs 1 mana per missile, per round of duration. If the missile has a duration it does not vanish but instead burns and digs in, causing 1d4+1 damage per round, beginning at the start of the round after you cast the missile. A missile can be removed with a strength check DC 10 as a standard action which causes an additional 1d4+1 damage.

## The Power of Two

Transmutation - Power
**Level:** Sor/Wiz 3 (power only)
**Components:** V or S
**Casting Time:** Full Round
**Range:** Personal
**Target:** You
**Duration:** Instantaneous
**Saving Throw:** None
**Spell Resistance:** No
**Creator:** Cyber Trobe
You cast two spells. They must both target or both have an area of effect. The two spells affect the same target or use the same area of effect when cast this way. There is only one saving throw against both spells, if a save is required.

You must know both spells and either use up those memorized spell slots (if you memorize spells) or, use up spell slots of the appropriate spell levels (if you do not memorize spells).



Michael Short (order #2081358)

The DC to avoid a wild surge for this spell is 19 + the combined levels of the two spells + any mana spent on any of the spells.

The Game Master must adjudicate the results of the combined spells and should feel free to modify the spells if the result is logical. A *cone of cold* and a *fireball* may create a blast of superheated steam.

You may combine additional spells but this dramatically increases the Concentration DC and uses up more memorized spells or spell slots appropriately.

### Rage of the Apprentice

Transmutation - Power
**Level:** Sor/Wiz 0 [Chaotic] (power only)
**Components:** V or S
**Casting Time:** 1 standard action
**Range:** Close (25 ft. +5 ft./ 2 levels)
**Target:** One spell
**Duration:** 1 round/level or until discharged
**Saving Throw:** None
**Spell Resistance:** No
**Creator:** Cyber Trobe

You attempt to copy a spell cast near. You must recognize the spell (a Spellcraft check). You must make a Concentration check to prevent the copy from going wild. You can spend 1, or more, mana to increase either check by +1, or more if they are unsuccessful.

If successful, you make a copy of the spell, making all the choices for the spell and using your caster level. The copy's save DC is 10 + 0 (the spell's level) + the caster's spellcasting ability score bonus. If the spell did not have a save it gains; Reflex negates.

As a spellcaster becomes higher level he is no longer able to use the fury and frustration of being an apprentice as effectively. He suffers a -1 penalty to the above Spellcraft and Concentration checks for each caster level.

### Self Power

Transmutation - Power
**Level:** Sor/Wiz 2 (power only)
**Components:** V or S
**Casting Time:** 1 standard action
**Range:** Touch
**Target:** Creature touched
**Duration:** 1 hour/level
**Saving Throw:** None
**Spell Resistance:** Yes
**Creator:** Cyber Trobe

You transform mana into an enhancement bonus to your ability scores. For each mana you spend, add +1 to an ability score up to a maximum of +5. This does not stack with other enhancement bonuses.

## Story: Fist of the Chronomancer

The double doors banged open and One-Less stormed into the room. His long white robes flowed behind him in a sudden wind. The brilliant sunlight behind made him a silhouette. He wore no mask. His dark skin and intense stare were invisible. The guards scrambled to stop him blinded, by the light.

"Ver Derious!"

Time slowed quickly and the guards came to a halt, still trying to stop One-Less who continued past them. They were still moving but snails could race by them now. One-Less continued right towards the king who did not yet look worried. He had a smug expression on his face and watched with undisguised amusement.

A hugely muscled man leapt out with a long orange hued spiked chain and hurled it at One-Less. The man's muscles were all oiled. He looked like a gladiator or wrestler with classically little clothing and a viciously aggressive manor about him. One-Less raised his hand and spoke the same words again. This time there was a brilliant flash, almost lost in the sunlight streaming into the room. Sparks exploded off the chain wielder but he was not slowed. He came forward swinging his terrible weapon.

"Etherias." Whispered One-Less calmly.

"Anti-chronomancy," Smirked the King "it wasn't cheap but there is nothing you can do about it."

The chain struck at One-Less but it passed through him and he was unharmed. The man swung again with the same result. He charged One-Less, stumbled and fell through the floor and vanished. The king finally looked worried. He motioned to a man beside him in the rich velvet robes. "Dispatch him."

The wizard signed and got up. "I hate chronomancers. You never know when they are going to have shown up and died-

"En Flame!"

A brilliant explosion of fire rocked the palace and exploded where One-Less had been. The wizard immediately knew his mistake but did not understand it. One-Less had actually come in through the side passage and not through the main entrance where the wizard had aimed the fireball. He wondered why he had sent the fireball in that direction if One-Less had come from the other way. Suddenly he knew the answer, "you've changed the past!"

One-Less, already standing beside the king, shrugged. The king was livid.

"You completely aimed in the wrong direction! You're incompetent! How could you possibly make such a mistake!"

The wizard grew angry himself and began another spell.

"I'm really getting sick of that. Every time you cast that spell you kill everyone but me and I have to do this over again." One-Less stated.

The wizard paused.

"Stasis." One-Less stated quickly, pointing two fingers at the wizard. The wizard had just enough time to look surprised and just kept looking that way as time stopped for him.

"And now your majesty let us talk about your policy of executing chronomancers."



Michael Short (order #2081358)

Michael Short (order #2081358)

# Chapter 13: Magic Items

*"I don't know what it does."*
*"Then it's dangerous."*

*I don't understand, I've studied this ring for days and still I do not understand what it does. The magic is alien to me but my pride will not let me move on without this secret being revealed, so I must put it on and see what it does. Some degree of death or success await me.*- Last entry in Count James journal *To Become A Chronomancer*.

## New Special Abilities

**Delayed Damage:** The wielder of this weapon can increase the weapons normal attack bonus. For each +1 enhancement bonus the weapon has to hit, he may add an additional +1 temporal bonus to hit, up to a maximum of +5. (A +2 weapon could have up to a total attack bonus of +4, a +5 weapon could have up to a total attack bonus of +10.) The wielder must decide upon the bonus at the beginning of his actions each round or it keeps using the bonus it had last round. For every additional +1 to hit, the damage is delayed 1 round.

Those who have been harmed this way are well aware of the attack and can feel the damage getting closer as time passes. A minor paradox, *planeshift* or *timeslide* can evade the damage. The subject can also make a resist temporal change check to negate the damage because it affects his future.

The character can prepare to take the damage. A Knowledge (temporal) or Intelligence check DC 15 reveals the nature of the weapon. A prepared action to cast a healing spell or drink a healing potion lowers the total damage allowing the subject to survive even if the total damage would have been fatal. The character can perform one action this way and could be assisted by up to six other characters around him each performing one readied action.

*Aura/CL:* Faint transmutation (chronomancy); *CL*: 5th; *Construction:* Craft Magic Arms and Armor, *timeslide*; *Price*: +1

**Time Shield:** Armor, shields or weapons with this enchantment can create a time bubble around the user, protecting him from the effects of different forms of time. As soon as the wearer encounters a different form of time, the bubble appears automatically. This allows the user to act as if in his normal time and provides immunity to stasis, temporal disorientation and provides a +4 bonus to saving throws vs paralyzation and allows him to pass from one type of time to another without risk of harm. The user can turn the bubble on and off as a free action requiring a command word. The bubble can be used up to an hour per day.

*Aura/CL:* Faint abjuration (chronomancy); *CL*: Chrono 5, sor 13, wiz 14; *Construction:* Craft Magic Arms and Armor, *coat of history*; *Price*: +1 bonus.

**Legendary:** Legendary status comes and goes. It is not something you can enchant a new item with (but you can enchant older items). It is when the stories of deeds performed with this item become so great that everyone has heard them, that this item takes on the legendary traits. If the stories are forgotten, the item is no longer legendary. It is up to the Game Master to determine when an item becomes legendary, or forgotten. The longer an item has been legendary the more difficult and longer it will take to be forgotten. Some items become part of folklore and are likely never to be forgotten, although they might not be recognized.

This ability can not be added to a new item, only one that has some incredible history. Further items can become legendary naturally, without any enchantment. Legendary items have a moral bonus of +1 to +5. This is added as a bonus to saving throws vs. fear and moral checks of allies who can see the item. It is also added as a penalty to moral checks made by enemies who recognize the legendary item. The Game Master may assign or remove legendary abilities for any item he feels has earned that status.

*Aura/CL:* Moderate divination; *CL*: 10+; *Construction*: Any craft feat; *Weight:* varies; *Price*: +1 to +5 bonus.

**White Steel:** A small cache of white steel was discovered deep in a dwarven mine and just about toppled a magical empire. White steel negates magic by absorbing it. It can absorb 100 spell levels per pound and then becomes used white steel. The negating effect radiates out from the white steel 1 foot per pound of white steel. It counters any spell which passed through this radius or any spell whose area of effect overlaps with this radius. White Steel naturally occurs after spending thousands of years in an antimagic zone.

One pound of white steel will also render useless a magic item if they are in contact for about a minute. Greater magic items may require two or more pounds of white steel. Only a huge amount of white steel could threaten an artifact.

Used white steel is ideal for making magic items. It is considered masterwork steel and holds a sharp edge. It always radiates magic even unenchanted. It has the same properties as mithril. The cost to enchant it is reduced by 10%.

The effects of white steel are blocked by a 1/4 inch of lead so most white steel weapons are stored in lead boxes. One foot of stone or three feet of wood will also block white steel. They are stored this way to protect allied wizards and make sure the white steel is not used up by the time it is needed.

*Aura/CL:* None; *CL*: Na*+; *Construction*: Na*; *Weight:* varies; *Price*: +1 bonus.

**Table 13-1: Memory Item Substances**

| Material | Hardness | HP* | Att/Dmg | Use |
|---|---|---|---|---|
| Paper/Rope | 0 | 2 | -2/Half | 1 |
| Liquids/dust | 0 | 2 | -2/Half | 1 |
| Glass | 1 | 1 | -1/Full | 4 |
| Ice | 0 | 3 | -1/Full | 4 |
| Wood | 5 | 10 | -1/-2 | 0 |
| Stone | 8 | 15 | -1/-1 | 0 |
| Iron | 10 | 30 | +0/+0 | 0 |
| White Steel / Grey Steel | 15 | 30 | +0/+0 | 0 |
| Mithril | 15 | 30 | +1/+1 | 0 |
| Adamanite | 20 | 40 | +2/+2 | 0 |

*Hit Points are per inch of thickness



Michael Short (order #2081358)

*White-steel is naturally occurring, but nega-psychics are capable of making it from mithril.

**Grey Steel:** This metal is a perverted creation. It is white steel that has been psionically drained so that it affects psionic powers as well as magic. Most spell casters and psionicists consider this material pure evil, but others herald it as their savoir against the evils of magic and psionics. In any case, it is very expensive to produce and mush rarer then other magical metals.

The effects of grey steel are blocked by a 1/4 inch of lead and most great steel weapons are stored in lead boxes.

*Aura/CL:* None; *CL*: Na*+; *Construction*: Na*; *Weight:* varies; *Price*: +2 bonus.

## Memory Items

**Memory Item:** Memory items appear as ghostly outlines of an item. They are all one color, usually white, red, green or blue. They are weightless and intangible but they react normally to their environment as if they were real. If you pick one up, you will not feel it in your hands but it will appear to be there. If you let it drop, it will fall back to the ground.

If you place material within the space of the memory item, the material will try to take on the shape and properties of the memory. If you have a memory sword and you dip it into liquid metal and then remove it, the memory will be filled with liquid metal that will cool into a forged sword of whatever kind the memory is. The new sword will have the same edge and strength, and weaknesses, as the original blade that the memory item was made from.

You can remove material from within a memory item. You simple will it to leave. However, the more like the memory the material has become, the harder it is to remove. Once the liquid metal has become a finished sword, the only way to remove it from the memory is to destroy the sword. Melting it back down or smashing it into pieces is sufficient.

You can place anything into a memory item, water, dust, soup, lava, leaves etc, and they will all assume the shape of the memory item. (See Table 12-1: Memory Item Substances, to determine how a memory item made of different materials functions.)

**Creation:** You create a memory item by destroying a real item and psionically harnessing the memory of it. You do not require a craft feat but you must know *living memory*, *memory item*, or *memory weapon*. (See these powers in Chapter 13: Spells.)

**Destruction:** Memory items are virtually indestructible and that is what their creator's would like everyone to believe. Anyone who believes that they can destroy a memory item can otherwise they can not. They must deliberately attack the memory directly and it must have no solid or liquid matter in it. They have the same hardness and hit points that the original item had but the attacker must hit an armor class of 20 with a 50% miss chance in order to damage it. You can also destroy a memory item with any effect that will permanently destroy a magical item such as the *Disjunction* spell.

*Aura/ML:* Strong Metacreativity; *ML*: 10th; *Construction*: Craft Universal Item, *memory item*, *memory weapon* or *living memory* (depending on item created); *Price*: +4 bonus

**Enchanting a Memory Item:** Memory Items can be enchanted just like any other item. You actually enchant the memory. Arcane and divine spell casters can enchant memory items but require the assistance of a 10th level psionicist (XP costs are paid by the spell caster in this case).

*Aura/CL or ML:* Strong abjuration or strong metacreativity: *CL* or *ML*: 10th; *Construction*: Craft Wondrous Item or Craft Universal Item, Either *memory item*, *memory weapon* or *living memory* (depending on item created) or *polymorph any object; Weight:* varies; *Price*: +4 bonus + enchantment bonus.

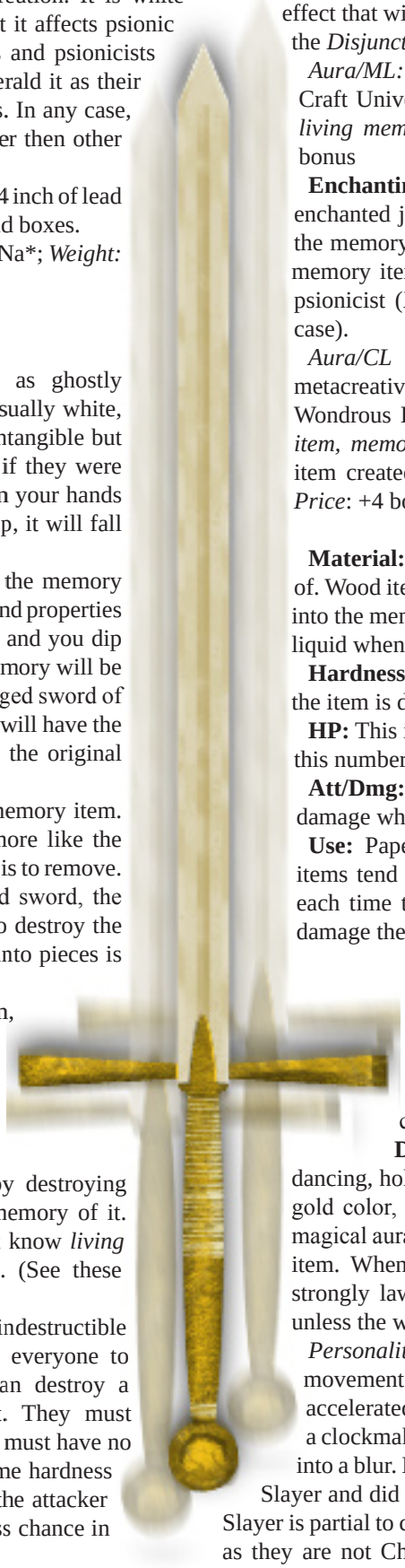
**Material:** This is the material the memory item is made of. Wood items can be created by allowing a plant to grow into the memory item. Glass: metal, stone and ice must be liquid when put into the memory item.

**Hardness:** This is how much damage is reduced, when the item is damaged.

**HP:** This is the number of hit points the item has. When this number reaches 0, the item is no longer usable.

**Att/Dmg:** These are the modifications to attack and damage when using an item made of this material.

**Use:** Paper, rope, liquid, dust, glass, ice and similar items tend to wear out very quickly. They take damage each time they are used to attack, otherwise this is the damage they take each day if they are used.



Blur Slayer

## Weapons

### Blur Slayer

This powerful, intelligent bastard sword was created to hunt undead, specifically blurs.

**Description:** A blur slayer is a +4 intelligent, dancing, holy, cold iron bastard sword. It is a pale grey or gold color, unremarkable in appearance. Only its strong magical aura gives away its nature as a significant magical item. When held by a paladin, or other person with a strongly lawful and good alignment, the weapon glows unless the wielder does not wish it to.

*Personality*: Blur Slayer is obsessed with proper movement and hates all forms of time travel and accelerated movement. The sword was commissioned by a clockmaker whose son had been killed and transformed into a blur. He hunted for his son for many years with Blur Slayer and did slay many blur, but never found his son. Blur Slayer is partial to characters with the Internal Clock Feat, as long as they are not Chronomancers. A Diplomacy check DC 15 is required to get Blur Slayer to do anything not somehow related to hunting blur.



Michael Short (order #2081358)

AL LG; Int 15, Wis 15, Cha 10; Speech, 120 ft. vision and hearing; Ego score 15.

*Lesser Powers*: *Timeslide* 3/day, *Greater Power: Slow* at will.

**Activation:** Blur Slayer's enhancement bonus, holy and cold iron properties are always active. Few owners discover all of Blur Slayer's other powers. It reveals them only when necessary to hunt blur. As a standard action Blur Slayer can activate its dancing ability or use *timeslide* up to 3 times per day. As a swift action it can manifest *slow*. The wielder can not activate these abilities but the sword lets the wielder think he can. The weapon never uses *timeslide* unless the wielder promises to return to his starting time.

**Effect:** Blur Slayer uses its spell and power-like abilities as a 15th level sorcerer. Anyone within 100 feet of the sword is affected by *slow* (even if the sword is sheathed). Each round anyone affected can attempt a Fortitude save DC 14 to negate the effect. As a standard action the sword can exclude a target from the effect (this exclusion lasts until the sword is sheathed or put down). If a significant number of persons (allies or foes) are unaffected by this ability, the sword will manifest *slow* again, forcing everyone unaffected to make a new saving throw. The ability isn't continuous, the sword just keeps manifesting *slow* when it expires, incase any blur are nearby. A Diplomacy check DC 25 can convince the sword to stop using the power for a little while.

**Aura/Caster Level:** Strong transmutation (chronomancy)/ 15th.

**Construction:** Craft Magic Arms and Armor, *animate object*, *slow*, *timeslide*, creator must be lawful good, 95 785gp, 7500xp, 96 days.

**Weight:** 6 lb.

**Price:** 189 535gp (+8 bonuses 128 000gp, intelligent 5000gp, timeslide 2/day 6500gp, slow at will 48 000gp, cold iron 2000gp, bastard sword 35gp)

## Compound Bow

This modern strength bow takes advantage of pulleys to deal extra damage.

**Description** Made of plastic and steel, a compound bow has a distinctive X pattern of bow strings which go over a pulley system at each end of the bow. Often a small quiver of 6 arrows is attached to the side of the bow. The bow can not be unstrung but the ends unscrew to release the tension. This item is technological rather than magical.

**Activation:** A compound bow is use activated.

**Effect:** The compound bow doubles the wielder's Strength bonus to damage inflicted with arrows shot from the bow. Each bow has a Strength rating. It will only double the strength bonus up to that amount. For example, a Str +4 compound bow will double strength bonuses up to +4. A wielder with a +3 Strength bonus would inflict +6 damage but someone with a +5 Strength bonus would only inflict 9 damage. These bows are quite expensive having a price of +1 per point of Strength rating. The Str +4 compound bow would have a +4 price.

**Aura/Caster Level:** No aura/NA

**Construction:** Creator must have access to modern tools, plastics and metals, Craft (bower) 5 ranks per +1 bonus

**Weight:** 3 lb.

**Price:** +1 to +4 bonus.

## Black's Left and Right

Famous western age pistols, these weapons have journeyed backwards and forwards through time.

**Description**: Black's Left and Right are powder black +5 twin western pistols. The gun metal is always cold to the touch, except after firing. The rosewood grips are smooth and comfortably at room temperature.

**Activation:** These weapons are use activated.

**Effect:** Anyone wielding Black's Left and Right gains the benefit of the Two-Weapon Fighting feat. Anyone with this feat gains the Improved Two-Weapon Fighting feat instead. Anyone with Improved Two-Weapon Fighting can make 1 extra attack (as a haste action which does not stack with *haste*) when making a full attack action. These weapons are always found together unless one has been destroyed. If separated, luck and fate conspire strongly to bring them back together. (See Western Pistol under Western Gunslinger in Chapter 2: Prestige Classes.)

**Aura/Caster Level:** Strong enchantment/15th.

**Construction:** Craft Magic Arms and Armor, 72 600gp, 5760xp, 73 days.

**Weight:** 3 lb. each

**Price:** 144 600gp

## Link's Chains

These locking spike chains are used to restrain persons.

**Description:** Link's chains are long polished steel +4 spiked chains that have locking links. There is leather padding on the inside of each chain that dulls the clinking sound chains normally make.

**Activation:** Link's chains are use activated. If the wielder successfully grapples and pins an opponent, he can tie them in the chains as a standard action.

**Effect:** Anyone wrapped in the chains is affected by *dimensional anchor* and can not use any kind of extradimensional movement (*dimensional door*, *gate*, *teleport* and so forth). Once tied in the chains, if the subject tries to escape he makes an Escape Artist check opposed by the wielders Rope Use check which gains a +14 bonus, instead of the normal +10 bonus (see Use Rope in Skills area of the Core Handbook).

**Aura/Caster Level:** Strong abjuration/12th.

**Construction:** Craft Magic Arms and Armor, *dimensional anchor*, 31025gp, 1120xp, 60 days.

**Weight:** 10 lb.

**Price:** 59 025gp(+4 bonus 32 000gp, *dimensional anchor* 24 000gp, adamantine spiked chain 3025gp)

## Lurn's Heart Bow

Carved from the oldest tree, this living bow's art value is greater than the cost of its enchantments.

**Description:** This intricate Elvin shortbow functions as a +4 keen darkwood shortbow. It was carved from the almost black



Michael Short (order #2081358)

wood from the longest lived tree on an ancient plane of existence. Emerald green leaves sprout from either end of the bow and the string is said to be the heartstring of a god who does not exist yet. The bow is always found with a quiver of 50 custom adamantine arrows, each marked with a painted black billiard ball with a -1 on them.

The bow typically fetches up to twice the listed price when sold by persons who know its history. The story goes that One-Less made the bow for Lurn Chaotica but died before he could deliver it. She found the bow in his dead hands and nearly died in the same way, but used the bow to save her life. The story varies. Sometimes One-Less died of cold and she used the bow to ice fish and start a fire and other times One-Less was killed by a great beast brought down by a single arrow fired by Lurn.

**Activation:** The bow's abilities are use activated.

**Effect:** The bow functions as a +4 keen darkwood shortbow. The custom arrows provide a +4 circumstance bonus to hit when fired from this bow. This stacks with the +4 enhancement bonus for a total +8 to hit (with no bonus to damage). The bow has a hardness of 30 and 10 hit points. It heals 1 hit point per hour if damaged.

**Aura/Caster Level:** Strong enchantment/16th.

**Construction:** Craft Magic Arms and Armor, *greater magic weapon, keen edge,* 28 360gp, 2000xp, 29 days.

**Weight:** 2 lb (bow) plus 7.5lb (arrows and quiver).

**Price:** 53 360gp(+5 bow bonus 50 000gp, dark wood 30gp, masterwork shortbow 330gp, 50 adamantine arrows 3000gp)

### The Sword of One-Less

This plain bastard sword is the weapon of choice for One-Less.

**Description:** This simple looking hand and a half sword bears no jewels or fancy carvings except for a small number of temporal symbols. It is in good shape but bears some scars from previous battles.

**Activation:** This weapon is use activated.

**Effect:** The sword of One-Less functions as a +5 adamantine, ghost touch bastard sword with the special ability that it can strike any creature, even incorporeal or ethereal. A critical hit can even cut through a forcefield to strike someone immediately on the other side. (The hole closes immediately after.) It reduces any damage reduction it does not bypass by 5 points. (This includes the barbarian class ability to reduce damage and epic damage reduction or better.) This sword is made of materials native to the Temporal Horizon and if lost eventually shifts back to the Temporal Horizon.

**Aura/Caster Level:** Strong enchantment (chronomancy)/ 18th.

**Construction:** Craft Magic Arms and Armor, *greater magic weapon, planeshift,* 52 035gp, 3920xp, 102 days

**Weight:** 6 lb.

**Price:** *Price* 101 035gp (+7 bonus 98 000gp, adamantine 3000gp, bastard sword 35gp)

## Armor

### Quantum Armor

This sparkling chainshirt allows the wearer to time travel.

**Description:** Quantum armor is made of gleaming metal links and requires virtually no maintenance. It resists rusting, even underwater although magical rusting affects it normally. Otherwise it appears as a normal chain shirt.

**Activation:** The armor's enhancement bonus is always active. The wearer can use *timeslide*. Activating this ability takes 3 rounds plus 1 round per additional person and requires verbal and somatic components.

**Effect:** The wearer can *timeslide* twice per day as a 15th level sorcerer.

**Aura/Caster Level:** Strong transmutation (chronomancy)

**Construction:** Craft Magic Arms and Armor, *timeslide,* 10 537gp, 843xp, 22 days

**Weight:** 25 lb.

**Price:** 21 074gp

### Sidebar: Cover, Concealment and Tower Shields

**Concealment:** provides a 20% miss chance and you may Hide.

**Total Concealment:** This provides a 50% miss chance, prevents attacks of opportunity against you and you may Hide.

**Varying Degrees of Concealment:** The miss chance may be greater or lesser, at the DM's discretion based on the type of concealment.

**Cover:** Cover grants you a +4 bonus to AC, prevents attacks of opportunity, grants a +2 bonus on Reflex saves against that attacks originating from the other side of the cover and you may Hide.

**Soft Cover:** Creatures, even enemies, provide soft cover and gives you a +4 bonus to AC but no other bonus.

**Total Cover:** Creatures can not attack you, and you can not attack them, if you have total cover against them.

**Improved Cover:** Not quite total cover, but better than cover, improved cover provides a +8 bonus to AC and +4 bonus to Reflex saves against attacks originating from the other side of the cover and grants a +10 bonus to Hide checks.

**Hide:** Using a tower shield to Hide is only effective against people on the other side of the tower shield. Anyone who moves to another side can see you.

### Shield of Temporal Cover

This Roman tower shield provides cover without blocking sight.

**Description:** This roman legionnaire style steel tower shield is naturally transparent, like glass but with all the properties of steel.

**Activation:** As a standard action, speaking the command word activates the shield's temporal cover ability.

**Effect:** The shield takes on the defensive properties of the nearest cover or concealment if there is any within 100 feet. When providing concealment, the user still gains the +4 shield bonus to AC. If the wearer moves more then 100ft away from that cover or concealment, the shield stops providing that protection and becomes a normal, but transparent, tower shield again.

**Aura/Caster Level:** Faint Abjuration/3rd.

**Construction:** Magic Arms and Armor, *temporal cover,* 12 030gp, 960xp, 24 days



Michael Short (order #2081358)

**Weight:** 45 lb.
**Price:** 24 030gp.

### Shield of the Nega-Psychic

This black shield is almost always effective.

**Description:** This +2 ghost touch, light wooden shield is made of polished black hard wood which has the properties of mithril by means of magical hardening (there is no spell failure with this item). It is light and virtually undamaged despite its frequent use.

**Activation:** This shield is use activated.

**Effect:** The shield of the Nega-Psychic applies its defense bonus against touch attacks, ranged touch attacks, attacks from ethereal and incorporeal sources and weapons such as those with the brilliant energy ability. If used to shield-bash, it can strike incorporeal and ethereal creatures without a miss chance.

**Aura/Caster Level:** Faint abjuration (chronomancy)/9th.

**Construction:** Craft Magic Arms and Armor, creator must be a nega-psychic, 9003gp, 640xp, 17 days

**Weight:** 5 lb.
**Price:** 17 003gp.

## Potions

### Backwards Healing Potion

These unusual potions are popular with time travelers.

**Description:** Backwards healing potions appear as normal healing potions except the liquid moves through time backwards. This kind of healing potion can be found in all the forms that healing potions come in (*cure light wounds*, *cure moderate wounds* etc).

**Activation:** Drinking the potion readies the potion in the imbiber's system. The next time the imbiber takes damage, the effect occurs.

**Effect:** Instead of healing damage, the next time the imbiber is injured the potion reduces the damage by the amount it would normally heal. The potion remains in effect, ready to counteract injury, for up to one week. One can drink multiple backwards healing potions but they don't stack. They all trigger against the next damage received, but only the one providing the most damage reduction is applied. Drinking multiple potions can be dangerous. 1d4 hours after drinking a backwards healing potion it has been digested and it is no longer dangerous to drink another potion – unless it is another backwards healing potion.

**Aura/Caster Level:** Faint transmutation (chronomancy)/10th.

**Construction:** Brew Potion, *timeslide*, 50gp, 4 xp, 1 day (*cure light wounds*) or 300gp, 24xp, 1 day (*cure moderate wounds*) or 750gp, 60xp, 1 day (*cure serious wounds*).

**Weight:** 1/16th lb (1 ounce).

**Price:** 100gp (*cure light wounds*), 600gp (*cure moderate wounds*), 1500gp (*cure serious wounds*).

### Burgeons Bourbon

A popular but infamous drink.

**Description:** This odd mixture is of dubious origin but carries the name of the chronomancer who brought it to the Chronomaster's Guild Hall. Quite possibly nothing more then bourbon and some kind of healing potion mixed ogether it has gained some failing popularity. The potions are brown or light pink and smell of bourbon.

**Activation:** Drinking the potion activates the effect.

**Effect:** This mixture causes the immediate healing of 1d8+5 hit points but the imbiber also suffers a -1 penalty to all his d20 rolls for an hour. This effect is cumulative.

*"Ah 1974, a wonderful year."*

**Aura/Caster Level:** Faint conjuration (chronomancer)/10th.

**Construction:** Temporal Access, Brew Potion, 50gp, 4xp, 1 day.

**Weight:** 1 lb.
**Price:** 100gp.

### Temporal Hit potion

This potion appears to be water.

**Description:** Appearing like water, usually in a clear transparent container, this liquid is actually from 1 round into the future. It provides the benefit of the *temporal hit* spell.

**Activation:** Drinking the liquid activates the effect.

**Effect:** The imbiber gains a +1 temporal bonus to attack rolls for 10 rounds.

This acts as the spell *temporal hit* and lasts for 10 rounds.

**Aura/Caster Level:** Faint illusion (chronomancy)/10th.

**Construction:** Brew Potion, *temporal hit*, 25gp, 2xp, 1 day

**Weight:** 1/16th lb. (1 ounce).

**Price:** 50gp.

### Temporal Miss potion

This potion appears to be water.

**Description:** Appearing like water, usually in a clear transparent container, this liquid is actually from 1 round into the past. It provides the benefit of the *temporal miss* spell.

**Activation:** Drinking the liquid activates the effect.

**Effect:** The imbiber gains a +2 temporal bonus to AC and a 10% miss chance against ranged attacks for 10 rounds.

**Aura/Caster Level:** Faint illusion (chronomancy)/10th.

**Construction:** Brew Potion, *temporal miss*, 25gp, 2xp, 1 day

**Weight:** 1/16th lb. (1 ounce).

**Price:** 50gp.

## Rings

Rings, even those with chronomancy abilities, can be used by anyone. (See the Magical Items section in the Game Master's Core Rulebook for ring descriptions.)

### Temporal Hit

This ring provides an increased chance to hit.

**Description:** This plain gold ring is from one round into the future. It has no special markings, gems or patterns.

**Activation:** Wearing the ring activates its abilities.

**Effect:** The ring continually grants the user the effects of the *temporal hit* spell. The wearer appears one second ahead of his actual motion granting him a +1 temporal bonus to attack rolls as his opponents misjudge his blows. Anything that happens to the ring, such as damage or destruction, happens 1 round early, which



Michael Short (order #2081358)

may provide a warning to the wearer.

**Aura/Caster Level:** Faint illusion (chronomancy)/1st,

**Construction:** Forge Ring, *temporal hit*, 4000gp, 320xp, 8 days

**Weight:** —

**Price:** 8000gp

## Sidebar: Future Warnings

A ring of temporal hit can provide the wearer with information about the future. Since time travel isn't actually available, some co-operation with the DM is required. The player is well advised to talk to his DM, reminding her or the ring, especially before entering dangerous areas, so that she has a chance to provide some warning. Alternatively the ring may provide a +1 temporal bonus to saving throws the wearer becomes aware of ahead of time. The ring might get hot, or cold or make some other change to provide this warning.

### Temporal Miss

This ring decreases the chances of being hit.

**Description:** This plain silver ring is from 1 round in the past.

**Activation:** Wearing the ring activates its effect.

**Effect:** This ring continually grants the user the effects of a *temporal miss* spell. The wearer appears one second behind his action motion granting him a +2 temporal bonus to armor class and a 10% miss chance against ranged attacks.

**Aura/Caster Level:** Faint illusion (chronomancy)/1st.

**Construction:** Forge Ring, *temporal miss*, 4000gp, 320xp, 8 days

**Weight:** —

**Price:** 8000gp.

### Time Leech

This ring eats time.

**Description:** A time leech ring is silver band etched with runes from many languages, all meaning 'hurry up' or 'faster'

**Activation:** Wearing the ring activates its action stealing ability. Spending one or more *haste* charges is a free action requiring only a thought.

**Effect:** Anyone within 30 feet of the wearer who is benefiting from a *haste* bonus must make a Fortitude save DC 15 each round or lose the benefits of that *haste* bonus for that round. Each time someone fails their save the ring gains a *haste* charge. It can hold up to 10 charges. Spending one or more charges grants the wearer *haste* for 1 round per charge spent.

**Aura/Caster Level:** Faint transmutation (chronomancy)/1st.

**Construction:** Forge Ring, *haste*, 20 000gp, 1600xp, 40 days

**Weight:** —

**Price:** 40 000gp.

No symbols, no instructions, certainly no date, just simple gold, the trademark of temporal items.

MARK CHARKE

## Psionic Rings

Psionic rings are produced in the same fashion as magical rings and require the same feat.

### Lurn's Wedding Band

This item allows the wearer to share hit points with another.

**Description:** This legendary item is said not to exist. Never the less, it has been identified and its properties become known. There are two such rings. Both are silver and gold braided bands of adamantine. One large emerald and two smaller ones on either side are set into the band.

**Activation:** All of this rings abilities are activated, by will, as an immediate action.

**Effect:** The wearer can tell where the other wearer is as if by *discern location*. The wearers can exchange hit points and power points. If a spell or psionic power affects one wearer, either wearer can have it affect the other wearer instead. Whichever wearer is affected gets a saving throw normally. Normally the other wearer must be willing. In case both want to sacrifice themselves, an opposed Will saving throw determines who decides.

**Aura/Manifester Level:** Strong telepathy/15th.

**Construction:** Craft Ring, *spirit link*, 100 000gp, 8000xp, 200 days.

**Weight:** —.

**Price:** 200 000gp (each ring).

### Ring of Null Electric Field

This ring stops electricity.

**Description:** This bluish silver ring always feels cold and when it is put on there is a slight smell of ozone. The ring is mithril and there is an electrical arc etched on the inside of the ring.

**Activation:** Wearing the ring activates its abilities.

**Effect:** When worn the ring emits a constant *null electric field* with a 10ft radius; Spell casters and power manifesters within that range must succeed at a Concentration check (DC 15 + spell/power level) to use spells or powers with the lightning descriptor or which produce lightning or electricity. Everyone in the area gains lightning resistance: 5 and lightning elementals and similar creatures must make a Will save DC 15 to enter the field. Everyone in the field gains a +2 circumstance bonus to Concentration and



Michael Short (order #2081358)

Listen checks and is immune to disease caused by electricity.

**Aura/Manifester Level:** Faint psychometabolism/10th.

**Construction:** Forge Ring, *null electric field,* 60 000gp, 4800xp, 120 days.

**Weight:** —.

**Price:** 120 000gp.

## Ring of Resist Temporal Resistance

This ring helps the wearer resist temporal change.

**Description:** This delicate ring is made from crystal and may be of any hue.

**Activation:** Wearing the ring activates its abilities.

**Effect:** This crystalline ring continually grants the wearer a +10 enhancement bonus to resist temporal change checks. (See Resist Temporal Change in Chapter 6: Troubled Time.)

**Aura/Caster Level:** Strong chronomancy/5th.

**Construction:** Craft Ring, creator must have the Temporal Resistance feat, 12 500gp, 1000xp, 25 days.

**Weight:** —.

**Price:** 25 000gp.

## Ring Watch

A watch for the fingers.

**Description:** This simple bronze band is flat on one side with an LCD screen and displays the time. Some small buttons allow the user to set the time.

**Activation:** Using the ring is the same as using a watch. It requires a full round action to set or change the time but only a free action to check the time.

**Effect:** This crystal ring displays the time, granting a +20 bonus to Knowledge (temporal) checks used to determine the time in the same time that the ring was created in. In other forms of time the ring provides a +2 synergy bonus to determine the time or passage of time.

**Aura/Caster Level:** Faint chronomancy/5th.

**Construction:** Craft Ring, creator must have the Temporal Resistance; feat, 2000gp, 160xp, 4 days.

**Weight:** —.

**Price:** 4000gp.

# Scrolls

Chronomancy scrolls function exactly as normal scrolls. If scrolls are found on persons or creatures, on in places related to the study of chronomancy or time travel, about 25% of them should be chronomancy scrolls in which case use the GM's Core Rulebook to determine the level and number of such a scrolls and roll on the following table to determine which spell it contains.. (See the Magic Items section in the GM's Core Rulebook for scroll descriptions.)

Non-chronomancers can use and scribe chronomancy scrolls that appear on their class list, albeit this is usually at a higher level then chronomancers. To chronomancers these scrolls are still only worth the market price for a chronomancer to produce them, but in a market with few or no chronomancers a non-chronomancer might find a buyer for a profit. Characters without temporal access can not use chronomancy scrolls exclusive to the chronomancer spell list. (This includes all time travel spells.)

Occasionally a scroll will be a backwards scroll. (About 1%) The spell can not be cast from the scroll and will eventually fade from the surface of the parchment.

### Table 13-2: Arcane Spell Scrolls

**0-level arcane spells**

| | |
|---|---|
| Detect Chronomancy | 25gp |
| Drag Horizon Gate | 25gp |
| Force Cube | 25gp |
| Future Hand | 25gp |

**1st-level arcane spells**

| d% | Spell | Market Price |
|---|---|---|
| | Clock | 25gp |
| | Detect Temporal Anomaly | 25gp |
| | Identify Universe | 25gp |
| | Lasting Breath | 25gp |
| | Locate Fundamental Present | 25gp |
| | Locate Wormhole | 25gp |
| | Paradox Warning | 25gp |
| | Precognitive Sense | 25gp |
| | Protected Memory | 25gp |
| | Slow Metabolism | 25gp |
| | Speed Metabolism | 25gp |
| | Temporal Hit | 25gp |
| | Temporal Miss | 25gp |
| | Where in Time | 25gp |

**2nd-level arcane spells**

| d% | Spell | Market Price |
|---|---|---|
| | Age plant | 150gp |
| | Coat of History | 150gp |
| | Decay | 150gp |
| | Haste | 375gp |
| | Life Sounding | 150gp |
| | Preserve | 150gp |
| | Reverse Plant Aging | 150gp |
| | Slow | 150gp |
| | Time Warp | 150gp |
| | Temporal Cover | 150gp |
| | Timeslide* | 700gp |

**3rd-level arcane spells**

| d% | Spell | Market Price |
|---|---|---|
| | Assault Stasis | 375gp |
| | Combat Manager | 700gp |
| | Elvinshire's Traveler's Kit | 375gp |
| | Iatre's Meddling | 375gp |
| | Feat Swap | 700gp |
| | Follow Chronomancer | 375gp |
| | Life Tether | 375gp |
| | Selective Invisibility | 375gp |
| | Step | 375gp |
| | Temporal Attunement | 375gp |
| | Time Meddle | 375gp |
| | Time Snare | 375gp |

**4th-level arcane spells**

| d% | Spell | Market Price |
|---|---|---|
| | Age Enchantment | 700gp |
| | Fires of the Past | 700gp |
| | Greater Timeslide | 700gp |



Michael Short (order #2081358)

| | |
|---|---|
| Like There is No Tomorrow | 700gp |
| Minor Paradox | 700gp |
| Modify Spell | 700gp |
| One Less Feat | 700gp |
| Prophecy | 700gp |
| Set the Period | 700gp |
| Spell the Past | 700gp |
| Steal the Future | 700gp |
| Temporal Push | 700gp |
| Time Bubble | 700gp |
| Timeheal | 700gp |
| Time Shudder | 700gp |
| Time Skip | 700gp |
| Crusher's Temporal Disjunction | 700gp |

**5th-level arcane spells**

| d% | Spell | Market Price |
|---|---|---|
| | Age animal | 1125gp |
| | Su-Citra's Devolutionary Warrior | 1125gp |
| | Contact other Time | 1125gp |
| | Create Slipgate | 1125gp |
| | Differential Stoneskin | 1125gp |
| | Improved Protected Memory | 1125gp |
| | Improved Selective Invisibility | 1125gp |
| | Lingering After Image | 1125gp |
| | Non-Paradoxis | 1125gp |
| | One-Less's Timeslide | 3000gp |
| | Personal Time | 1125gp |
| | Place in the Past | 1125gp |
| | Protected Past | 1125gp |
| | Reverse Animal Aging | 1125gp |
| | Skill Swap | 1125gp |
| | Wall of Time | 1125gp |

**6th-level arcane spells**

| d% | Spell | Market Price |
|---|---|---|
| | Conceal Temporal Anomaly | 1650gp |
| | The Count's Enumeration | 1650gp |
| | El-Carpedium's Hands | 2275gp |
| | Magic Manager | 2275gp |
| | Mass Temporal Attunement | 1650gp |
| | Paradox | 2275gp |
| | Shard | 1650gp |
| | Temporal Maze | 1650gp |
| | Thread hop | 1650gp |
| | Walk Across the Perspective | 1650gp |

**7th-level arcane spells**

| d% | Spell | Market Price |
|---|---|---|
| | Die Later | 2275gp |
| | Improved Coat of History | 2275gp |
| | Improved Protected Past | 2275gp |
| | Mass Combat Manager | 2275gp |
| | Move Wormhole Corridor | 2275gp |
| | Slide to Temporal Present | 2275gp |
| | Temporal Eye | 2275gp |
| | Crusher's Delayed Damage | 2275gp |

**8th-level arcane spells**

| d% | Spell | Market Price |
|---|---|---|
| | Accelerate Lifeline | 3000gp |
| | Greater Spell the Past | 3000gp |
| | Reverse Lifeline | 28700gp |
| | Timeline shield | 3000gp |
| | Timereaver | 3000gp |

**9th-level arcane spells**

| d% | Spell | Market Price |
|---|---|---|

## Table 13-4: Wands

| Minor | Medium | Major | Wand | Price |
|---|---|---|---|---|
| 01-03 | | | Detect Chronomancy | 375gp |
| 04-06 | | | Drag Horizon Gate | 375gp |
| 06-09 | | | Force Cube | 375gp |
| 10-12 | | | Future Hand | 375gp |
| 13-15 | 01-03 | | Clock | 750gp |
| 16-18 | 04-06 | | Detect Temporal Anomaly | 750gp |
| 19-21 | 06-09 | | Identify Universe | 750gp |
| 22-24 | 10-12 | | Located Fundamental Present | 750gp |
| 25-27 | 13-15 | | Locate Wormhole | 750gp |
| 28-30 | 16-18 | | Paradox Warning | 750gp |
| 31-33 | 19-21 | | Precognitive Sense | 750gp |
| 34-36 | 22-24 | | Protected Memory | 750gp |
| 37-39 | 25-27 | | Slow Metabolism | 750gp |
| 40-42 | 28-30 | | Speed Metabolism | 750gp |
| 43-45 | 31-33 | | Temporal Hit | 750gp |
| 46-48 | 34-36 | | Temporal Miss | 750gp |
| 49-51 | 37-39 | | Where in Time | 750gp |
| 52-54 | 40-42 | 01-03 | Age plant | 4500gp |
| 55-57 | 43-45 | 04-06 | Coat of History | 4500gp |
| 58-60 | 46-48 | 06-09 | Decay | 4500gp |
| 61-63 | 49-51 | 10-12 | Haste | 4500gp |
| 63-66 | 52-54 | 13-15 | Life Sounding | 5000gp |
| 67-69 | 55-57 | 16-18 | Preserve | 4500gp |
| 70-72 | 58-60 | 19-21 | Reverse Plant Aging | 4500gp |
| 73-75 | 61-63 | 22-24 | Slow | 4500gp |
| 76-78 | 63-66 | 25-27 | Time Warp | 4500gp |
| 79-80 | 67-69 | 28-30 | Temporal Cover | 4500gp |
| 81-100 | 70-72 | 31-33 | Timeslide* | 4500gp |
| | 73-74 | 34-36 | Assault Stasis | 11650gp |
| | 75-77 | 37-39 | Combat Manager | 11250gp |
| | 78-80 | 40-42 | Elvinshire's Travelers' Kit | 11250gp |
| | 81-83 | 43-45 | Iatre's Meddling | 11250gp |
| | 84-86 | 46-48 | Feat Swap | 11250gp |
| | 87-88 | 49-51 | Follow Chronomancer | 11250gp |
| | 89-90 | 52-54 | Life Tether | 11250gp |
| | 91-92 | 55-57 | Selective Invisibility | 11250gp |
| | 93-94 | 58-60 | Step | 11250gp |
| | 95-96 | 61-63 | Temporal Attunement | 11250gp |
| | 97-98 | 63-66 | Time Meddle | 11250gp |
| | 99-100 | 67-69 | Time Snare | 11250gp |
| | | 70-71 | Age Enchantment | 21000gp |
| | | 72-73 | Fires of the Past | 21000gp |
| | | 74-75 | Greater Timeslide | 21000gp |
| | | 76-77 | Like There is No Tomorrow | 21000gp |
| | | 78-79 | Minor Paradox | 21000gp |
| | | 80-81 | Modify Spell | 21000gp |
| | | 82-83 | One Less Feat | 21000gp |
| | | 84-85 | Prophecy | 271000gp |
| | | 86-87 | Set the Period | 21000gp |
| | | 88-89 | Spell the Past | 21000gp |
| | | 90-91 | Steal the Future | 21000gp |
| | | 92-93 | Temporal Push | 21000gp |
| | | 94-95 | Time Bubble | 21000gp |
| | | 96-97 | Timeheal | 21000gp |
| | | 98 | Time Shudder | 21000gp |
| | | 99 | Time Skip | 21000gp |
| | | 100 | Crusher's Temporal Disjunction | 21000gp |

*A *timeslide* wand takes 3 rounds plus 1 round per additional person to activate.



Michael Short (order #2081358)

| | |
|---|---|
| Create Wormhole | 3825gp |
| Dark Red's Timeslide | 28700gp |
| Elvinshire's Time Travel | 28700gp |
| Greater Non-Paradoxis | 3825gp |
| Greater Shard | 3825gp |
| Greater Time Skip | 3825gp |
| Lurn's Timereaver | Priceless |
| Major Paradox | 28700gp |
| Mend Time Line | 3825gp |
| Obliviate | 7650gp |
| Severed Lifeline | 3825gp |
| Temporal Shell | 3825gp |
| Time Stop | 3825gp |
| Try Again | 3825gp |
| Universal Aura | 3825gp |

*A *timeslide* scroll takes 3 rounds plus 1 round per additional person to activate.

### Table 13-3: Divine Spell Scrolls

**1st level divine spells**

| d% | Spell | Market Price |
|---|---|---|
| **0th-level divine spells** | | |
| | Detect Chronomancy | 25gp |
| **1st-level divine spells** | | |
| | Touch the Divine* | 25gp |

**3rd level divine spells**

| d% | Spell | Market Price |
|---|---|---|
| | Elvinshire's Travelers' Kit | 375gp |

**5th level divine spells**

| d% | Spell | Market Price |
|---|---|---|
| | Detect Temporal Anomaly | 1125gp |

**6th level divine spells**

| d% | Spell | Market Price |
|---|---|---|
| | Heaven's Touch | 1650gp |

**8th level divine spells**

| d% | Spell | Market Price |
|---|---|---|
| | Fires of the Past | 3000gp |

*See Gods in Gaffer's Chaos in Chapter 8: Gaffer's Chaos.

**Lurn's Trap Scroll**

This scroll reads the reader.

**Description:** This scroll looks identical to a 3rd level arcane or divine chronomancy scroll.

**Activation:** Anyone trying to read the scroll with *read magic* is affected by the effect.

**Effect:** The reader must succeed at a will save DC 25 or become enthralled and read the entire document. This takes about one hour. It contains a story about one of Lurn's daring adventures or some lesson in morality. The story concludes by reprimanding the reader for trying to steal her spells. These scrolls originated in Lurn's spell library but became distributed among friends and eventually copied and spread across time. Sometimes she leaves them deliberately to provide information to others.

**Aura/Manifester Level:** Faint divination* (chronomancy)/9th.

**Construction:** Scribe Scroll, *curse*, 450gp, 28xp, 1 day.

**Weight:** —.

**Price:** 700gp.

*This magical item appears to be magical in nature, but it is in fact a psionic item.

## Wands

*"Made with care, now go blow something up."*

The wands listed below which replicate chronomancy spells are created at the lowest level possible, which means they must be produced by a chronomancer and only characters who could normally use wands and who have temporal access can activate them.

Clerics, wizards, sorcerers and other non-temporal classes generally do not produce chronomancy wands because of the cost. They can only produce chronomancy wands from chronomancy spells that appear on their spell list. They must produce them as higher level spells. Unless they are in an area where chronomancy is rare or unknown, these wands sell only at the price based on the level the chronomancer can use the spell at. Further since most chronomancy is 5th level or higher, non-chronomancers can not make such wands.

## Dorjes (Psionic Wands)

To use a dorje, which contains a chronomancy power, one must be able to use dorje's normally and have temporal access.

Unlike wands, dorjes can contain spells of up to 9th level. This allows psions of high level to be able to produce a number of chronomancy dorjes using chronomancy powers on their power list. Few psions take chronomancy powers and coupled with the increased cost, there are very few chronomancy dorjes made by non-chronomancers. These dorjes, however, do not require the user to have temporal access.

### The Shard of Ra

This dorje has multiple effects.

**Description:** An unusual item, this dojre comes from ancient Egypt, not known for having psionicists. It is a long brilliant red crystal the length of a wand, that looks as though it was broken off at one end. This item is found with 1 to 50 charges.

**Activation:** This dorje uses a power trigger activation like most dorjes meaning the power must appear on the users class list or they must use Use Magic Device to activate the dorje.

**Effect:** The Shard of Ra can manifest more then one different power, each at the cost of 1 charge. The powers are *feel light*, *control light*, *control flames* and *energy burst*. Unlike normal dorjes this one regains one charge each month provided it is exposed to sunlight each day.

**Aura/Caster Level:** Faint psychokinesis/5th.

**Construction:** Craft Dojre, *feel light*, *control light*, *control flames* and *energy burst*, 34 125gp, 2730xp, 69days.

**Weight:** 1/16th lb. (1 ounce).

**Price:** 68 250gp.

## Staffs

### School Staff of Chronomancy

This is the staff of the chronomancer.

**Description:** This staff is made from red wood. It looks simple enough until closely examined. It is completely covered with



Michael Short (order #2081358)

tiny writing; thousands of times and dates written on the staff. A school staff incorporates a suite of spells from a given schools of magic. Such items are particularly useful to specialist wizards and casters with the Spell Focus feat.

**Activation:** Only characters with the temporal spells ability can activate this staff without using the Use Magic Device skill. Activating each ability costs one or more charges, listed below and takes a standard action except for *time slip* which takes 3 rounds plus 1 round per additional person.

**Effect:** This staff has the following spells.

*Timeslide* (1 charge)
*Where in time* (1 charge)
*Temporal cover* (1 charge)
*Follow chronomancer* (1 charge DC 19)
*Protected memory* (1 charge)
*Fires of the Past* (2 charges, DC 18)

**Aura/Caster Level:** Strong transmutation (chronomancy)/13th.

**Construction:** Craft Staff, *fires of the past, follow chronomancer, protected memory, temporal cover, timeslide, where in time*, 51 000gp, 4080xp, 102 days.

**Weight:** 5 lb.

**Price:** 102 000gp.

## Wondrous Items

Temporal wondrous items can be used by anyone, unless the description says otherwise. However, they are much rarer then standard items as only those with temporal access can construct them.

### Amulet of Interpretation

This amulet translates languages for you.

**Description:** This amulet looks like a mouth its tongue stuck out. It does not actually speak but allows you to understand languages telepathically.

**Activation:** Wearing the amulet activates its abilities.

**Effect:** This item functions similar to a *tongues* spell, granting the wearer knowledge of up to three additional languages. The amulet chooses new languages each hour, selecting the first three languages spoke aloud that the wearer does not know.

**Aura/Caster Level:** Faint divination/5th.

**Construction:** Craft Wondrous Item, *tongues*, 1500gp, 120xp, 3 days.

**Weight:** —.

**Price:** 3000gp.

### Burgeons Spellbook

Known as the Beer Book.

**Description:** When first found this appears to be a liquid spellbook (see below). It can only be read when made of liquid but it transforms any liquid into an alcohol that can be absorbed by the skin. Otherwise it functions as a liquid spellbook.

**Activation:** Handling the spellbook triggers the effect.

**Effect:** Anyone who handles the book for any length of time will find themselves quite drunk. They suffer a -1 cumulative penalty to all d20 rolls for every ten minutes they handled the book. This lasts for 1 hour per ten minutes the book was handled. Liquids removed from the book revert to normal after this time. While these books are considered a nuisance, when found usually contain 1d20 random spells, half of them being chronomancy spells.

**Aura/Manifester Level:** Moderate Psychoportation/10th.

**Construction:** Craft Universal item, *teleport; memory item*, 25 015gp*; 2000xp, 50 days.

**Weight:** 3 lb.

**Price:** 50 000gp*.

*Plus the cost of writing each spell into the original book (100gp per spell level), and any costs to acquire the spells.

### Chronosuit

The classical wear of chronomancers.

**Description:** A chronosuit is a white, skin tight body suit. They are very thin and light but warm enough to wear in a cold, snowy environment but not in extreme cold. At the same time they breathe and are excellent for tropical environments. Water does not adversely affect them but they are not waterproof. These properties of the suit are not magical but the result of the synthetic fibers the suit is made of. Chronosuits are all manufactured in the city of Morgue, which resides in the distant future of a fixed time plane. Similar to the *cloak of the chronomancer* chronosuits all have the same non-magical properties but are usually custom enchanted further, than listed here, by their owners.

**Activation:** Wearing the chronosuit activates its abilities.

**Effect:** The wearer gains a +2 circumstance bonus against chronomancy spells and effects and a +5 enhancement bonus to resist temporal change. (See Resist Temporal Change in chapter 6: Troubled time). All chronosuits are white except those from alternate universes and provide a +10 circumstance bonus to Hide checks in snowy environments and on the Temporal Horizon.

**Aura/Caster Level:** Strong transmutation (chronomancy)/10th.

**Construction:** Creator must have 10 levels in quantum mechanic, Craft Wondrous Item, 10574gp, 843xp, 22 days.

**Weight:** 3 lb.

**Price:** 21 074gp

### Chronosuit of One-Less

The most famous and best known chronosuit.

**Description:** This chronosuit is made of a heavy white fabric and has heavy white hiking boots, gloves and a belt. Most One-Less's have one by first level, and have it crafted later at 20th level.

**Activation:** Wearing the chronosuit activates its abilities.

**Effect:** In addition to the properties of a chronosuit, this suit functions as a cloak of resistance, granting a +5 enhancement bonus to saving throws and as a chainshirt +5 with no armor check penalty or chance of spell failure, granting a total +9 bonus to AC.

**Aura/Caster Level:** Strong transmutation/20th.

**Construction:** Craft Wondrous Item, creator must have 10 levels in quantum mechanic, 110 574gp, 8000gp, 200 days.

**Weight:** 5 lb.

**Price:** 221 074gp



Michael Short (order #2081358)

MAGIC ITEMS

Chronosuit eh?

CHRONOMANCER

248

3 850 000 000 BC

Michael Short (order #2081358)

## Sidebar: Lurn's Chronosuits

Lurn Chaotica was an accomplished chronomancer but she also had a strong sense of fashion. She was forever tailoring chronosuits, especially for ladies who wanted more than the plain white body sock. Her modifications would include low cut tops, bare midrifs, sleeveless, hooded and even seasonal modifications. Although these suits may provide less than the +10 bonus to Hide checks, they sell for 2 to 3 times the standard price. Their prestige is so great, for each point of Hide bonus lost, they provide a +1 circumstance bonus to Diplomacy checks.

### Circlet of Memory Protection

Do you remember?

**Description:** This silver band is adorn with temporal and abjuration symbols.

**Activation:** Wearing the circlet activates it abilities. It abilities remain for 1 round per level after removing it.

**Effect:** If the wearer's memory would change, he gains the new memories without loosing the old ones. This does not protect the wearer against temporal change. He can still be changed, harmed, or erased by paradoxes.

**Aura/Manifester Level:** Moderate Metacreativity/10th.

**Construction:** Craft Universal Item, *memory item*, 5000gp, 400xp, 10 days.

**Weight:** 2 lb.

**Price:** 10 000gp

### Cloak of the Chronomancer

This is the cloak of a chronomancer.

**Description:** These dark gray cloaks are very light weight, woven from the mists of the Temporal Horizon. To characters without temporal access, *identify* reveals this to be a cloak of protection +1 but it is not.

**Activation:** Wearing the cloak activates its abilities.

**Effect:** The cloak provides a +2 enhancement bonus to saving throws against chronomancy spells, powers and effects and a +5 enhancement bonus to Resist Temporal Change (see Chapter 6: Resist Temporal Change). The DC of the wearer's chronomancy spells is also increased by +2.

**Aura/Caster Level:** Faint abjuration (or strong abjuration to characters with temporal access)/ 18th.

**Construction:** Temporal access, Craft Wondrous Item, *time stop*, 11 000gp, 880xp, 22 days.

**Weight:** 3 lb.

**Price:** 22 000gp

### Gem of Forgotten Past

These gems remember.

**Description:** These gems occur naturally. They form when the past changes. The farther back the change, the longer it takes the gem to form and the larger it is. The gem contains memories of the past that used to be but are now forgotten. The largest gems are about fist size and contain memories going back thousands of years. These gems can be made but it is rarely done.

**Activation:** Holding the gem activates its effect. Afterwards simply possessing it does.

**Effect:** Anyone holding or possessing a gem of forgotten past gains all the memories of his life if the change (that occurred to create the gem) had not taken place.

**Aura/Caster Level:** Strong transmutation/15th.

**Construction:** Craft Wondrous Item, *paradox*, 5gp/year stored, 1xp/25gp, 1 day/100 days or fraction thereof.

**Weight:** 2 lb.

**Price:** 10gp per year stored.

### Glacial Pan Flutes

These flutes produce masterful music.

**Description:** A glacial pan flute is always slightly cold. They appear to be made of ice but are actually made of crystal, or ice that has been magically hardened. Flaws in the crystal have been magically removed giving them a perfect clear sound when played.

**Activation:** Playing the flute activates its abilities.

**Effect:** The musician gains a +4 circumstance bonus to Perform checks made when playing this instrument. The flute has fire resistance 5 which it does not transfer to the musician.

**Aura/Caster Level:** Faint abjuration/1st.

**Construction:** Craft Wondrous Item, *resistance*, 5 ranks in Perform, 2000gp, 160xp, 4 days

**Weight:** 1 lb.

**Price:** 4000gp.

### Glasses of Count James

These glasses enhance vision in addition to correcting it.

**Description:** These gold and silver wire framed glasses, of fine quality, are noticeably magical.

**Activation:** The bonus to spot and search is gained by wearing the glasses. Its other abilities require a command word and take a standard action.

**Effect:** The glasses grant a +2 enhancement bonus to Spot and Search to the wearer. As a standard action, the wearer can use *enumerate* as a spell-like ability any number of times per day. Once per day the caster can use *detect magic* and *read magic* as spell-like abilities. All of these spells are cast as if by a 10th level caster.

**Aura/Caster Level:** Moderate divination/10th.

**Construction:** Temporal access, Craft Wondrous Item, *enumerate*, *detect magic*, *read magic*, 7500gp, 600xp, 15 days.

**Weight:** 1/4 lb.

**Price:** 15 000gp.

## Enumerate

Divination
**Level:** Sor/Wiz 0
**Components:** S
**Casting Time:** 1 standard action
**Range:** Close (25ft + 5ft/2levels)
**Area of Effect:** 10ft radius
**Duration:** Instantaneous
**Saving Throw:** None
**Spell Resistance:** No
**Creator:** Tamul

Sages say this calculating spell was a gift from Tamul, the



Michael Short (order #2081358)

inventor of mathematics.

The spell allows you to instantly know the quantity of any items of similar nature within the spell's area of effect. The spell only counts what would be obvious to you. For example, you could use this spell to quickly determine the number of bottles of wine laying in a wine rack but not which bottles are of different varieties of wine, since this would require you to open the bottles and smell/taste the contents. You might, however, calculate the amount of copper coins in a pile even if he cannot see every coin.

*Enumerate* was originally printed in *Rituals & Relics* published by Sword & Sorcery™.

## Headband of Protected Memory

Remember

**Description:** This wooden band is inscribed with Elvin runes describing their history.

**Activation:** Wearing the headband activates its effect.

**Effect:** Wearing the headband provides the wearer with constant protected memory. If headband is removed, the protection lasts for an additional 10 minutes provided it was worn previously for at least 10 minutes.

**Aura/Manifester Level:** Faint psychometabolism (chronomancy)/3rd.

**Construction:** Craft Universal Item, *protected memory*, 1000gp, 80xp, 2 days.

**Weight:** 2 lb.

**Price:** 2000 gp.

## Helm of Time Travel

A classic time travel device.

**Description:** The helm of time travel's appearance changes. No one notices the change. It is as though the helmet always appeared as it does (a Will save DC 40 allows one to observe the change). The helm blends into its environment becoming any headgear that will go least noticed. It can appear as anything from a motorcycle helmet to a feathered turban.

**Activation:** Activating this item takes a standard action and requires a command word.

**Effect:** Three times per day the wearer may *timeslide*.

**Aura/Caster Level:** Faint transmutation (chronomancy)/3rd.

**Construction:** Craft Wondrous Item, Temporal Access, *timeslide*, 14 300gp, 1144xp, 29 days.

**Weight:** 3 lb.

**Price:** 28 600gp.

### Table 13-5: Link's Keys

| d20 | Key |
|---|---|
| 1-6 | Entry Key |
| 7-11 | Lifeline Key |
| 12-15 | Timestream Key |
| 19-20 | Planar Key |

## Link's Temporal Keys

The clergy of Link, god of fate, invented a set of magical keys to assist in their travels. These look like old-fashioned skeleton keys made of polished metal, often gold, silver, mithril or adamantine. Each has different gems decorating it. The items work when the gems are pressed and the operating word is spoken. An *identify* spell can not produce the necessary command word, but they are rumoured to be easy to figure out (let the players guess). Use Table 13-5: Link's Keys to decide which key is found. Using a key requires a standard action.

## Link's Entry Key

The key to the temporal horizon.

**Description:** The most common of his keys, these are always made of silver and decorated with at least one orange and one purple hued gem. Sapphires and amethysts are preferred. They are kept on chains and worn by the clergy.

**Activation:** Pressing the gems activates the key, so anyone can activate them.

**Effect:** Pushing the orange gem outside of the temporal horizon activates a *timeslide* to the Temporal Horizon. While there pushing a purple gem activates the *timeslide* back. It takes 3 rounds, plus 1 round per additional person, to activate and may be used 12 times per day.

**Aura/Caster Level:** Faint transmutation (chronomancy)/10th.

**Construction:** Craft Wondrous Item, *item slip* 5000gp, 400xp, 10 days.

**Weight:** 1/10th lb.

**Price:** 10 000gp.

## Link's Lifeline Key

The key to location.

**Description:** These keys are made of gold and decorated with one or more diamonds.

**Activation:** Pressing the gems activates the key, so anyone can activate them. It only has an effect while on the temporal horizon.

**Effect:** While on the temporal horizon, using this key allows you to locate the lifeline belonging to a specific person. For a general creature type, the possessor must have thoroughly studied the creature. For an individual, the possessor must have encountered him before. It takes 1d20 minutes to locate a creature and the key can be used up to a total of 1 hour per day.

**Aura/Caster Level:** Faint divination (chronomancy)/10th.

**Construction:** Craft Wondrous Item, *locate person;* 5 000gp, 400xp, 10 days.

**Weight:** 1/10th lb.

**Price:** 10 000gp.

## Link's Timestream Key

This key marks the date on your calendar.

**Description:** This adamantine key is decorated with blue sapphires.

**Activation:** When held near paper, or any plane surface, it casts a shadow which displays a calendar showing the date and time in reality. Checking the time or date is a standard action.

**Effect:** The key allows the user to determine what time and date it is in reality continuously.

**Aura/Caster Level:** Faint divination (chronomancy)/1st.

**Construction:** Craft Wondrous Item, *clock*; 1000gp, 80xp, 2 days.

**Weight:** 1/10th lb.



Michael Short (order #2081358)

**Price:** 2000gp.

## Link's Planar Key

This key opens the gate to 5th dimensional time travel.

**Description:** This brass, chromatic hued key is decorated with opals.

**Activation:** Pressing the gems, a standard action, activates the key, so anyone can activate them. The key can only be activated on the temporal horizon.

**Effect:** Once activated anyone within 41 feet can attempt to *plane shift* to the adjacent plane, usually a slightly different alternate world, as a standard action but succeeding at a Will saving throw DC 20. The wand remains activate for 10 rounds and can be activated once per day. Subjects who succeed appear on the temporal horizon in the other plane.

**Aura/Caster Level:** Moderate conjuration (teleport)/13th.

**Construction:** Craft Wondrous Item, temporal access, *timeslide, planeshift*; 19 600gp, 1568xp, 40 days.

**Weight:** 1/10th lb.

**Price:** 39 200gp.

## Duplicate Link's Keys

Link's keys have been duplicated by chronomancers outside of Link's clergy, to lesser effect. Their appearance is exactly similar. They are made of cheaper materials and have less powerful effects. Although the key's are named 'cat's', there is no known chronomancer by this name. A variety of chronomancers have produced such keys, even followers of Link. Link's clergy has never made any significant effort to stamp out the production of these keys but does consider them lesser holy items and collects them when possible for the church.

## Cat's Entry Key

A copy of the key to the temporal horizon.

**Description:** The most common duplicate, these keys are made of silver and steel. They are usually decorated by an orange and purple hued gem, or cut glass. About 50% of entry keys are duplicates.

**Activation:** Pressing the gems activates the key but only characters with the temporal access ability can use them.

**Effect:** Pushing the orange gem outside of the temporal horizon activates a *timeslide* to the Temporal Horizon. While there pushing a purple gem activates the *timeslide* back. It takes 3 rounds, plus 1 round per additional person, to activate and may be used 4 times per day.

**Aura/Caster Level:** Moderate transmutation (chronomancy)/10th.

**Construction:** Craft Wondrous Item, *item slip* 4000gp, 4320xp, 8 days.

**Weight:** 1/10th lb.

**Price:** 8 000gp.

## Cat's Lifeline Key

A copy of the key to location.

**Description:** These keys are made of fools gold or plated with gold and decorated with one or more clear gems. 40% of lifeline keys are duplicates.

**Activation:** Pressing the gems activates the key but only characters with the temporal access ability can use them. It only has an effect while on the temporal horizon.

**Effect:** While on the temporal horizon, using this key allows you to locate the lifeline belonging to a specific person. For a general creature type, the possessor must have thoroughly studied the creature. For an individual, the possessor must have encountered him before. It takes 1d20 minutes to locate a creature and the key can be used up to a total of 40 minutes per day.

**Aura/Caster Level:** Faint divination (chronomancy)/10th.

**Construction:** Craft Wondrous Item, *locate person;* 4 000gp, 320xp, 8 days.

**Weight:** 1/10th lb.

**Price:** 8 000gp.

## Link's Timestream Key

This duplicate key marks the date on your calendar.

**Description:** This mithril key is decorated with blue gems. 30% of timestream keys are duplicates.

**Activation:** When held near paper, or any plane surface, it casts a shadow which displays a calendar showing the date and time in reality. Checking the time or date is a standard action.

**Effect:** Once per hour this key allows the use to determine what time and date it is in reality. Only characters with the temporal access ability can activate this key.

**Aura/Caster Level:** Faint divination (chronomancy)/1st.

**Construction:** Craft Wondrous Item, *clock*; 500gp, 20xp, 1 day.

**Weight:** 1/10th lb.

**Price:** 1000gp.

## Cat's Planar Key

This duplicate key opens the gate to 5th dimensional time travel.

**Description:** This copper, chromatic hued key is decorated with pearls. 10% of planar keys are duplicates.

**Activation:** Pressing the gems, a standard action, activates the key, but only characters with the temporal access ability can activate them. The key can only be activated on the temporal horizon.

**Effect:** Once activated anyone within 41 feet can attempt to *plane shift* to the adjacent plane, usually a slightly different alternate world, as a standard action but succeeding at a Will saving throw DC 20. The wand remains activate for 10 rounds and can only be activated once per week. Subjects who succeed appear on the temporal horizon in the other plane.

**Aura/Caster Level:** Moderate conjuration (teleport)/13th.

**Construction:** Craft Wondrous Item, temporal access, *timeslide, planeshift*; 9800gp, 784xp, 20 days.

**Weight:** 1/10th lb.

**Price:** 19 600gp.

## Liquid Spellbook

**Description:** This is a psionic memory item. (See Memory Items earlier in this chapter.) Because of the fine nature of the text, it is only usable when made of paper or liquids but it can be made of any material as per a normal memory item.



Michael Short (order #2081358)

**Activation:** Verbal.

**Effect:** Once per day the owner can speak a command word and the book will teleport to him if it is within 1 mile.

**Aura/Manifester Level:** Moderate Metacreativity; 10th.

**Construction:** Craft Universal item, *teleport*, *memory item*, 25 015gp, 2000xp, 50 days plus 100gp per spell level in the book and 1 day per spell level

**Weight:** 3 lb.

**Price:** 50 015gp plus 100gp per spell level in the book.

**Figurines of Wondrous Power:** Each of the several kinds of *figurines of wondrous power* appears to be a miniature statuette of a creature an inch or so high. When the figurine is tossed down and the correct command word spoken, it becomes a living creature of normal size (except when noted otherwise below). The creature obeys and serves its owner. Unless stated otherwise, the creature understands Common but does not speak. If a *figurine of wondrous power* is broken or destroyed in its statuette form, it is forever ruined. All magic is lost, its power departed. If slain in animal form, the figurine simply reverts to a statuette that can be used again at a later time.

## Lurn's Figurine of Wondrous Power [Golden Griffon]

**Description:** This gold colored adamantine statue looks like a griffon, curled up and sleeping.

**Activation:** Speaking the correct command word activates the statue as a standard action. The world is 'evol' but in order for it to work, the activator must understand that it is 'love' backwards and speak the name of someone they love (forwards or reversed).

**Effect:** When animated, this *golden griffon* acts in all ways like a dire griffon. It is not necessarily under the control of its possessor but it does view him in a favorable light if well treated. It can be used 4 times per week up to 6 hours per use. When 6 hours have passed or when the command word is spoken, the *golden griffon*, once again becomes a tiny statuette.

**Aura/Caster Level:** Moderate transmutation; 11th.

**Construction:** Craft Wondrous Item, *animate object*, 8500gp, 680xp, 17 days.

**Weight:** 2 lb.

**Price:** 17 000gp.

## Memory Spellbook

**Description:** This is a psionic memory item. (See Memory Items earlier in this chapter.) Its creation represents a high degree of cooperation between the psionic and wizard communities. Because of the fine nature of the text, it is only usable when made of paper or liquids but it can be made of any material as per a normal memory item.

**Activation:** Reading the book allows a wizard or learn, or memorize the spells stored within like a normal spellbook unless it is currently made of a solid material other than paper.

**Effect:** This book functions as a spellbook.

**Aura/Manifester Level:** Moderate Metacreativity; 10th.

**Construction:** Craft Universal Item, *memory item*, 16 000gp, 1280xp, 32 days plus plus 100gp per spell level in the book and 1 day per spell level

**Weight:** 3 lb.

**Price:** 32000gp plus 100gp per spell level in the book.

## Morphic Clothing

**Description:** This clothing changes to become similar to clothing of the time period the wearer is in. This change occurs immediately before he arrives in a new time period. The clothing can take on either a noble or a common appearance but it can not mimic specific types or styles of clothing. The wearer does not choose the particulars of the change except for color which he can decide upon in general; green, red, blue, etc.

**Activation:** The clothing reacts to the time period the user is about to enter. Anyone can use the clothing.

**Effect:** The function *polymorphs* into a new form.

**Aura/Caster Level:** Moderate transmutation; 8th.

**Construction:** Craft Wondrous Item, *polymorph*, 100gp, 16xp, 1 day.

**Weight:** 3-10lb (varies).

**Price:** 200gp.

## Mummy Dust

**Description:** This dust is fine and grey and easily picked up by the wind and blown about. A handful of dust is enough to inflict any living creature with mummy rot. When first created there is enough dust for 6 uses. When found, there will be 1d6 uses remaining.

**Activation:** If used against an opponent, a ranged touch attack is required with a 5 foot range increment. Anyone can use the dust. So dangerous is this dust that anyone who handles it must also make a save to avoid contracting mummy rot. If specific precautions are taken; long sleeves, heavy gloves and a face shield, the user gains a +10 circumstance bonus to the save. Additionally characters with the assassin's ability to use poison do not have to make this save.

**Effect:** If used against an opponent, a ranged touch attack is required with a 5 foot range increment. A Fortitude save (DC 20) is required to avoid contracting mummy rot.

**Aura/Caster Level:** Moderate conjuration; 12th.

**Construction:** Craft Wondrous Item, *monster summoning VI* or *animate dead*, 7500gp, 600xp, 15 days.

**Weight:** 1 lb.

**Price:** 15 000gp.

## Temporal Cash-bag

**Description:** This brown leather bag folds up like a wallet.

**Activation:** Anyone can activate the bag by reaching inside it.

**Effect:** This magical bag acts as a bag of holding. It always weighs 15 lb but can hold up to 200 lb of coins, gems or other small precious metals. Other items can not be placed inside. Once per day, if the bag is empty the owner can reach in and produce 10 gold coins. Additionally once per day the bag can transmute up to 1000gp worth of currency into currency appropriate for the time period you are in.

**Aura/Caster Level:** Moderate transmutation; 11th.

**Construction:** Craft Wondrous Item, Temporal Access, *secret chest*, *polymorph*, *set the period*, 10 000gp, 800xp, 20 days.



Michael Short (order #2081358)

**Weight:** 3 lb.
**Price:** 20 000gp.

## Pan Flute of Past, Past

**Description:** A normal pan flute to the untrained eye, a musician who produces the proper notes can unlock the magical abilities of this item.

**Activation:** Anyone can activate the item by playing it, but on a character with 1 or more ranks in Knowledge (temporal) can figure out what it does.

**Effect:** This instrument can be blown, with the correct notes, once every 10 minutes, and its resonant tone lasts for 3 full minutes. This tone is backwards. An Intelligence check or Knowledge (temporal) check (DC 19) is required to notice this. During this time it is impossible to use spells to travel backwards in time or access the past unless the caster or manifestor makes a Concentration check DC 15 + the spell's level.

**Aura/Caster Level:** Moderate transmutation (chronomancy); 7th.

**Construction:** Craft Wondrous Item, *timeslide*, Temporal Access, 7955gp, 632xp, 16 days.

**Weight:** 1 lb.
**Price:** 15 855gp.

## Sands of Time

**Description:** Four to sixteen ounces of these magical grains are found in the bag.

**Activation:** Throwing the sand on the ground activates the item as a standard action. The sand can not be returned to the bag and used again.

**Effect:** For every ounce trickled onto the ground, time is *slowed* for everyone else within a 20-foot radius. Persons which magic resistance can try to ignore this effect (treat the sand as a 12th level caster) but otherwise those affected can only attempt a Fortitude save DC 40 to resist temporal change. The effect lasts for one round. Three ounces thrown on the ground at once produces a *time stop* effect.

**Aura/Caster Level:** Strong transmutation; 18th.

**Construction:** Temporal Access, Craft Wondrous Item, *slow*, 400gp, 32xp, 1 day.

**Weight:** 800 lb.

**Price:** 1 gp.

## Shael's Belt of Contingency

**Description:** This is a simple leather belt with no special markings or adornments. The belt is always found sized for a small sized humanoid but will adjust to any wearer becoming barely a thread for colossal creatures.

**Activation:** Anyone can activate the belt with the correct somatic command as a standard action which allows him to set the condition for the *contingency*.

**Effect:** The user benefits from a limited *chain contingency*. The wearer sets the condition (or uses the last specified condition) as per *contingency*. If the conditions are met, the wearer is *healed* and *teleported without error* far away from danger. The default conditions is if the wearer is reduced to 0 or fewer hit points.

**Aura/Caster Level:** Strong transmutation; 17th.

**Construction:** Craft Wondrous Item, *chain contingency*, *heal*, *teleport without error*, 78 000gp, 6240xp, 156 days.

**Weight:** 1/4 lb.
**Price:** 156 000gp.

## Sphere of Non-Paradoxis

**Description:** This is a blue crystal sphere.

**Activation:** Activating the sphere requires a somatic gesture as a standard action. Anyone can use the sphere.

**Effect:** When activated with a command word the sphere changes time to non-paradox in a 100ft radius. Each sphere can only be used for 1 hour. The sphere can be deactivated as a free action. When found it has 1d100 minutes remaining.

**Aura/Caster Level:** Moderate abjuration; 10th.

**Construction:** Temporal Access, Craft Wondrous Item, *non-paradoxis*, 563gp, 45xp, 2 days.

**Weight:** 1/2 lb.
**Price:** 1125gp.

## Stone of Timeslide

**Description:** This is a simple smooth stone.

**Activation:** To activate it, it must be thrown so that it skips, at least twice, across water. This requires a dexterity check DC 7 or attack role DC 17 and counts as an attack. Anyone can use this item.

**Effect:** Once the stone is thrown it takes 3 rounds plus 1 round per additional person before the slipgate opens. The slipgate will remain open for one minute or until the user dismissing it (a free action), allowing some time to retrieve the stone.

**Aura/Caster Level:** Moderate transmutation (chronomancy); 3rd.

**Construction:** Craft Wondrous Item, *timeslide*, 1000gp, 80xp, 2 days.

**Weight:** 1 lb.
**Price:** 2000 gp.

## Skull of the Unknown

**Description:** This especially rare item is made from the skull of a forgotten ninja or necronomancer.

**Activation:** Possessing the stone grants its ability.

**Effect:** Anyone in possession of the skull gains the unknown

**Pan Flute of Past, Past**

MARK CHARKE



Michael Short (order #2081358)

class ability; People forget you. Anyone trying to remember you must make a Will save, DC 15, to remember you clearly.

**Aura/Caster Level:** Moderate abjuration; 10th.

**Construction:** Craft Wondrous Item, *protected memory,* the skull of a necronomancer or forgotten ninja, 25 000gp, 2000xp, 50 days

**Weight:** 5 lb.

**Price:** 50 000gp.

### Swiss Army Knife (magical)

**Description:** This compact multi-tool is famous for its many uses.

**Activation:** Anyone can use a Swiss army knife as a standard action.

**Effect:** This Swiss army knife has a +1 to +5 enhancement bonus to hit, to damage and to skills it normally provides a circumstance bonus to. Those with the higher bonus are exceedingly expensive because they are so greatly sought after. Anyone in possession of one is sure to at least get offers to purchase it. Any Swiss army knife with a +3 or greater bonus has two additional abilities: The bonuses only work for the legitimate owner and he can speak a command word that will summon the item to him if it is within 1 mile (see Swiss Army Knife in Chapter 9: Equipment).

**Aura/Caster Level:** Faint transmutation (+1), moderate transmutation (+2, +3), strong transmutation (+4, +5); *CL*: Bonus x 3

**Construction:** Craft Wondrous Item, 4000gp, 320xp, 8 days (+1) or 16 000gp, 1280xp, 32 days (+2), or 36 000gp, 2880xp, 72 days (+3), or 64 000gp, 5120xp, 128 days (+4) or 100 000gp, 8000xp, 200 days (+5)

**Weight:** 1 lb.

**Price:** 8000gp (+1), 32 000gp (+2), 72 000gp (+3), 128 0000gp (+4), 200 000gp (+5).

### Time Bubble

**Description:** This simple stone or glass dish of soapy liquid comes with a wire hoop.

**Activation:** Anyone can use this item as a standard action.

**Effect:** Bubbles blown from this solution function exactly as *time bubble* as cast by a 10th level caster. When found it has 1d20 uses left. A new one has 20 uses.

**Aura/Caster Level:** Moderate conjuration.

**Construction:** Temporal Access, Craft Wondrous Item, *time bubble*, 1400gp, 112xp, 3 days.

**Weight:** 1 or 2 lb. (glass or stone).

**Price:** 2800 gp.

### Crusher's Hourglass

**Description:** This wood framed hourglass is filled with smoke of the Temporal Horizon.

**Activation:** Anyone can activate this item as a standard action.

**Effect:** Once per day when tipped, everyone within 60 feet, including the possessor, must succeed at a Fortitude save DC 23or be affected by a *time stop* spell for five rounds. The possessor gains a +2 bonus to save, and if he spend 2 rounds preparing the device, no save is required. Once activated the hourglass may be moved without moving the area of effect.

**Aura/Caster Level:** Strong transmutation; 18th.

**Construction:** Temporal Access, Craft Wondrous Item, *time stop*, 95625gp, 7650xp, 192 days.

**Weight:** 3 lb.

**Price:** 191 250gp.

## Story: Clocks

"It is the funniest thing." The pawn store owner said chatting to a customer.

"What's that?" Asked the customer.

"I've been running this store since I took over for my pop twenty years ago and all this time we've had the same customer coming in."

"What's so strange about that?"

"He only buys clocks, broken ones at that. Anything that tells the time wrong he snatches up like it was gold. Says they are the only thing that tells the correct time."

"That is weird."

"Yeah, and get this, the guy doesn't look a day over thirty. He always has. Even the first time I saw him walk into the shop when I was a child."

### Wrist watch

**Description:** Wrist watches vary from cheap theme watches to Rolex watches that last forever. Watches have a base hardness of 5 and 5 hit points.

**Activation:** Characters from modern times or with the Technologically Versed feat can use a watch as a standard action. Other characters must also succeed at an Intelligence check DC 5 and must be a be able to read.

**Effect:** A watch grants a +20 bonus to Knowledge (temporal) checks to tell the time. A watch can be upgraded (see Table 13-6: Constructing a Watch for details).

*Basic features* count as 1 feature each and include the following: +1 hardness, +1 hit point, ability to float, calculator, compass*, one game, light**, AM radio, stopwatch, ten different time zones or water resistant 30 feet***.

*Advanced Features* count as 2 features each and include the following; chaotic time tracking, exceptional light**, fifty different time zones, FM/AM radio, waterproof.

*High tech features* count as 5 features each and include the following; digital camera, internet access, satellite locater*, television, two way radio.

Watches can be enchanted with spells that are relevant to time at the Game Master's discretion. This counts as 5 features +1 per spell level and the spell is usable once per day as a caster of the minimum level to cast it. (You can increase the caster level by +1 for each +1 feature it counts as.)

*A compass gives a +5 circumstance bonus to Survival checks. A satellite locater grants a +10 circumstance bonus to Survival checks where satellites exist. **Without a light a spot check DC 25 is require to read the watch in poor light and becomes impossible in no light. The light reduces the DC to 10. The exceptional light reduces the DC to 0. ***A watch takes 1 point of damage per round in the water (this bypasses hardness). The watch with water resistance 30 feet only takes this damage after



Michael Short (order #2081358)

30 feet. The waterproof watch never takes this damage.

**Aura/Caster Level:** None; NA.

**Construction:** Craft Wondrous Item (see Table 13-6: Constructing a Watch for miscellaneous prerequisites), must have access to modern technology.

**Weight:** — lb.

**Price:** See table 13-6: Constructing a Watch.

**Table 13-6: Constructing a Watch**

| Features | Base Price | Int Req | Level Req |
|---|---|---|---|
| 1-4 | 1000gp | 16 | 2nd |
| 5-8 | 4000gp | 17 | 4th |
| 9-12 | 9 000gp | 18 | 6th |
| 13-16 | 16 000gp | 19 | 8th |
| 17-20 | 25 000gp | 20 | 10th |
| 21-24 | 36 000gp | 21 | 12th |
| 25-28 | 49 000gp | 22 | 14th |
| 29-32 | 64 000gp | 23 | 16th |
| 33-36 | 81 000gp | 24 | 18th |
| 37-40 | 100 000gp | 25 | 20th |

## Psionic Wondrous Items

### Psionatrix of Chronomancy

**Description:** Orange light glimmers in this crystal's heart.

**Activation:** This item's bonus occurs automatically when the wearer manifest's a psionic power.

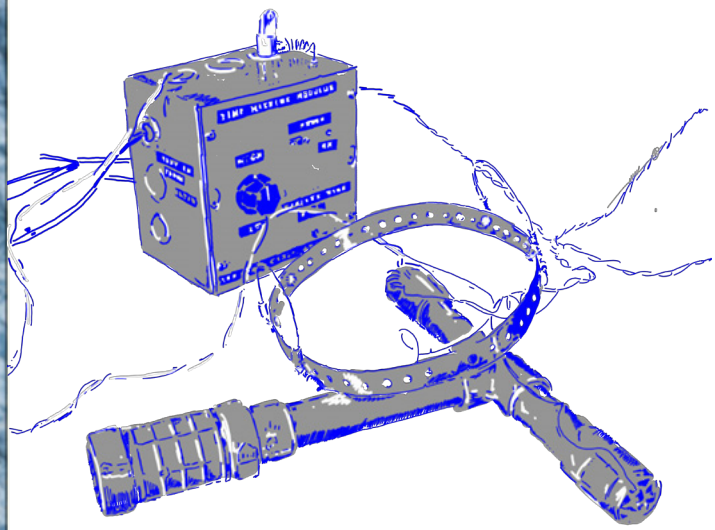
**Effect:** A *psionatrix of Chronomancy* adds a +1 enhancement bonus of the wearer's roll when using a chronomancy power.

**Aura/Manifester Level:** Moderate universal (chronomancy); 10th.

**Construction:** Craft Universal Item, Temporal Access, 1000gp, 80xp, 2 days.

**Weight:** — lb.

**Price:** 2000gp.



**"That is not a time machine."**
**"Should we destroy it?"**
**"No, that might reveal us, besides THAT device will only discourage the study of time travel..."**
**- One-Less to an Apprentice**

### Skin of the Chronomancer

**Description:** These pure white psychoactive skins are manufactured in the city of Morgue near the end of time.

**Activation:** Changing the appearance of the skin is a standard action. Anyone can use this item.

**Effect:** The skin can change to be warm as heavy clothing or as light as tropical clothing. The color provides a +10 bonus to Hide checks in snowy or white environments. The wearer is immune to damage from passing from one form of time to another and provides a +2 bonus against chronomancy spells and effects and a +5 temporal bonus to resist temporal change. (See Resist Temporal Change in Chapter 6: Troubled time)

**Aura/Manifester Level:** Moderate psychometabolism; 10th.

**Construction:** Craft Universal Item, *temporal displacement*, 7500gp, 600xp, 15 days.

**Weight:** 2 lb.

**Price:** 15 000gp.

### Orb of Guidance

**Description:** This crystal sphere glows different colors depending on the time period it is in. The orb turns pure white when it is in the fundamental present.

**Activation:** Anyone can use this item as a free action as part of a skill check.

**Effect:** This provides a +2 bonus to Knowledge (temporal) checks to determine the form of time the owner is in.

**Aura/Manifester Level:** Moderate universal; 10th.

**Construction:** Craft Universal Item, 7500gp, 600xp, 15 days.

**Weight:** 1 lb.

**Price:** 15 000gp.

## Time Machines

Chronomancers, typically, do not build time machines. These are normally the product of scientists from modern ages which lack magic. The intellectual genius required to device and construct a time machine is so astounding that anyone who can do so earns the respect of the chronomancer community. Many such scientists have been invited to learn the craft of chronomancy or at least been inducted into the community of chronomancers. Often when such a time machine is stolen or misplaced, it will mysteriously find it is way back to its creator, thanks to the chronomancy society.

There is the odd corporation or future society that has a team of scientists construct time machines, usually for commercial or military use. Not only are they less likely to earn the respect of the chronomancer community but they are far more likely to encounter opposition from chronomancers.

Most time machines do not access the Temporal Horizon, instead speeding or slowing time, or reversing it. The result is more like teleporting or flying, but forward or backward though time, instead of through space.

### Limitations

**Flexibility:** Most time machines are only capable of navigating forward and/or backwards through their home time. That is to say, the machine is only capable of moving through one specific form



Michael Short (order #2081358)

of time. Its use in other forms of time is questionable at best. In any case, there are very few time machines that can navigate both Paradox and Non-paradox time.

Scientists rarely build a machine capable of both time travel and planar travel. The genius required to do so is much harder to come by. It does happen however, usually when two geniuses collaborate. It is a rare occurrence, less so in advanced societies. Corporations are much more likely to build a machine capable of doing both.

A handful of time machines are only capable of moving either forward or backwards through time, but not both directions. This is often due to a limitation in the form of time they come from. Few scientists are so foolish as to deliberately create such a machine.

**Distance:** The less-advanced a society is, the more likely it is that a time machine can only travel so far forward or back. A culture with a short or forgotten history may have no real concept of how long time can be and may incorporate that thinking into a time machine. This is a flaw that is usually fixed first.

**Speed:** Not all time machines move through time at the same rate. They may be very slow or very fast. This is usually based on the method the scientist devised to move through time. Discovering a means of traveling through time is difficult enough. It is unlikely the speed will ever be changed except by finding another method to traverse time. Even if a scientist did, it is likely he would have to research and build an entirely new machine.

**Power Supply:** Time machines require a huge amount of power, especially the ones with more advanced features. The machine may require lengthy re-charge times, expensive or radioactive fuels or rare magical power sources.

**Mobility:** Because of the hostile nature of time travel, future wars and crime rate, it is considered a bad idea, to construct a time machine incapable of moving. However, a surprising number are just that, stationary. Often the expense or size of the machine makes it impossible to give it mobility. Most scientists can devise some crude method of moving it around, especially after several uses.

Stationary time machines run the risk of trapping their user in solid materials, leaving them to suffocate. Most scientists are bright enough to devise some means of avoiding such an occurrence by not allowing the machine to re-appear in solid materials. The odd time traveler has met his end, fused into a hillside, instantly petrified.

**Limitations:** Ultimately, what kind of time machine you can build is up to the Game Master. If she does not want time machines that can fly, they can not. It is perfectly within the Game Master's power to say that the act of time travel prevents flight or that time machines must stay in the same place to work.

**Magic:** For all intents and purposes, a time machine is a magical item already. If a spell caster wishes to enchant the time machine it can not have a total effective bonus above +10 when the non-magical and magical bonuses are combined. A chronomancer can build an entirely magical time machine. In this case an additional spell requirement is added to each ability.

**Speed:** Some time machines that teleport, instantaneously travel to the future or past, do not do anything of the sort. It is simply that the designer overlooked the 5th dimensional time required inside the machine and that travelers end up in stasis

during the trip, making it seem instantaneous. This is not to say there are no machines that teleport though.

## Craft Time Machine [Temporal]

You can create time machines

**Construction:** Character level 2nd+, 5 ranks in Knowledge (temporal), Int 18+

**Benefit:** You can create time machines. To do so you require a scientific lab costing at least 1/10th of the total cost of the machine to be built. Building a time machine takes at least 1 day per 1000gp in its price. You must spend 1/25 of the item's price in xp and use up raw materials costing half of this price.

You can also mend a broken time machine. This costs half the xp, half the raw materials and half the time it would take to construct the item in the first place.

The Game Master controls access to temporal knowledge and it is ultimately up to the Game Master whether or not a character can take this Feat.

**Special:** Chronomancers with the Craft Wondrous Item Feat, who meet the prerequisites for this feat, automatically have this feat for free.

**Table 13-7: Building a Time Machine**

| Bonus | Base Price | Int Req | Level Req |
|---|---|---|---|
| +1 | 2000gp | 18 | 2nd |
| +2 | 8000gp | 19 | 4th |
| +3 | 18 000gp | 20 | 6th |
| +4 | 32 000gp | 21 | 8th |
| +5 | 50 000gp | 22 | 10th |
| +6 | 72 000gp | 23 | 12th |
| +7 | 98 000gp | 24 | 14th |
| +8 | 128 000gp | 25 | 16th |
| +9 | 162 000gp | 26 | 18th |
| +10 | 200 000gp | 27 | 20th |

### Constructing a Time Machine

To build a time machine you must have the Craft Time Machine feat, a high enough Intelligence score and level (see Table 13-7: Building a Time Machine) and access to a scientific lab with appropriate technology. Each time machine must have a speed, mobility, distance, flexibility and power supply value, plus any



Michael Short (order #2081358)

**Table 13-8: Time Machine Creation Sheet**

**General Information**

Name: _____
Creator: _____
Date of Creation: _____

| **Features** | | Bonus |
|---|---|---|
| Speed: | _____ | [ ] |
| Mobility: | _____ | [ ] |
| Distance: | _____ | [ ] |
| Flexibility: | _____ | [ ] |
| Power Supply: | _____ | [ ] |
| Misc: | _____ | [ ] |
| Misc: | _____ | [ ] |
| Misc: | _____ | [ ] |
| Cost: | _____ | [ ] |
| Notes: | _____ | _____ |

_____
_____
_____
_____
_____
_____
_____
_____
_____
_____
_____

"extra features" which are added (see Table 13-8: Time Machine Creation Sheet). The minimum value of all these aspects must be +1. In addition the cost of the machine, cart, boat, aircraft etc is added to the total cost of the time machine (these costs are up to the Game Master but should be at least 10% of the time machine cost).

## Speed

**Slow** (+0): This time machine crawls through time at a rate of 1 to 4 times the normal speed of time. This makes travel forward impractical and is usually reserved for visiting the recent past. (This is also the normal speed of the Temporal Horizon.)

**Medium** (+1) This time machine can move through time at the rate of about 100 years, per day relative to the occupants.

**Fast** (+2): This time machine can cross millennia in minutes.

## Mobility

**Huge** (-1) Not only is this time machine immobile but it is huge and obvious. It can not be moved except with tremendous efforts. The materials required to build a huge time machine cost the full market price, rather then half the market price.

**Immobile** (+0): This machine is heavy and does not move on its own. It can be moved, provided sufficient manpower is available, but it is not going to go any faster then a walking speed.

**Slow** (+1): This machine can move on it's own in some fashion. Typically this is no faster then walking and consumes the machines fuel at a slow rate. If this is a restricted form of travel, such as by boat over water, then it may be faster.

**Fast** (+2): This machine can move as fast as a horse at least. In a modern setting with roads, it may travel as fast as a modern car. Some machines have mechanical legs that give it a slower movement but allow it to move over a wider variety of terrain.

**Flight** (+4): This time machine is flight capable. This is the most desirable form of mobility. The time machine can move, as per the fly spell, continuously.

## Distance

**Limited** (-1): This machine can only go forward or back so far. This should be limited to about 1 year per caster level.

**Flexible** (+0): This machine can travel up to 100 years per level forward or back.

**Unlimited** (+1): This machine has no limits on how far away from its original time it can go. The form of time and the ends of the time line still restrict the time machine.

## Flexibility*

**One Form of Time** (+0): This time machine can only navigate its native time.

**Multiple Times** (+1) This time machine can navigate other times the scientist has visited up to a maximum of 1 time per character level. The machine can either navigate paradox or non-paradox time.

**Any Paradox/Non-Paradox** (+2): This time machine can either navigate any type of paradox time or any type of non-paradox time.

**Any Time** (+3): This time machine can navigate through any



Michael Short (order #2081358)

form of time.

*This does not allow the time machine to move through times that simply can not be traversed, such as non-time.

## Power Supply

**Man Powered** (+0) This time machine requires one or more people to turn a wheel, run on a treadmill or perform some other manual labor to give it power. The machine's effective bonus can not exceed +5. Unless slave labor is employed, you will need to pay the staff of the time machine. This should cost about 500gp per trip.

**Very Limited** (+1): This time machine must recharge after each use. This requires either an expensive material (500-1000gp per trip) or time (1-24 days). The exact limitations are up to the Game Master.

**Limited** (+2) This time machine can perform multiple time travels before refueling with the same restrictions as Very Limited.

**Unlimited** (+3): This time machine has either an unlimited power supply or an easily acquired fuel source. It can make many trips before requiring a refueling or repair. Generally, this option is only available in an advanced society.

## Misc

**All-Terrain** (+1): This time machine must first be mobile, fast or slow. It has been modified so that it can travel across most forms of terrain, including through lightly forested areas, over hills and across water. When traveling across rugged terrain, its movement rate is cut in half, at least.

**Comforts** (+1): This time machine has been designed with a few comforts. It may have extra storage space, a bed, a small work area, or similar easements. It can hold food and water and be lived in for a considerable length of time. A modern time machine will have an internal air supply.

**Complex Controls** (+1): This time machine has very complicated controls. Only a person with the same Intelligence required to build the machine can use the machine reliably and then, only by studying the controls for some time.

**Instant Use** (+1) If the machine is fueled, it can be activated as a Free Action. Normally activating the time machine is at least a standard action, or a full round action if the destination has not been imputed.

**Interior Space** (+X): The typical time machine can hold up to four occupants. For each +1 effective bonus, it can hold four more. For +3 effective bonus it can hold 24 people typically in a seating arrangement such as a bus or airplane. For a +5 effective bonus it can hold several hundred people but it must be huge.

**Military** (+1 to +5): To build such a time machine, you require rules for military vehicles, which this book does not supply. This may be as simple as a war chariot or as complex as a star fighter. It may have on-board weapons, armor and other military capabilities. There are a variety of d20 books which cover this topic. While this is the ideal time machine for adventurers who may encounter hostile situations, the Game Master must consider carefully before allowing this kind of time machine in her campaign world.

**One Trip** (-1) This time machine is only capable of sending people to another destination or this time machine can only be used once. In either case, trips made with this machine are one-way only.

**Simple Controls**(+1) This time machine's controlling mechanisms are relatively simple and easily used by anyone who has a basic understanding of what the machine is used for and can read the language the machine's controls are written in.

**Stealth** (+1): This time machine can be more easily hidden. The chronomancer can use his Hide check to disguise the machine. The exact nature of the time machine's stealth capability can vary according to the campaign. A medieval time machine might simply be dark colors while a futuristic star fighter might have a chameleon skin or bend light around it to disappear from sight and sensors.

## Example Time Machines

**Sports Car-Time Machine:** This popular type of time machine starts with a sports car which is upgraded with time travel capability. In certain areas where time travel is common, you can get a kit for upgrading your own sports car.

Speed: Fast (+2)
Mobility: Fast (+2)
Distance: Unlimited (+1)
Flexibility: One Form of Time (+0)
Power Supply: Very Limited (+1)
Aura/CL: Moderate universal (chronomancy); *CL*: 10th; *Construction:* Craft Time Machine, Int 22, 25 000gp + cost of car, 2000xp, 50 days; *Price:* 50 000gp + cost of car.

**Sports Car-Time Machine Upgrade:** This is a famous custom upgrade done to the typical sports car-time machine. It includes flight and a cold fusion power supply. It is very popular among the aging quantum mechanics trying to emulate their "totally cool" yet clumsy and easily provoked apprentice.

Speed: Fast (+2)
Mobility: Flight (+4)
Distance: Unlimited (+1)
Flexibility: One Form of Time (+0)
Power Supply: Unlimited (+3)
Aura/CL: Strong universal (chronomancy); *CL*: 20th; *Construction:* Craft Time Machine, Int 27, 100 000gp + cost of car, 28000xp, 200 days; *Price:* 200 000gp + cost of car.

**Professor Fitzgerald's Time Car:** This infamous contraption was the creation of a Professor Fitzgerald who vanished from all recorded history of his home plane. He came from an 18th century style world and his time machine was a clunky gear driven internal combustion horseless carriage that spewed out black smoke as it ran. It was the classic example of 'having done best with poor technology'. The machine can shift up to four occupants to the

**The T-117 Crossbow**



Michael Short (order #2081358)

Temporal Horizon, where you literally drive up and down the time streams.

On Fitzgerald's first foray onto the Temporal Horizon he left his plane at considerable peril and traveled to an alternate reality where his adventures continued for some time. It had been his intention to leave the world he left as far behind him as possible. He had been mocked and ridiculed as a self-proclaimed professor of temporal mechanics. As of this writing, he serves as an instructor in the Chronomaster's Guildhall.

Using the Time Car is a considerable challenge. The controls are quite complex and require a careful touch. It takes several rounds to activate. The power supply is advanced, considering its technology source. The engine is fed large quantities of liquid fuel which it converts into much smaller solid fuel cells. It costs about 1000gp per time travel and takes about 1 week of converting fuel to perform the jump. Once in the Temporal Horizon, it can run for almost 2 months without refueling. The hazards of the Temporal Horizon usually force the time traveler to return to the prime material plane early however. The time car can travel about 1 week forward or backwards per hour of driving.

Speed: Medium (+1)
Mobility: Fast (+2)
Distance: Unlimited (+1)
Flexibility: Multiple Times (+1)
Power Supply: Very Limited (-1)

Aura/CL: Moderate universal (chronomancy); *CL:* 8th; *Construction:* Craft Time Machine, Int 21, 16 000gp plus 5000gp for the car, 1280xp, 32 days; *Price:* 32 000gp+ 5 000gp for the car.

**T-117 Crossbow:** This small black aircraft is a military time machine produced and used exclusively by Multicorp's time division. It has two forward firing lightening emitters which can each deliver a 10d6 *lightening bolt* each round (DC 19 Reflex half).

Speed: Medium (+1)
Mobility: Flight (+4)
Distance: Unlimited (+1)
Flexibility: Multiple Times (+1)
Power Supply: Very Limited (+1)
Misc: Military (+2)

Aura/CL: Moderate universal (chronomancy); *CL:* 8th; *Construction:* Craft Time Machine, Int 21, 16 000gp + 50 000gp (jet), 1280xp, 32 days; *Price:* 32 000gp plus 50 000gp for the jet.

## Artifacts

*One-Less paused holding the naked blade of a bastard sword over a heated crucible. There was a cobalt blue tint to the metal that spoke of the incredible magic stored within the blade, a weapon of the ages which had been wielded by kings. This was the guardian of England and the world. Nearby was a set of complicated molds for screws, two round six chambers, a pair of barrels, sites, hammers, pins and triggers. The man in flame-resistant white made a silent prayer for forgiveness and dropped Excalibur into the crucible.*

*It began to melt almost immediately. In minutes it was a pool of shimmering silver in the dirty black crucible. One-Less grunted and heaved the crucible over on its side so that its precious contents trickled out into the molds. Every splatter, every spark, every drop of steel that was lost held the value of a lifetime of tears. The molds slowly filled to the top though. One-Less put the empty crucible down and gently pressed down the lid across the molds, sealing the metal into its new form.*

*Relief washed across him. It was done. Sinner or saint, his task here was complete. He did not even have the right to assemble the massive hand cannons. Another would do that. Yet another would first deliver them, in the dead of the night, still in their molds, to a distant castle. There the pieces would wait. Even One-Less did not know for how long. Some of the multitude of One-Less's gained individual names for important deeds they performed. This one would be known as the gunsmith.*

**Lurn's Bracelet of Chaos:** This greater artifact appears to be a simple, slightly tarnished, gold band meant to be worn around the ankle. Upon closer inspection, with a fine lens, the surface is not tarnished, it has tiny, almost microscopic, writing on it. This script contains most known chronomancy spells. The bracelet exists in a state of paradox; When damaged it becomes a backwards item so that damage instead repairs it otherwise it travels through time normally. If you try to damage and repair it at the same time, different parts of the item will move through time in different ways. This makes it virtually indestructible. The bracelet is named after the chronomancer who found it. Its origin is unknown.

The wearer can cast any one chronomancy spell of each level once per day. The wearer is immune to paradoxes, the effects of change to her past and has protected memory. The bracelet also provides a +4 inherent bonus to armor class and a +2 inherent bonus to Charisma.

It is suggested that taking the bracelet to a plane where there has never been, nor ever will be chronomancy will allow someone to destroy it by hammering it with a gold hammer and polishing it with a silver cloth at the same time.

**Coat of the Dying Star:** This is said to be the coat of the first dying star, whose end was legendary and spectacular. The wearer can cast 1 additional spell of each level but it must be a spell with the fire descriptor. If worn for any length of time, at least a week, the wearer gains the ability score modifications from each age category until reaching his oldest age category. These changes are removed if the coat is not worn for a week. Finally the wearer gains the epic ability; death nova. The coat can be destroyed if an epic dying star wears it and performs the quenching ritual. Other side effects of wearing the coat include a 'bad attitude' and fearless nature although these are not magical abilities.

**The Dark Singularity:** This nefarious device appears as a dark orb filled with stars like night. Anyone looking at it thinks it is heavy, very heavy and impossible to lift or move. Attempts to move it fail. If one can

### The Dark Singularity



Michael Short (order #2081358)

Chronosuit to gown.
It only takes a simple enchantment
but without it, you can't go to the ball.



Michael Short (order #2081358)

resist this effect, (Will DC 20) they find that they can lift it and that it is quite light. Also now they can mentally command the sphere to change sizes from up to 6 feet in diameter down to 2 inches in diameter. Unattended it assumes a shape 1 foot in diameter. The dark singularity contains a singularity, a virtually unlimited power source.

A spell caster or psionicist can cast an unlimited number of spells using the singularity's power. He can use any spell or power he knows in this way. However, the body can not handle such energies and the user suffers 1 point of ability score damage, of his choice, for each spell level or power level used. This ability damage heals at the rate of 1 point per ability score per day normally and can not be magically healed.

Anyone near or using the dark singularity eventually becomes evil. A will save DC 1 + 1 per day is required each day to avoid moving a step towards evil for anyone within 20 feet of the sphere for an hour or more during any day. This power source was marked as revolutionary until this side effect was discovered. The singularity may come from Dead Line in Gaffer's Chaos or perhaps the city Morgue. Its destruction requires expending all the energy inside. This will occur naturally in millions of years but sending it into a sun would also do the trick but perhaps with the very negative side effect of triggering a nova. Putting it in a black hole might get rid of it.

**Soul Starter:** This dangerous artifact allows you to literally ignite your soul. It appears as a complicated golden rod adorn with jewels and silver. It is covered with runes promising power. Once you activate the artifact you suffer unbearable pain for a short duration. From then on, all fire damage you deal is divine damage. Each day afterwards you lose 1 point of constitution permanently. A *wish* is not strong enough to stop the effect of the artifact. An epic *dispel magic* or similar magic can stop the effect. Otherwise, only dying before you soul is consumed completely will free you from the effect. The Constitution loss is permanent even if you are cloned, raised from the dead or reincarnated. You subtract the lost Constitution from your new form's Constitution score. If it reduces it to zero or less, the efforts to restore you to life fail.

This evil artifact can be destroyed if an epic-level character uses the rod until it destroys his soul and spends the entire time burning the rod. The rod does not destroy souls right away so its destruction releases some souls within, but this does not restore them to life.

## Story: One Less's T-117 Crossbow

Something of a legend around the communal offices of Multicorp, this story is kept circulated by white collar employees, if for no other reason than to ward off senior staff. They vanish at the mere mention of it, more afraid of the tale than the credit they lend to it by leaving.

One Less's stole a T117 Crossbow. They say he walked into the assembly plant and took the very first one off the assembly line. Multicorp decided this was the last straw for the troublesome time traveller. A senior level mandate, meaning an unlimited budget, was handed down to retrieve the ship and its pilot. Both efforts failed. Unbelievably, no one was punished.

The T-117 is one of the crowning achievements of Multicorp and a weapon with which to combat the self proclaimed time guardians. A miracle of modern technology, is a star ship capable of interstellar travel, almost completely undetectable and most importantly able to time slide into the Temporal Prime and time travel at great speed.

The crossbow exists only in the fundamental present. This is the equivalent of a severed lifeline for an object. If you go into the past or future and take it out of it's time period, it will simply vanish and reappear where it was supposed to be. You can only affect it in the fundamental present, the proper 'now'.

One can even turn this ability off temporarily so that it's past can affect it. The design phase of the craft was warped into a temporal loop of hundreds of different ideas. Targeting any loop, you can change how it was made, temporarily or permanently transforming it into virtually any other kind of aircraft (only aircraft exit in the loop). Although, seriously, why would you? The T-177 is a sweet ride with every state of the art feature the 200th century can offer.

Now here's the rub. They know why they can't get it back. One Less somehow moved his crossbow a half second (the time varies depending on the storyteller) before the fundamental present. Even finding the vehicle, they could never retrieve it, no matter what time they find it in. And not even Multicorp's best chronomancers know how he did it.

- An interview with Janitor Holt

In the annals of the Chronomaster's Guild Hall there is a reference to a T-117 Crossbow, legally acquired by One Less (although no other units were ever sold to the public) which was then handed over to Lurn Chaotica for a modification and then given to her as a birthday present. The event, of course, has been erased from actual history. Some have tried to dispute the events unaware that the first T-117 Crossbow continues to be stored at the guild hall. It resides in the technological wing on display beside a Delorian.



Michael Short (order #2081358)

MONSTERS

262

4 540 000 000 BC

CHRONOMANCER

Michael Short (order #2081358)

**Algon, Algen Gridraden Hikel**
**Lord of Dragons**
**You may call her Death.**

MARK CHARKE



Michael Short (order #2081358)

# Chapter 14: Monsters

*"My dog is a time guardian?"* – White Mage
*"...so?" - Scruffy*

## Algon, Algen Gridraden Hikel

**Colossal Great Wyrm Red Dragon, Draconic Sorcerer 1*, Draconic Fighter 5*, Draconic Barbarian 4***

| | |
|---|---|
| **Hit Dice:** | 40D12+400,+1d4+10, +5d10+50, +4d12+40(817 hp) |
| **Initiative:** | +7 (Dex) |
| **Speed:** | 40ft., Fly 200ft (Perfect) |
| **Armor Class:** | 48 (-8 size, +7 Dex, +39 natural), touch 9, flat-footed 31 |
| **Base Attack/ Grapple:** | +35/+68 |
| **Attack:** | Bite +44 melee (4d8+17) or crush +44 melee (4d8+25) or tail sweep +44 melee (2d8+25) |
| **Full Attack:** | Bite +44 melee (4d8+17), 2 claws +39 melee (3d6+8), 2 wing buffets +39 melee (2d8+8) and tail slap +39 melee (4d6+25) |
| **Raging, *magic fang*, Attack** | Bite +63 melee (4d8+26) or crush +63 melee (4d8+36) or tail sweep +63 melee (2d8+36) |
| **Raging, *magic fang*, Full Attack** | Bite +63 melee (4d8+26), 2 claws +59 melee (3d6+13), 2 wing buffets +59 melee (2d8+13) and tail slap +59 melee (4d6+36) |
| **Space/Reach:** | 30 ft./20ft (30ft. with bite) |
| **Special Attacks:** | Breath weapon, epic spells, frightful presence, focused rage, spells, spell-like abilities |
| **Special Qualities:** | Blindsight, bonus spells known, damage reduction 20/+3, fire subtype, keen senses, immunities, lord of dragons, rage, SR 32, uncanny dodge |
| **Saves:** | Fort +37, Reflex +34, Will +35 |
| **Abilities:** | Str 45, Dex 25, Con 31, Int 26 (38), Wis 27, Cha 26 |
| **Skills:** | Appraise +14, Balance +11. Bluff +61, Climb +70, Concentration +63, Decipher Script +15, Diplomacy +24, Heal +13, Hide -9, Intimidate +63, Jump +70, Knowledge (arcana) +28, Knowledge (architecture/ engineering, dungeoneering, geography, history, ancient history, future history, local, nature, nobility and religion) +19, Knowledge (the planes) +28, Listen +63, Perform (pan flute) +48, Search +67,Sense Motive +18, Speak Languages 10 ranks (see below), Spellcraft +67, Spot +63, Survival +16, Swim +70, Tumble +14, Use Magic Device +20. |
| **Feats:** | Alertness, Cleave, Combat Expertise, Combat Reflexes, Dodge, Flyby Attack, Great Cleave, Improved Flight x4 (Perfect), Mobility, Power Attack, Spring Attack, Whirlwind Attack<br>Automatic Quicken Spell x3, Epic Spellcasting, Multispell, Persist Spell, Quicken Spell, Sacred Spell |
| **Environment:** | Any |
| **Organization:** | Unique |
| **Challenge Rating:** | 36 |
| **Treasure:** | Standard x10 |
| **Alignment:** | Neutral |
| **Advancement:** | — |
| **Level Adjustment:** | +26 |

### Algon

Algon is listed here as an example of an ancient dragon that has lived thousands of years. Her influence stretches across the planes and she is someone a chronomancer could encounter many times during his career. To develop a lower-level version of Algon create a red dragon of any of the 12 age categories.

Algon is among the most powerful mortal creature from her home plane where she is the ruler of dragon kind. She was born sometime during the Egyptian empire and her statistics here represent her capabilities at their height during the medieval era.

Her hatred for dragon slayers is legendary and she shows them no mercy or respite, attacking (and usually killing) them on sight. She has outlived all of her ancient enemies. Age has brought much wisdom to Algon. She is no longer a creature of pure chaos or cruelty. She has become a master politician. On her home world, magic is being displaced by technology and she has negotiated a place for her kind in an age without magic.

Algon is the right hand of the dragon gods and they are educating her for a place among the them. Algon is often sent as the ultimate authority in disputes between dragon-kind. She also appears wherever dragons are threatened with extinction. This is her own pet project but it is approved of by her divine masters. She makes a point of hunting epic-level dragon slayers across the planes.

Algon has many offspring; red dragons from her first mate, amethyst dragons produced from her current mate, a gold dragon and a number of half dragon offspring and other mixed dragon races.

**Time Travel:** Algon is thousands of years old with a collection of chronomancy toys, baubles and followers most envy. She is more than familiar with chronomancy and more than capable of time travel. Efforts to erase dragon kind in the past by high level or epic level groups is likely to draw her attention. Even a low-level time traveling party could encounter her if their efforts were successful enough. Algon is all but immune to temporal change



Michael Short (order #2081358)

and remembers a variety of different histories.

**Weakness:** There are many legends describing different weaknesses of this old dragon. Algon has spread many of them because some are true. She has even spread the stories of the real ones so as to further the confusion about which are to be used against her. She cares about dragons and half dragons like they were all her children. She gained a severe allergy to belladonna after being cured of lycanthropy millennia ago. She hates the cold. She is paranoid about arrows of dragon slaying and even the rumor of one, carefully circulated, can drive her off.

Algon is not permitted to commit mass murder, genocide or disrupt historical events, conquer or dominate countries, large guilds or other organizations unless they are aggressive and pose a threat to her. This is a complicated agreement she made with the gods to permit her to remain on the prime planes where she can directly influence dragon society.

**Humanity:** Algon has spent a good amount of time posing as a humanoid female, usually Elvin. Her disguise, while stunningly beautiful and perfectly in every detail might be given away by her incredible knowledge or temper. Elvin maidens do not have fiery red glowing eyes, or breathe dragon fire when agitated.

## Combat

Algon carefully evaluates opponents if she has the opportunely. As such an old creature, she already has a great understanding of most possibly adversaries. Once she is confident she has not overlooked anything, and this could only take seconds, she enters combat in the traditional fashion of the red dragon: fast and deadly.

She takes great pride in her physical abilities and tends more towards melee combat, especially if her opponents have something she does not want to destroy with her breath weapon or spells. She begins melee by raging, casting *greater magic fang* from a wand and charging or flying over her opponents to intimidate them with her dragon fear.

If she has to move to reach foes, she prefers to cast three spells, two quickened, during that round. If she can reach foes, she will perform a full attack action or flyby attack and cast only two quickened spells. When in flight she can not make her wing attacks but otherwise attacks in the same manor.

If Algon decides to fight at range, she relies on her aerial maneuverability to maintain distance. She can out maneuver most opponents even if she can not outdistance them. She resorts to her breath attack and ranged spells often using the Sacred Spell feat to bypass fire resistance.

Algon enjoys parlaying. She is a cunning politician and would rather manipulate an opponent into assisting her rather then reducing them to charred bones which can serve her no longer. She is more approachable than the average dragon, although she demands a great deal of respect in conversations.

**Speed:** Algon is unbelievable fast for her size. This is fatally overlooked by opponents who are used to exploiting a dragon's poor flight capabilities or approaching in stealth for a sneak attack. Algon maintains great fitness and can out fly any other dragon and her reflexes and cunning make her all but immune to sneak attacks.

**Bonus Spells Known (Sp):** *Eyebite, find the path* and *discern location*. These are usable as a sorcerer and do not count towards the number of known spells.

**Breath Weapon (Su):** 24d10 fire damage (Reflex 40 for half) or 24d10+48 while raging (see Focused Rage below).

**Epic Spells (Sp):** Algon knows the epic spells; *Algon's fire, mass frog* and *rain of fire*. She is permitted to use five epic spells per day as she has 50 ranks in Knowledge (arcana).

**Frightful Presence (Ex):** Whenever Algon attacks, charges or flies overhead creatures within 360 feet with less then 50 hit dice must succeed at a Will save (DC 43) or creatures with 4 or fewer hit dice become *panicked* for 4d6 rounds, creatures with 5 or more hit dice become *shaken* for 4d6 rounds. Creatures who succeed are immune to Algon's frightful presence for one day. Other dragons ignore Algon's frightful presence. It is said that Algon once frightened off the Tarrasque but it may only be the fanciful story of the bards.

**Fire Subtype (Ex):** Fire immunity, double damage from cold except on a successful save.

**Focused Rage:** While raging Algon's breath weapon does an additional +2 damage per die damage (24d10+48 fire damage).

**Hover/Wingover:** Algon has perfect maneuverability while flying and can perform all the abilities of Hover and Wingover (see Hover and Wingover in Chapter 6: Monster Skills and Feats in the *MM*).

**Immunities (Ex):** Algon is Immune to *sleep* and *paralysis*.

**Languages:** Algon speaks 19 languages; Abyssal, Aquan (water elemental), Auran (air elemental), Common, Celestial, Draconic, Drow, Druidic, Dwarven, Elvin, Egyptian, Greek, Ignan (fire elemental), Infernal, Japanese, Red Dragon, Sylivan, Terran (earth elemental) and Undercommon. Algon learned the secret language of the druids just to spite them for trying to keep secrets from her. Occasionally she teaches it to others.

***Locate object* (Sp):** Twelve times per day Algon may cast *locate object* as a 20th level sorcerer.

**Lord of Dragons:** Algon can command other dragons, although they are only honor bound to obey her. Algon prefers solitude after her mate's death but is accompanied by 10 adult, or older, red dragons when she travels into unknown planes.

**Magic Items:** Headband of Epic Intelligence +12 [Epic], Rod of Greater Magic Fang (+5) (50 charges).

**Other Spell-Like Abilities (Sp):** Algon can cast *suggestion* three times per day and *eyebite, find the path* and *discern location* each once per day as a 20th level sorcerer.

**Rage (Ex):** Algon can rage 2 times per day for 14 rounds. She gains a +8 bonus to Strength and Constitution (+200 hp) and -4 AC. This increases her attack bonus and damage by +4 due to the increase in Strength.

*Rage the Arcane*: Algon can cast spells while raging by making a Concentration check DC 20 + spell level. To be able to fail this check she would have to have received at least 32 points of damage dealt in an effort to distract her Spellcasting.

**Spells (Sp):** Algon casts spells as a 20th level sorcerer. She rarely uses *teleport*, preferring to fly. Algon typically uses *energy immunity* for each energy type, a persistent *displacement, haste, protection from arrows* and *stoneskin*. She prefers sacred *fireballs* as an attack medium. The DC for her spells is 18 + spell level.

*Automatic Quicken Spell, Multispell*: Algon can cast all of her spells as free actions without taking any extra time to do so. Algon can cast two free-action spells per round and a maximum



Michael Short (order #2081358)

of three spell spells per round.

**Spells per day:** 6/8/8/8/8/7/7/7/7/6

**Spells Known:** (1st) *charm person, cure light wounds, shield, true strike, spider climb.* (2nd) *endurance, detect thoughts, Ganest's farstrike misdirection, protection from arrows.* (3rd) *displacement, fireball, haste, slow* (4th) *fireshield, polymorph, improved invisibility, stoneskin* (5th) *mirage arcana, permanency, shadow evocation* (6th) *antimagic field, heal, globe of invulnerability* (7th) *delayed blast fireball, energy immunity, teleport without error* (8th) *discern location, trap soul, polymorph any object* (9th) *disjunction, meteor swarm, miracle.*

**Uncanny Dodge (Ex):** Algon does not lose her Dexterity bonus to AC when caught flat footed and can not be flanked.

**Ability Score increases:** Algon has added all of her 12 ability score increases to Dexterity making her Dexterity score higher then that of the average red dragon. Algon has also benefited from a Manual of Quickness of Action +3 adding an additional 3 to her Dexterity score.

**Feats:** Algon knows 16 feats; 1 plus 1 per 3 hit dice or levels (50) plus five bonus draconic fighter feats.

*Draconic Barbarian, Draconic Fighter and Draconic Sorcerer come from AEG's *Dragon*. All relevant abilities are listed here.

## Algon's Fire

Evocation
**Spellcraft DC:** 70
**Components:** V, S
**Casting Time:** 1 standard action
**Range:** 300ft
**Area of Effect:** 200ft sphere
**Duration:** Instantaneous
**Saving Throw:** Reflex half
**Spell Resistance:** Yes
**To Develop:** 630 000gp, 13 days; 25 200XP. Seed: *energy* (DC 19). Factors: seed within specialist school (evocation) (-5), 1-action casting time (+20), increase damage by 50d6 (+100), increase area of effect x9 (+36). Mitigating factor: Burn 10 000xp during casting (-100)

*Algon's fire* is not so much a spell, as a deliberate exercise in chaos. You tap into the elemental plane of fire using yourself as a conduit for its power. This costs 10 000xp and allows you to cast a 60d6 fireball which explodes in a 200ft radius sphere. This spell obliterates flammable objects, defoliates large areas of a forest and destroys small towns. All those in its wake are reduced to ash if they are slain. Sand is melted to polished glass. Stone melts and boulders explode with heat.

Most of the very few times she has used this spell, she has actually used a variant which calls for 100 spell casters to replace the experience cost. This spell makes up for what she sees in herself as a lack of offensive magic and having it provides her with a certain amount of intimidation.

## In Your Campaign

Algon can visit virtually any campaign. Her role is best as a source of information. She has little interest in characters under 10th level unless they relate directly to her activities which normally involve hunting dragon slayers or resolving draconic disputes. Algon has some passing interest in sorcerers and wizards who specialize in the use of fire magic and may pause to show them a thing of two. Depending on the campaign, she may or may not choose to reveal her true nature. The more high level persons are in the area, the more likely she is to travel in secret.

Algon makes a poor opponent. Beyond her abilities listed here, she can enlist the aid of other dragons and their resources. Only an epic level party should consider entering combat with her. Algon is not listed here as the biggest "beat stick" the Game Master can use. Algon is very intelligent and just as likely to talk down a rash angry party of adventurers attacking her, as attack them.

### Dog Familiars

| Familiar | Special |
|---|---|
| Dog | Master gains a +3 bonus on Survival checks. |

Dog familiars are an oddly less used familiar that is both extremely loyal and more accepted in society. Dogs can go most places humanoids can, both socially and physically, with their similar ability to swim, walk and run. Their only restriction is their poor climbing ability, although the rare dog learns how to climb trees and their ability to jump can sometimes overcome obstacle they can not climb.

## Jade

Medium Animal
**Hit Dice:** 5d8+10 (408 hp)
**Initiative:** +2
**Speed:** 40 ft. (8 squares)
**Armor Class:** 23 (+2 Dex, +11 natural), touch 12, flat-footed 21
**Base Attack/ Grapple:** +49/+53
**Attack:** Bite +49 melee (1d6+3)
**Full Attack:** Bite +49/+44 melee (1d6+3)
**Space/Reach:** 5 ft./5 ft.
**Special Attacks:** —
**Special Qualities:** Deliver touch spells, empathic link, immunity to dragon fear, improved evasion, low-light vision, scent, share spells, speak with animals of its own kind, speak with master, spell resistance 35.
**Saves:** Fort +36, Ref +30, Will +32
**Abilities:** Str 15, Dex 15, Con 15, Int 15, Wis 12, Cha 6
**Skills:** Appraise +14, Balance +11. Bluff +61, Climb +70, Concentration +63, Decipher Script+15, Diplomacy+24, Heal+13, Hide -9, Intimidate +63, Jump +70, Knowledge (arcana) +28, Knowledge (architecture/ engineering, dungeoneering, geography, history, ancient history, future history, local, nature, nobility and religion) +19, Knowledge (the planes) +28, Listen +61, Perform (pan flute) +48, Search +67, Sense Motive +18, Speak Languages 10 ranks (see below), Spellcraft +67, Spot +61, Survival +16, Swim +70, Tumble +14, Use Magic Device +20.
**Feats:** Alertness, Track
**Environment:** Any
**Organization:** Solitary or pack (5–12)



Michael Short (order #2081358)

| | |
|---|---|
| **Challenge Rating:** | 5 |
| **Advancement:** | — |
| **Level Adjustment:** | — |

## Algon's Familiar
## Liquid Amber Jade, the Great Dane

During the beginning of the renaissance Algon summoned a familiar. It is not known if she has had familiars in the past or why she decided to acquire one at this time. It is guessed that old age brought sentimentality. She summoned a dog familiar, a pure bred Great Dane with a brindle coat she called Jade. This bond makes Jade the dog with the most hit points on the planet but she is not a great deal more dangerous, which is true to the gentle nature of the Great Dane. Jade could grapple dragons, but her 1d6+3 damage means she would probably never slay them. Jade wanders the world exploring and is summoned home only from time to time by her master.

Jade is a big muscular Great Dane with a brindle orange and black coat. She is extremely timid. She has various nick-names; Beaster-dog, Great Danish (the original name for the Great Danes), Danish and Wimper-puppy – a name gained from her quiet begging nature. Jade is reluctant to push open doors, leap obstacles and runs from strangers but she is fiercely protective of friends. Her loud echoing bark is a sure indication that something is up.

Jade loves to play tug of war with her rope which she is often seen carrying around. She is stronger then many adults and takes great joy in dragging them until they let go of her rope. She has no interest in chasing balls and might go pick one up once, and then drop it disinterested. However, she loves to chase small animals and other dogs and can become quite reckless when doing so.

Jade was a real world dog as well owned by the author for eight years until her passing in January 2005.

**Carrying Capacity:** A light load for Jade is up to 100 pounds; a medium load, 101–200 pounds; and a heavy load, 201–300 pounds. Jade can drag 1,500 pounds.

### Combat

Jade usually runs from a fight, but if cornered will bark and snarl, eventually attacking with her bite. This may prelude the violent arrival of her angry master. If she decides to fight, she will grapple her opponents or disarm them by taking their weapons away.

**Immunity to Dragon Fear:** Jade is immune to dragon fear.

**Skills:** Jade has a +4 racial bonus on Jump checks and a *+4 racial bonus on Survival checks when tracking by scent.

**Familiar Bonuses:** Jade has all the benefits of a familiar of a 20th level sorcerer. (See Familiars in Classes area of the Core Handbook.) This grants Jade Improved Evasion, share spells, empathic link, deliver touch spells, speak with master, speak with animals of its kind, spell resistance 35, a 15 Intelligence score and a +10 Natural Armor adjustment. Jade can use Algon's skills, saves and attack bonus. Jade can only make two attacks as a full attack action.

**Possessions:** Jade's collar.

**Jade's Collar:** This is +5 adamantine spiked black dragon leather collar. Anyone who attempts to bite Jade takes 1d6+5 points of damage.

## Ancient Skeleton

| | Large Ancient Undead (skeleton) |
|---|---|
| **Hit Dice:** | 12d12(143) |
| **Initiative:** | +0 |
| **Speed:** | 20 ft. (4 squares) |
| **Armor Class:** | 23 (-1 size, +1 Dex, +13 natural), touch 10, flat-footed 22 |
| **Base Attack/ Grapple:** | +9/+12 |
| **Attack:** | Claw +12 melee (1d6+3/19-20) |
| **Full Attack:** | Claws +12/+12/+7/+2 melee (1d6+3/19-20) |
| **Space/Reach:** | 5ft./5ft |
| **Special Attacks:** | |
| **Special Qualities:** | Control undead, damage reduction 5/ bludgeoning, darkvision 60 ft., energy drain, immunity to cold, undead traits. |
| **Saves:** | Fort +10, Ref +11, Will +13 |
| **Abilities:** | Str 16, Dex 12, Con -, Int 14, Wis 10, Cha 11 |
| **Skills:** | +11 Hide, +11 Move Silently, +10 Spot, +10 Craft (weapon smith) |
| **Feats:** | Improved Initiative, Improved Critical, Power Attack |
| **Environment:** | Any land or underground, near an ancient site |
| **Organization:** | Solitary |
| **Challenge Rating:** | 11 |
| **Treasure:** | Double Standard |
| **Alignment:** | Usually Neutral Evil |
| **Advancement:** | — |
| **Level Adjustment:** | — |

## Ancient Skeleton

Ancient dead are undead, of any kind, that have survived for thousands of years. Even if they did not start with it, they now have free will and the intelligence to pursue their own objectives. By this point they probably have a large network of allies, a powerful and hidden base of operations or perhaps a solitary, difficult to reach home. Their treasure will be something they have collected so they will make full use of their magical items.

Most ancient undead are either tired of their existence but unwilling to deliberately end it, or they have a driving goal, some great objective that has taken them these many thousands of years. Some may simply put up no fight at all, while others will possess, and use, an arsenal capable of threatening a high level party of adventurers.

Ancient undead are still uncomfortable around the living and are unlikely to live near them, although they may require dealing with the living from time to time.

## Combat

An ancient skeleton is considerably more clever then its original counterparts and will try to implement the best combat strategy it can. Often it will use other undead, hire soldiers or monsters to attack combat an opponent first. Then it will use traps, ranged and magical attacks before finally entering combat itself. It did not survive this long by being careless and it is quick to flee from a loosing battle along a predetermined escape route.



Michael Short (order #2081358)

MONSTERS

Did you like my dungeon?
It's over. You didn't survive.

CHRONOMANCER

268

4 540 000 000 BC

Michael Short (order #2081358)

**Control Undead (Su):** Ancient skeletons can control up to their hit dice in undead. They can make an opposed Will check to steal control from a free willed undead, or an undead controlled by another. They automatically gain control of mindless undead. This requires a standard action.

**Energy Drain (Su):** Living creatures hit by an ancient skeleton's claw attack receive one negative level. The Fortitude save to remove the negative level has a DC of 14.

## Ancient Dead Template

To create an ancient dead start with any other undead and increase the challenge rating. For each +1 CR, add +1 HD, +1 base attack, +1 to saves and +1 to natural armor class as well as 2 + Intelligence bonus skill points. The undead gains an Intelligence score of 10.

For every three challenge ratings added, the undead gains a feat and for every four challenge ratings increase an ability score by +1. For every five challenge ratings the undead gains a new undead ability normally found on another form of undead. For every 10 challenge ratings, increase its Intelligence by 5.

In this example a large skeleton, has gained +10 CR, +10hd, +10 base attack, +10 to saves, +10 natural armor class, gained 3 feats, added +2 to Str, and gained 2 special undead abilities; Energy Drain and Control Undead.

## Blur

| | **Medium Undead** |
|---|---|
| **Hit Dice:** | 6d8 (24 hp) |
| **Initiative:** | +16 (+16 Dexterity) |
| **Speed:** | 50 (10 squares) |
| **Armor Class:** | 30 (+16 Dexterity, +4 greater haste), touch 30, flat-footed 10 |
| **Base Attack/ Grapple:** | +20/+22 |
| **Attack:** | — |
| **Full Attack:** | Longsword Whirlwind Attack +22 melee (1d8+2) |
| **Space/Reach:** | 5 ft./5 ft. |
| **Special Attacks:** | — |
| **Special Qualities:** | Dexterity bonus, greater *haste*, Undead Traits, weaknesses |
| **Saves:** | Fort +6, Ref +22, Will +6 |
| **Abilities:** | Str 14, Dex 42*, Con 10, Int 10, Wis 10, Cha 7 |
| **Skills:** | Listen +5, Spot +5 |
| **Feats:** | Combat Expertise, Dodge, Mobility, Spring Attack, Weapon Finesse, Whirlwind Attack |
| **Environment:** | The Temporal Horizon |
| **Organization:** | Solitary |
| **Challenge Rating:** | 10 |
| **Treasure:** | Standard |
| **Alignment:** | Always Chaotic Evil |
| **Advancement:** | — |
| **Level Adjustment:** | — |

Blur are undead creatures that died while using compound accelerating magics. Although *haste* spells do not stack sometimes a person will have *expeditious retreat*, *haste*, *mass haste* and other spells enchanting him at the same time. Blur haunt the Temporal Horizon, sometimes following time travelers back to the prime worlds. They are most often encountered in the Temporal Horizon but can be found where chronomancy is used.

Blur can not be seen clearly because they move too fast. If one determines a way to see them, they appear much as they did in life but damaged and desiccated like a zombie and wind worn like a long time desert native. Blur always attack hasted individuals and chronomancers. They are, in fact, trying to warn these targets not to use such magic but undeath has twisted their comprehension of things to the point of insanity and they figure clawing their targets to death will get the message across perfectly.

## Combat

Blur attack for 1d10 rounds during any encounter and then leave if they have not been slain. Each round they blink out and vanish then reappear the next round. They are randomly time traveling within the number of rounds they attack. Even if a Blur is killed in any given round, it vanishes and re-appears the next round and keeps attacking.

Blur always attack using the Whirlwind feat. As they are permanently *greater hasted*, they can still make a standard action or a move action.

**Greater Haste (Su):** Blur are permanently *greater hasted* as cast by an 18th level sorcerer. A *dispel magic* can negate the *greater haste* for one round. A successful *disjunction* causes the blur to scatter into a cloud of ash, destroying it. *Slow* negates the *greater haste* but the blur gains another saving throw to resist the spell each round at the beginning of its action. *Hold monster* and similar spells affect a blur as *slow*.

***Dexterity Bonus (Su):** The blur receive a +20 Dexterity bonus because of their permanently hasted state. A creature that *polymorphs* into a blur only has a 22 Dexterity.

**Weaknesses:** Blur will not willingly pass through a wooded door or portal if the frame and door are made entirely of wood from the same tree. They attack Dwarves in heavy armor last, unless they are affected by *haste*, *expeditious retreat* or similar spells.

## Chronolichen

| | **Fine Outsider** |
|---|---|
| **Hit Dice:** | 1d8 |
| **Initiative:** | +0 (Dex) |
| **Speed:** | 0 ft., Fly 5 ft. (average) |
| **Armor Class:** | 18 (+8 Size), touch 18, flat-footed 10 |
| **Base Attack/Grapple:** | +1/-20 |
| **Attack:** | — |
| **Full Attack:** | — |
| **Space/Reach:** | 1/2 ft./0ft. |
| **Special Attacks:** | Latch on, explosive combustion |
| **Special Qualities:** | — |
| **Saves:** | Fort: +2, Ref: +2, Will: +2 |
| **Abilities:** | Str 1, Dex 10, Con 10, Int 2, Wis 10, Cha 6 |
| **Skills:** | Hide +20, Search +0, Survival +4, Use Magic Device +5 |
| **Feats:** | Weapon finesse |
| **Environment:** | Temporal Prime |
| **Organization:** | |
| **Challenge Rating:** | 1/4 |
| **Treasure:** | None |
| **Alignment:** | Always Neutral |
| **Advancement:** | — |
| **Level Adjustment:** | — |

Chronolichen are not especially dangerous except to the unwary or ignorant. This creature is really only a threat to novice time travelers that do not know to brush themselves off before



Michael Short (order #2081358)

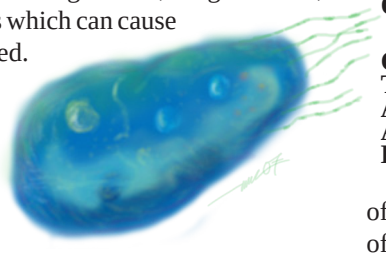
leaving the Temporal Prime. Chronolichen are a light green, blue or red fungus like material that floats through the Temporal Horizon and other time ways. They are attracted to warm bodies and latch onto clothing, or skin to absorb the warmth. They are small and difficult to see unless you know what you are looking for. A character is allowed a Spot check versus its Hide check see or feel them the first time. Characters who know of Chronolichen gain a +4 circumstance bonus to this check. Removing them requires only a round of vigorous brushing. The statistics here represent a single mass of chronolichen fungus.

**Latch On:** When encountering chronolichen, make an attack against every part member to determine which ones the lichen manages to attach itself to.

**Explosive Combustion:** Chronolichen are only dangerous when the time travelers leave the Temporal Horizon. Chronolichen can not survive in normal time and combust so fast they explode. This inflicts 1d6 points of damage per Chronolichen mass. There are usually 1d6 masses in an encounter. Insulating materials, such as a chronosuit, is enough to prevent getting chronolichen. Most time travelers simply check and brush themselves off before leaving the Temporal Horizon. Chronolichen are rare except during certain time periods. A Knowledge (temporal) DC 20 can reveal if you are in a chronolichen infested area.

**Use Magic Device:** Chronolichen attempt to activate any magical devices they come into contact with. Any time a chronolichen mass successfully latches onto a target, make a Use Magic Device check. On a 20, it successfully blindly activates a random magical item (which can be activated) possessed by the target. It can activate any item, including scrolls, magic wands, potions and even sheathed weapons which can cause damage to the sheath when activated.

**Skills:** Chronolichen receive a +5 racial bonus to Use Magic Device.



## Cow

| | Large Animal |
|---|---|
| **Hit Dice:** | 3d8+9 (22hp) |
| **Initiative:** | +1 (Dex) |
| **Speed:** | 30ft. (4 squares) |
| **Armor Class:** | 13 (-1 size, +1 Dex, +3 natural), touch 10, flat-footed 12 |
| **Base Attack/Grapple:** | +2/+4 |
| **Attack:** | Bite +4 melee (1d6+2) or Charge +4 melee (2d6+4) |
| **Full Attack:** | Bite +4 melee (1d6+2) or Charge +4 melee (2d6+4) |
| **Space/Reach:** | 5ft./5ft. |
| **Special Attacks:** | — |
| **Special Qualities:** | — |
| **Saves:** | Fort +11, Ref +7, Will +2 |
| **Abilities:** | Str 15, Dex 12, Con 15, Int 2, Wis 10, Cha 6 |
| **Skills:** | Listen +4, Spot +4 |
| **Feats:** | Great Fortitude, Toughness |
| **Environment:** | Grassy prairie |
| **Organization:** | Herd (5-50) |
| **Challenge Rating:** | 1 |
| **Treasure:** | None |
| **Alignment:** | Always Neutral |
| **Advancement:** | |
| **Level Adjustment:** | — |

Cows are large herbivores that produce milk and are a staple of the human diet. In combat they can use a charge attack that deals double damage. Cows are not especially intelligent or fast, having been domesticated for hundreds of years.

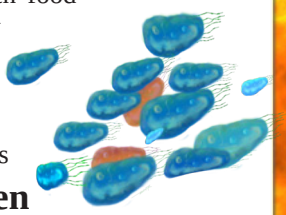
**Mutant Experiment:** Cow is the base type used to create the mutant cow Betsy.

## Cow, Betsy the Flying (Mutant)

| | Large Magical Beast |
|---|---|
| **Hit Dice:** | 13d12+42 (167 hp) |
| **Initiative:** | +3 (Dex) |
| **Speed:** | 30ft., Fly 50ft. (Average), Jump 10ft., Swim 20 ft. |
| **Armor Class:** | 19 (-1 size, +3 Dex, +7 natural), touch 12, flat-footed 16 |
| **Base Attack/Grapple:** | +9/+15 |
| **Attack:** | Bite +15 melee (1d8+7) or Charge+15 melee (2d8+10) |
| **Full Attack:** | Bite +15 melee (1d8+7), 2 Hooves +15 melee (1d8+3), 2 wing buffets +15 melee (1d8+3) |
| **Space/Reach:** | 5ft./5ft. |
| **Special Attacks:** | Breath Weapon |
| **Special Qualities:** | Acid immunity, sleep and paralysis immunity, 60ft night visio, rage. |
| **Saves:** | Fort +13, Ref +11, Will +7 |
| **Abilities:** | Str 23, Dex 16, Con 17, Int 4, Wis 12, Cha 8 |
| **Skills:** | Listen +4, Spot +14 |
| **Feats:** | Great Fortitude, Iron Will, Multi Attack, Improved Multi Attack, Toughness |
| **Environment:** | Grassy prairie and any mountain or forest |
| **Organization:** | Unique with herd of cows or flying cows (5-50) |
| **Challenge Rating:** | 14 |
| **Treasure:** | Standard |
| **Alignment:** | Lawful Neutral |
| **Advancement:** | 14-23 HD (Huge) |
| **Level Adjustment:** | — |

Betsy the flying cow is a great huge cow, at least twice the size of the average cow with large leathery wings that have a wingspan of about forty feet. They fold back so that at a distance she might be mistaken for a normal cow. Betsy is a typical black and white cow with a black "mask" around her eyes. Her wings are white with leathery brown membranes. Betsy has big black eyes and is a very curious beast. She likes to discover new foods and is very curious about bags and sacks and will paw them open to see what is inside and try and eat it. Betsy is active night and day with no preference. She has a lair in a barn which she shares with no other cows.

Betsy is particularly fond of sugary treats. First she will plead with her great big eyes for such food and then she will stomp her feet, perhaps jumping up and down and if that fails she will eventually try to take the food by force. She will not use her breath weapon on people carrying such food as she knows that would spoil it. Betsy has a temper once something arouses her such as the denial of food or the harming of cows. Betsy is attracted to the sound of cow bells, farm activities



**Chronolichen**



Michael Short (order #2081358)

(the noises of chickens, pigs, etc) and other cows.

**Mutant Cow:** Betsy is an example of mutant create created by adding one or more templates to the base statistics of a cow. She has the flying template and the half-dragon templates. These increases did not give her the appropriate toughness for a "legendary dragon cow" so she was given 10 extra hit dice and advanced as a magical beast which gives here +10d12 hit points (d12 because of the half dragon template), +10/+5 attack, the saving throws of a 13th level fighter, +10 skill points and 3 total feats which added +10 to her total challenge rating. Betsy was given an add-hoc wing attack for free.

**Breath Weapon:** Betsy can breathe a line of acid 5 ft. high and 5ft. wide and 60ft. long every 1d4 rounds for 6d4 damage. A reflex saving throw DC17 reduces the damage to half.

**Immunities:** Betsy is immune to acid, paralysis and sleep.

**Feats and Attacks:** Betsy can attack like a dragon using a full attack action to deliver a bite, 2claws and 2wing buffets.

**Rage:** Betsy can rage under extreme circumstances. She gains a +8 Strength and +4 Constitution bonus for a number of rounds equal to her new Constitution bonus. Qualifying conditions include trying to milk Betsy, offering her or eating steak in front of her and the slaughter of cows.

## Combat

Betsy likes to depend on her breath weapon and flight to keep her out of direct conflicts. If she is force to the ground or must fight on the ground she is extremely aggressive attacking every round with a bite, two claws (hoofs) and 2 wind attacks making full use of her Improved Multi Attack feat. Betsy can attack forward with two hoofs or combine then for a single attack to the rear which does 2d8+7 damage.

### Mutant Cow Society

Betsy is a member of a mutant cow species that exists in post-nuclear or other radioactive world wars. She is unique herself but there will be other flying cows with different combinations of templates. Betsy does not necessarily have a dragon ancestor. Mutant cows tend to recognize one another but may fight for domination or alignment reasons. (If a half-demon cow encounters a half-celestial cow for example.)

## Cow, Flying

| | Large Magical Beast |
|---|---|
| **Hit Dice:** | 3d8+9 (21hp) |
| **Initiative:** | +1 (Dex) |
| **Speed:** | 30ft., Fly 50ft. (Average) |
| **Armor Class:** | 13 (-1 size, +1 Dex, +3 natural), touch 10, flat-footed 12 |
| **Base Attack/Grapple:** | +2/+4 |
| **Attack:** | Bite +4 melee (1d6+2) or Charge +4 melee (2d6+4) |
| **Full Attack:** | Bite +4 melee (1d6+2) or Charge +4 melee (2d6+4) |
| **Space/Reach:** | 5ft./5ft. |
| **Special Attacks:** | — |
| **Special Qualities:** | — |
| **Saves:** | Fort +11, Ref +9, Will +3 |
| **Abilities:** | Str 15, Dex 16, Con 15, Int 2, Wis 12, Cha 6 |
| **Skills:** | Listen +5, Spot +5 |
| **Feats:** | Great Fortitude, Toughness |
| **Environment:** | Grassy prairie and any mountain or forest |
| **Organization:** | Solitary or Herd (1-4 flying cows plus 5-50 cows) |
| **Challenge Rating:** | 2 |
| **Treasure:** | None |
| **Alignment:** | Lawful Neutral |
| **Advancement:** | 6-8 HD (Large); 9-15 HD (Huge) |
| **Level Adjustment:** | — |

Flying cows have slightly greater Wisdom then average cows. They see more of the world and are more curious then the average cow. They are lighter because they get a lot more exercise. It is very difficult to domesticate or confine flying cows. They are stubborn and adventurous and no farmer can afford to put a roof over the all the grazing area.

**Mutant Experiment:** Flying cows are part of the example of creating the mutant cow Betsy. This represents the first step of adding the Flying template (from *Savage Species)* to a normal cow.

## Dodo, Awakened

| | Medium Magical Beast (Augmented Animal) |
|---|---|
| **Hit Dice:** | 10d8+20 (70hp) |
| **Initiative:** | +8 |
| **Speed:** | 30 feet (6 squares), Fly 50 |
| **Armor Class:** | 19 (+4 Dex, +5 natural), touch 14, flat-footed 15 |
| **Base Attack/Grapple:** | +10/+10 |
| **Attack:** | Bite +10 melee (1d8) |
| **Full Attack:** | Bite +10/+5 melee (1d8) |
| **Space/Reach:** | 5ft./5ft |
| **Special Attacks:** | — |
| **Special Qualities:** | Dodo Stare, Spell-Like Abilities |
| **Saves:** | Fort +9, Ref +11, Will +3 |
| **Abilities:** | Str 10, Dex 18, Con 14, Int 14, Wis 10, Cha 12 |
| **Skills:** | Hide +10, Knowledge (temporal) +5, Listen +12, Spellcraft +5, Spot +7 |
| **Feats:** | Alertness, Eschew Material Components, Improved Initiative, Power Attack |
| **Environment:** | Temperate island |
| **Organization:** | Tribe (1-6 plus 11-30 Greater Dodo Birds) |
| **Challenge Rating:** | 6 |
| **Treasure:** | None |
| **Alignment:** | Usually Neutral Good |
| **Advancement:** | — |
| **Level Adjustment:** | — |

Awakened dodo's spend their time hunting down those who made their race extinct and punishing them or trying to rebuild the species in a different time then when they were hunted to extinction.

*For information about awakened creatures see *awaken* in the Spells area of the Core Handbook.

## Combat

Awakened dodo's are capable of fairly complex strategies, especially when leading greater dodo's. They use flight and surprise to their advantage. Often one awakened dodo will maintain *silent image*, while the others fight, giving them an advantage in combat by confusing the opponents.

**Dodo Stare:** Anyone who looks the greater dodo in the eye must succeed at a Will save (DC 20) or take 1 point of Intelligence



Michael Short (order #2081358)

damage. If they fail, each consecutive round they must save again or take another point of Intelligence damage until they make their saving throw or are reduced to 0 Intelligence and pass out. A person can only be affected by one dodo once per day. The Intelligence damage heals normally.

**Spell-Like Abilities:** Awakened dodo's cast spells as a 3rd level chronomancer sorcerers.

**Spells Per Day:** (4)/3/2

**Spells Known:** 0th-*detect chronomancy, ghost sound, mage hand, mending*; 1st-*silent image, temporal cover, where in time*; 2nd-*timeslide*.

## Awakened Dodo Society

Part of the greater dodo society, Awakened Dodo's are natural leaders being more intelligent then others dodo's. They may arrange elaborate plans to get rid of other races that move in and threaten the dodo's solitude. Their chronomancy abilities make is possible for them to better hide their nests and, if they decide to flee, it is even possible for them to flee to a different time period. It has happened that an adventurer in the Temporal Horizon encountered a tribe of greater dodo's.

## Dodo, Greater

| | **Medium-Sized Animal** |
|---|---|
| **Hit Dice:** | 10d8+20 (70hp) |
| **Initiative:** | +4 |
| **Speed:** | 30 feet, Fly 50 |
| **Armor Class:** | 19 (+5 natural, +4 Dex), touch 14, flat-footed 15 |
| **Base Attack/Grapple:** | +14/+14 |
| **Attack:** | Bite +14 melee (1d8) |
| **Full Attack:** | Bite +14/+9/+5 melee (1d8) |
| **Space/Reach:** | 5ft./5ft |
| **Special Attacks:** | Dodo Stare |
| **Special Qualities:** | — |
| **Saves:** | Fort +9, Ref +11, Will +3 |
| **Abilities:** | Str 10, Dex 18, Con 14, Int 2, Wis 10, Cha 12 |
| **Skills:** | +10 Hide, +10 Listen, +10 Spot |
| **Feats:** | Temporal Resistance x4 |
| **Environment:** | Temperate Island |
| **Organization:** | Tribe (11-30 + 1-6 Awakened Dodo Birds) |
| **Challenge Rating:** | 10 |
| **Treasure:** | None |
| **Alignment:** | Always Neutral Good |
| **Advancement:** | — |
| **Level Adjustment:** | — |

The obvious work of a chronomancer the existence of greater dodos came as a great surprise to explorers. The birds have been seeded on many of worlds in small populations delivered to remote locations and left to thrive. Their greater size and mild aggressiveness suggest some sort of revenge tactic by the chronomancer who produced them.

## Combat

Greater dodo's are more intelligent and more aggressive. When they perceive a threat they will decide whether to retreat and hide, or fight. They attack in groups, often trying to sneak around behind their opponent and attack from a flanking position with surprise. They are not especially brave and tend to panic if a battle goes poorly.

**Dodo Stare:** Anyone who looks the greater dodo in the eye must succeed at a Will save (DC 20) or lose 1 point of Intelligence. If they fail each round they must save again or lose an additional point of intelligence until they make their saving throw. A person can only be affected by the dodo stare once per day. The lost Intelligence returns at the normal rate of 1 point per day or faster with magical healing. Characters with 0 Intelligence fall unconscious until it increases to 1.

**Temporal Resistance:** The greater dodo is highly resistant to temporal change. It is assumed that someone bred this trait into them somehow. They require no training to develop this resistance. Their Resist Temporal Change check bonus is +29 (on an 11 or higher they can resist temporal change).

## Greater Dodo Society

Much larger, smarter and having regained the ability to fly, Greater Dodo's live in trees in primitive tribes. They spend most of their time looking for food and caring for their young which live in large nests until they can fly. They live in remote areas and avoid contact with other intelligent races, so much so that they may abandon their nests, carrying their young to a new, more secluded area, if other races move in.

## Eternal Guardian

| | **Type Large Outsider** |
|---|---|
| **Hit Dice:** | 20d8 (90hp) |
| **Initiative:** | -4 (Dex) |
| **Speed:** | 0 feet |
| **Armor Class:** | 14 (-1 size, -5 Dex, +10 natural), touch 4, flat footed 14 |
| **Base Attack/Grapple:** | +20/— |
| **Attack:** | By spells |
| **Full Attack:** | By spells |
| **Space/Reach:** | 10ft./5ft |
| **Special Attacks:** | *Temporal stasis* |
| **Special Qualities:** | DR 50/+5, non-linear, cold and fire Immunity, spellcasting |
| **Saves:** | Fort +12, Ref +2, Will +9 |
| **Abilities:** | Str 10, Dex 1, Con 20, Int 18, Wis 16, Cha 10 |
| **Skills:** | +27 Knowledge (temporal), +30 History (future, ancient), Spellcraft +27, Spot +22 |
| **Feats:** | Fountain of Youth, Internal Clock, Skill Focus (ancient history), Skill Focus (future history), Temporal Resistance x4 |
| **Environment:** | Any land or underground |
| **Organization:** | Solitary or Group (1-6) |
| **Challenge Rating:** | 20 |
| **Treasure:** | Standard |
| **Alignment:** | Neutral Good |
| **Advancement:** | — |
| **Level Adjustment:** | — |

Eternal guardians have always existed and will always exist. Theirs is not a life of surprise and adventure. They are constantly aware of everything that has been and will come to be. They are something of a mystery and it is suspected they come from a distant outerplane for an unknown reason.

They earned their name for interfering with time travel, specifically the creation of paradoxes. Sometimes they assist time travelers and other times they hinder them. They occasionally offer some of their great knowledge of history and time. Eternal



Michael Short (order #2081358)

Guardians can seem rude and forceful in conversation. They tell people what to do, rather then ask because to them, it has already occurred (as have all things).

Eternal guardians are rarely seen in the prime planes. When they are discovered, it is usually in the Temporal Horizon or wormholes. They can survive in a vacuum.

**DR 50/+5:** Eternal guardians exist in a different temporal state which gives them temporal damage reduction 50/+5.

**Stasis:** Eternal Guardians do not fight but use their power over time to protect themselves and imprison others. They can use *temporal stasis* once per round as a standard action they can perform any number of times per day. They can either deliver this spell as a touch attack, or as a ranged touch attack with a range of 200 yards. The later version grants a Fortitude save DC 23. They can dismiss this spell as a free action (and they may wait a long time to do this), otherwise it is permanent.

**Spellcasting:** Eternal Guardians can cast any temporal spell once per day as a 20th level sorcerer, but rarely do so. They never deal damage, so there are certain temporal spells they never use.

**Non-Linear:** This creature exists outside of normal time. It does not live its life from time A until time B but rather exists from the beginning of time to the end of time as a single moment. Non-linear creatures see all of time as a single picture. The only change they experience is when paradoxes occur. Non-linear creatures tend to have no concept of past, present or future.

Non-Linear creatures do not need to breath or eat.

**Cold and Fire Immunity:** Eternal guardians are immune to damage from cold and fire because of their different temporal state. Heat and cold can not accelerate or decelerate the movement of their molecules. They can not get warmer or colder.

## Eternal Guardian Society

The eternal guardians seem content to wait eons doing nothing, but for them no time has passed at all. Little is known about how they communicate amongst themselves or how their society is structured. There does not seem to be a need for laws in their society as their society changes so little. The eternal guardians are more often found in non-paradox time where they can experience a certain amount of change.

If one can get past their different perspective it seems they have a genuine interest in protecting the integrity of time, just like a person takes care of their home. They do not always object to paradoxes, even major ones, but they are very concerned when time is damaged.

# Eternal Zombie

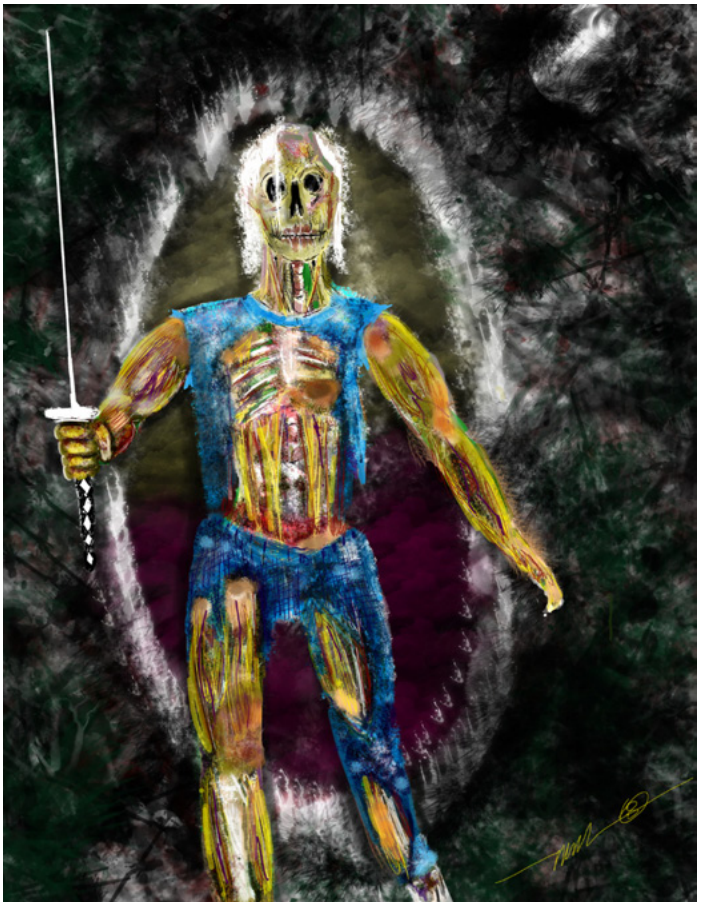
**Medium Undead**

| | |
|---|---|
| **Hit Dice:** | 2d12+3 (15 hp) |
| **Initiative:** | +0 |
| **Speed:** | 30ft. |
| **Armor Class:** | 20 (+10 Temporal bonus), touch 20, flat-footed 20 |
| **Base Attack/Grapple:** | +2/+2 |
| **Attack:** | Slam +22 melee (1d8+2+*improved slow*) |
| **Full Attack:** | Slam +22 melee (1d8+2+*improved slow*) |
| **Space/Reach:** | 5ft./5ft. |
| **Special Attacks:** | *Slow, true strike, improved slow* |
| **Special Qualities:** | Damage reduction 50/-, Magic Weapon |
| **Saves:** | Fort +0, Ref +0, Will +2 |
| **Abilities:** | Str 10, Dex 10, Con —, Int 10, Wis 10, Cha 10 |
| **Skills:** | None |
| **Feats:** | Toughness |
| **Environment:** | Any |
| **Organization:** | Solitary |
| **Challenge Rating:** | 10 |
| **Treasure:** | Standard (plus +2 sword unless better sword in treasure) |
| **Alignment:** | Usually Chaotic Evil |
| **Advancement:** | — |
| **Level Adjustment:** | +8 |

An eternal zombie is a typical zombie that has been held in stasis for an incredibly long period of time, at least a thousand years. This occasionally occurs by accident in damaged time lines but is usually the work of necronomancers. These creatures eventually gain the ability to move again by stealing the motion of others. Eternal zombies are not much tougher then they were before but they are well protected by their stasis field.

**True Strike:** Many undead exist both in the prime world and the ethereal. Eternal zombies exist both in the present and the future giving them *true strike* with each hit. If the future is somehow denied to them, they lose this bonus. *Dispel magic* against a 10th level caster can also negate this ability for 1d4 rounds. Anyone struck by an eternal zombie can make a Resist Temporal Change check to negate the damage and *slow* effect.

***Slow*:** Eternal zombies begin each round with no actions except for the ability to activate this power as a free action. An



**Eternal Zombie**

MARK CHARKE



Michael Short (order #2081358)

eternal zombie can *slow* anyone within 100 yards of it unless they make a Will save DC 25. Each time it slows a person, it gains an action, up to a maximum of 4 actions (See Maximum Haste in Chapter 10: Temporal Combat).

**Improved Slow:** At will, as a standard action the eternal zombie can cast a variation of *slow*, which can be negated by a Will save DC 25. Improved slow stacks with *slow* so that someone affected by both loses 2 actions each round. A person who is not hasted, has no extra actions, thus has 0 actions but can still take a 5 foot step and perform free actions.

Whenever an eternal zombie successfully hits someone they are affected by *improved slow*.

**Damage Reduction 50/-:** Because the eternal zombie is effectively in a different form of time, it gains temporal damage reduction 50/-. *Dispel magic*, against a 20th level, caster can remove the *stasis* field for 1d4 rounds during which time the eternal zombie has 2 actions per round and loses it's damage reduction but retains it's improved slow and slow abilities.

**Magic Weapon:** Unless the eternal zombie has a better weapon as part of its treasure it always has a +2 weapon of a random type.

## Gaffer's Phase Spiders

| | Large Magical Beast |
|---|---|
| **Hit Dice:** | 5d10+25 (52hp) |
| **Initiative:** | +7 (+3 Dex, +4 Improved Initiative) |
| **Speed:** | 40ft, climb 20 ft |
| **Armor Class:** | 15 (-1 size, +3 Dex, +3 natural), touch 12, flat-footed 12 |
| **Base Attack/Grapple:** | +5/+5 |
| **Attack:** | Bite +5 melee (1d6+poison) |
| **Full Attack:** | Bite +5 melee (1d6+poison) |
| **Space/Reach:** | 10ft./5ft. |
| **Special Attacks:** | Temporal jaunt, poison, extra uses of moment |
| **Special Qualities:** | — |
| **Saves:** | Fort +9, Ref +7, Will +2 |
| **Abilities:** | Str 11, Dex 17, Con 21, Int 7, Wis 13, Cha 10 |
| **Skills:** | Climb +12, Knowledge (temporal) +7, Move Silently +11, Spot +9 |
| **Feats:** | Internal Clock, Improved Initiative, Moment |
| **Environment:** | Gaffer's Chaos or any land |
| **Organization:** | Solitary or cluster (2-5) |
| **Challenge Rating:** | 7 |
| **Treasure:** | None |
| **Alignment:** | Always neutral |
| **Advancement:** | 6-8 HD (Large); 9-15 HD (Huge) |
| **Level Adjustment:** | +2 |

Gaffer's phase spiders are similar to their Phase spider cousins except that instead of being able to travel to the ethereal plane they can travel to the Temporal Horizon and navigate the time stream. These creatures resemble giant wolf spiders, except with larger heads and variegated markings in a variety of chromatic colors over legs and backs. Their eight eyes are a shimmering chromatic color. A typical Gaffer's phase spider is slightly smaller then a normal phase spider, about 6 feet long.

## Combat

Gaffer's phase spiders can be found either on the Temporal Horizon or on the prime material planes of Gaffer's Chaos. Once they locate prey they shift through time attacking them at random times. Even once it is slain, it is still possible that the creature might re-appear and continue attacking until ultimately it reaches the point when it was slain. Phase spiders do not normally attack sentient races unless provoked or starving. They will not combat with psionicsists if they can avoid them, usually immediately leaving a fight if a psionicist is present.

**Temporal Jaunt (Su):** As a free action, temporal spiders can shift to the Temporal Horizon and time travel forward or backwards up to 6 rounds. The Game Master rolls randomly each round to see if it appears; Roll a d6, on a 1 it may have appeared more then once (roll again twice), 2-4 it appears, 5-6 it does not appear. If a Temporal Phase Spider is slain the Game Master should continue checking for its appearance for 1d6-1 rounds.

**Poison (Su):** Bite, Fortitude save (DC 17); initial and secondary, causes 1d6 temporal Constitution damage and forces the subject 1d6 rounds into the future if possible in the current form of time.

**Extra uses of Movement:** A Gaffer's phase spider can use the Movement feat up to 6 times a day.

**Webs (Su):** Gaffer's phase spiders spin unusual webs because of their sensitivity to time. Each spider spins its own unique web and each web reveals some piece of information about gaffer's chaos. Some webs are maps of the various planes in Gaffer's Chaos. Some show temporal disturbances or chart a history of paradoxes or non-existent time lines. Anyone with Knowledge (temporal) can make a check (DC 20) to learn some piece of information from such a web. Damage to the web greatly increases the difficulty, +5 per point of damage against the web. The web has damage reduction 5/+1 and 4d8 hit points (16hp). Many consider the Gaffer's phase spiders to be some form of holy prophets, dangerous holy prophets.

### Gaffer's Phase Spiders

Phase spiders in Gaffer's Chaos are different from normal phase spiders. They are attuned to the chaos of the multiverse around them. The webs of Gaffer's phase spiders have a mathematical relationship to some aspect of the relationship between the multiple planes in Gaffer's Chaos. By studying the webs a person can learn a fair amount about Gaffer's Chaos. These webs provide information on a variety of topics including; maps of the local area, (sometime not of the same plane), time flow, paradox occurrences, temporal abnormalities, gate locations or planar travel. A great number of people hail these spiders as holy prophets, dangerous holy prophets.

## Lab Rat

| | Tiny Magical Beast (Augmented Animal) |
|---|---|
| **Hit Dice:** | 1/4 d8 (1 hp) |
| **Initiative:** | +2 |
| **Speed:** | 15 ft. (3 squares), climb 15 ft., swim 15 ft. |
| **Armor Class:** | 15 (+1 size, +2 Dex, +2 natural), touch 14, flat-footed 12 |
| **Base Attack/Grapple:** | +0/–12 |
| **Attack:** | Bite +4 melee (1d6-5) |
| **Full Attack:** | Bite +4 melee (1d6-5) |
| **Space/Reach:** | 2-1/2 ft./0 ft. |
| **Special Attacks:** | — |
| **Special Qualities:** | Change, scent, mutation |



Michael Short (order #2081358)

Michael Short (order #2081358)

| | |
|---|---|
| **Saves:** | Fort +2, Ref +4, Will +3 |
| **Abilities:** | Str 2, Dex 15, Con 10, Int 6, Wis 12, Cha 4 |
| **Skills:** | Balance +10, Climb +12, Hide +18, Knowledge (temporal) +4, Move Silently +10 |
| **Feats:** | Weapon Finesse (bite), Internal Clock |
| **Environment:** | Any land or underground |
| **Organization:** | Solitary or plague (1-2 plus 10-100 rats) |
| **Challenge Rating:** | 3 |
| **Treasure:** | Standard |
| **Alignment:** | Usually Neutral |
| **Advancement:** | — |
| **Level Adjustment:** | +2 |

Lab rats are similar to traditional rodent, although experimentation may have left them changed. Lab rats have unusual personalities. They may have odd phobias to a wide variety of things, water, brooms, glass, steam, etc. They may be too energetic, fearless or persistently afraid.

Lab rats are similar to traditional rodent, although experimentation may have left them changed. Lab rats have unusual personalities. They may have odd phobias to a wide variety of things, water, brooms, glass, steam, etc. They may be too energetic, fearless or persistently afraid.

## Combat

Most lab rats flee from combat. When forced to fight they attack with a bite, usually as a distraction to try escape and flee. Occasionally a mob of rats will become bold enough to attack but by themselves lab rats choose not to confront anything larger then they are.

**Change:** Add 1D6-3 to two random (1d6) ability scores.

**Mutation:** Lab rats gain a bonus feat at random from the following list. On a roll of 19 they can cast a 1st level spell of the Game Master's choice once per day without components. On a roll of 20 they can manifest a 1st level psionic power of the Game Master's choice once per day.

1. Alertness
2. Blind-Fight
3. Combat Expertise
4. Dodge
5. Die Hard
6. Endurance
7. Great Fortitude
8. Improved Critical
9. Improved Initiative
10. Iron Will
11. Lightning Reflexes
12. Run
13. Skill Focus
14. Spring Attack
15. Toughness
16. Track
17. Weapon Finesse
19. Spell-like ability
20. Psionic power

**Skills:** Lab rate receive a +4 racial bonus to Hide and Move Silently checks and a +8 racial bonus to Balance checks. They use their Dexterity modifier for Climb checks.

## Slip Dog

| | **Medium Magical Beast** |
|---|---|
| **Hit Dice:** | 4d10 (22 hp) |
| **Initiative:** | +5 |
| **Speed:** | 30 ft. (6 squares) |
| **Armor Class:** | 18 (+5 Dex, +3 natural), touch 15, flat-footed 13 |
| **Base Attack/Grapple:** | +4/+4 |
| **Attack:** | Bite +9 melee (1d6) |
| **Full Attack:** | Bite +9 melee (1d6) |
| **Space/Reach:** | 5 ft./5 ft. |
| **Special Attacks:** | — |
| **Special Qualities:** | Darkvision 60ft., low-light vision, *timeslide*, scent. |
| **Saves:** | Fort +5, Ref +9, Will +0 |
| **Abilities:** | Str 10, Dex 20, Con 12, Int 12, Wis 10, Cha 12 |
| **Skills:** | Hide +5, Knowledge (temporal) +4, Listen +4, Spot +4 |
| **Feats:** | Weapon Finesse (bite), Internal Clock |
| **Environment:** | Temporal Horizon |
| **Organization:** | Solitary, pair, or pack (7–16) |
| **Challenge Rating:** | 2 |
| **Treasure:** | Standard |
| **Alignment:** | Usually lawful neutral |
| **Advancement:** | 5–7 HD (Medium); 8–12 HD (Large) |
| **Level Adjustment:** | +2 (cohort) |

Slip dogs are blink dogs that can jump a short ways through time rather then teleport. They do this by slipping in and out of Temporal Horizon at will. Slip Dogs find Temporal Horizon disturbing and do not remain their long, normally staying only long enough to assure their safety when they return. They typically jump only up to 6 rounds forwards or backwards.

**Timeslide (Sp):** Slip dogs can cast timeslide at will.

## Horizon Strands

| | **Small Outsider** |
|---|---|
| **Hit Dice:** | 1/8(1 hp) |
| **Initiative:** | +0 |
| **Speed:** | Special |
| **Armor Class:** | 11 (+1 size), touch 11, flat-footed 11 |
| **Base Attack/Grapple:** | +2/-9 |
| **Attack:** | Touch +10 melee (no damage) |
| **Full Attack:** | Touch +10 melee (no damage) |
| **Space/Reach:** | 2 ½ ft./0 ft. |
| **Special Attacks:** | — |
| **Special Qualities:** | Temporal Disruption, Incorporeal |
| **Saves:** | Fort +2, Ref +2, Will +2 |
| **Abilities:** | Str 1, Dex 10, Con 10, Int 1, Wis 10, Cha 10 |
| **Skills:** | Hide +15, Listen +2, Move Silently +15, Spot +2 |
| **Feats:** | Alertness |
| **Environment:** | Temporal Horizon |
| **Organization:** | 1 per 8 strands |
| **Challenge Rating:** | 1 per 8 strands |
| **Treasure:** | None |
| **Alignment:** | Always Neutral |
| **Advancement:** | — |
| **Level Adjustment:** | +0 |

Hidden on Temporal Horizon is a nuisance to chronomancers



Michael Short (order #2081358)

MONSTERS

Time Archon

MARK CHARKE

4 540 000 000 BC

277

Michael Short (order #2081358)

and possibly a source of great danger. Most strands are almost invisible, appearing as small purple or orange threads, one to six inches long. They drift silently along in the Temporal Horizon and are extremely adhesive, fastening to any organic substance they touch that is not native to the Temporal Horizon. Armor or clothing is penetrated as if it did not exist and the strands do not feel sticky or restrict movement. Strands travel in packs (1 to 6 strands) and clouds (1-6 packs) that sweep through timestreams and voids. Horizon strands act as a natural cleaner for the Temporal Horizon, eventually sweeping everything out onto the prime material plane or to the end of time.

To determine if a pack or cloud of stands are encountered, roll 1d6; 1-5 is a pack while 6 is a cloud.

## Combat

Horizon strands are plants native to the Temporal Horizon. They are naturally silent and invisible which gives them a +15 bonus to Move Silently and Hide. They have a +8 circumstance bonus to hit because of their speed. A horizon strand can only attack any character once, because they always flow forwards, towards the end of time, never backwards, but they will attack each character in their path once even if this affords them more attacks then they would normally be allowed.

**Temporal Disruption:** Anyone with strands on them attempting to travel to or from the Temporal Horizon must make a Concentration check DC 15 + spell level, +1 per strand. Even if the check is successful, the person is thrown forward 5D4 rounds into the future for each strand on him.

**Pull:** Anyone with strands is pulled downstream, towards the future. Treat the person's wisdom as 1 higher when moving towards the future, otherwise treat it is -1. It is harder to move into the past or cross-stream with strands.

**Overwhelm:** Once a creature has a number of strands equal to its Wisdom score, it is pulled down stream at a speed based on the number of strands, instead of the subject's wisdom score (see Movement in Chapter 7: Temporal Horizon). An overwhelmed person can not control his speed, increasing it or decreasing it, or even moving left or right. If he collects more strands, his speed will increase. Unfortunately while strands do not suffer from bumping into lifelines or glancing off a resident of the Temporal Horizon at high speeds, most other creatures do. For every ten minutes of travel roll a d20. A 20 indicates no collision during that time. A 1 indicates a 1 round encounter with a hazard from the Temporal Horizon. For any other result, the creature collides with lifelines randomly 1d10 times, up to once per minute. Each collision causes 1d6 points of falling damage.

A creature can grab a lifeline by making a touch attack against AC 10. The character must make a Strength check with a DC equal to the number of strands each round to hang on. Additionally other characters can hold the overwhelmed character if their total wisdom score is higher then the number of strands on everyone involved. Once clothing is removed *universal solvent* or a weak acid solution (lemon juice, vinegar, etc) can remove one strand per round with heavy scrubbing.

## Horizon Strand Society

Horizon strands appear to originate from the beginning of time and travel continually forward. Occasionally they duplicate by division, like worms. They have no form of society but naturally gather in small groups. A solitary strand will eventually divide into a small group.

## Time Archon (Celestial)

| | **Medium Sized Outsider (Good, Lawful)** |
|---|---|
| **Hit Dice:** | 14d8+48 (111 hp) |
| **Initiative:** | +7 |
| **Speed:** | 20 ft. (4 squares), fly 60 ft (perfect) |
| **Armor Class:** | 20 (+7 dex, +3 natural), touch 17, flat-footed 13 |
| **Base Attack/Grapple:** | +14/+18 |
| **Attack:** | Bastard sword +18 melee (1d10+4) |
| **Full Attack:** | Bastard sword +18/+13/+8 melee (1d10+4) |
| **Space/Reach:** | 5ft./5ft. |
| **Special Attacks:** | — |
| **Special Qualities:** | Damage reduction 30/+3, SR 30, celestial qualities, temporal access |
| **Saves:** | Fort +16, Ref +11, Will +9 |
| **Abilities:** | Str 18, Dex 25, Con 25, Int 20, Wis 20, Cha 22 |
| **Skills:** | Concentration +24, Decipher Script +22, Diplomacy +23, Knowledge (arcana, ancient history, future history, history, religion, temporal) +22, Search +22, Sense Motive+22, Spot +22, Survival +22 |
| **Feats:** | Internal Clock, Movement, Moment, Lifetime in a Second, Resist Temporal Change x2 |
| **Environment:** | Any land and underground |
| **Organization:** | Solitary or Squad (3-10) |
| **Challenge Rating:** | 11 |
| **Treasure:** | No coins; double goods; standard items |
| **Alignment:** | Always lawful good |
| **Advancement:** | 15-21 HD (Large), 22-42 HD (Huge) |
| **Level Adjustment:** | +4 |

Time Archons, or Angels of the Temporal Horizon as they are known, look like well muscled humans, usually with dark skin, always dressed in chronosuits. They have incredible white or silver wings. These celestials patrol the Temporal Horizon working with temporal guardians to enforce the laws of time travel set down by the divine and by the chronomancer guilds. There is suspicion that time archons were once incarnations of One-Less. There must be some truth to this as many have One-Less's appearance. They rarely remove the hood of their chronosuit but their dark skin, typical of most One-Less's, is often apparent through the suit.

## Combat

In the Temporal Horizon, Time Archons do not hesitate to create temporal duplicates or use time travel to their advantage. On the prime plane they will not cause paradoxes for any reason.

**Spell-Like Abilities:** At will – *dispel magic, fly, follow chronomancer, owl's wisdom, timeslide, trace teleport.* These abilities are as the spells cast by an 8th-level sorcerer (save DC 16+spell level).

**Resist Temporal Change:** The time archon's total bonus to resist temporal change is +26. If they have one or more rings as



Michael Short (order #2081358)

part of their treasure, replace the first ring rolled up with a ring of resist temporal change. This increases their bonus to resist temporal change by an additional +10 to +36.

**Celestial Qualities:** Electricity and petrification immunity, cold and acid resistance 20, +8 save against poison.

## Time Eater

| | |
|---|---|
| | Large Aberation |
| **Hit Dice:** | 4d8 (49 hp) |
| **Initiative:** | +9 (+5 Dexterity, +4 Improved Initiative) |
| **Speed:** | 30 ft. (6 squares). |
| **Armor Class:** | 19 (–1 size, +5 Dex, +5 natural), touch 14, flat-footed 15 |
| **Base Attack/Grapple:** | +3/+7 |
| **Attack:** | Bite +7 melee (1d6 20/x2) |
| **Full Attack:** | Bite +7 melee (1d6 20/x2) and 1d3 Claws +2 melee (1d4 20/x2) |
| **Space/Reach:** | 10 ft./10 ft. |
| **Special Attacks:** | Eat time, spell leech |
| **Special Qualities:** | Delay damage, spell-like abilities, SR 20 |
| **Saves:** | Fort +6, Ref +6, Will +2 |
| **Abilities:** | Str 10, Dex 20, Con 12, Int 10, Wis 10, Cha 12 |
| **Skills:** | Fort +5, Reflex +6, Will +2 |
| **Feats:** | Internal Clock, Weapon Finesse |
| **Environment:** | Any land or underground |
| **Organization:** | Solitary |
| **Challenge Rating:** | 4 |
| **Alignment:** | Any |
| **Advancement:** | 5–8 HD (Large) |
| **Level Adjustment:** | +2 |

Time eaters are large but wiry blue creatures with 1 to 3 arms, 1 to 3 legs and a large mouth. Besides the number of limbs, minor changes are constantly occurring but most do not notice. The history of the creature seems to be in constant flux, accounting for the changes. The origin of the time eater is a mystery, compounded by its changing history. The common theory is that they are either a creation of a chronomancer dabbling in transmutation or a naturally occurring race. Their interest with the Temporal Horizon and other temporal planes, suggests they originate from one of them. Time eaters eat time, hoard temporal magic items, follow chronomancers and desire, above all else, to return to the Temporal Horizon. Why they leave the plane in the first place is unknown but they often follow time travelers leaving the Temporal Horizon.

## Combat

Time eaters devoir temporal energies. They are happiest if they can travel to the Temporal Horizon and wander the time stream absorbing temporal energies. Time eaters are most commonly encountered off of the Temporal Horizon looking to get back. Time eaters pursue chronomancers to feed off their spells and hopefully hop a ride back to the Temporal Horizon. Time eaters can be quite clever and persistent when pursuing a chronomancer but otherwise they are fairly passive. They will attack a party and even fight to the death if they feel there is a good chance they can get to the Temporal Horizon. They will negotiate if anyone in the party can communicate with them, and if they agree to take the time eater to the Temporal Horizon.

**Spell Leech:** A time eater's spell resistance affects chronomancy spells cast within 100 feet of the time eater. (This includes such spells as *haste* and other spells on the chronomancer's spell list.) The caster must defeat the time eater's spell resistance or his spell fails. *Timeslide* and similar spells that allow access to the Temporal Horizon are not affected as the time eater will want to try travel with the chronomancer.

**Eat Time (Su):** As a standard action time eaters can literally eat time. This projects them forward 1d6 rounds. They can take up to six people, within 10 feet, with them. Unwilling subjects can resist with a Reflex saving throw DC 21 to negate the ffect. As solitary creatures time eaters only bring others with them when it serves their purposes.

**Delay Damage (Sp):** As a free action usable at will, time eaters can delay the damage they have sustained for 1d10 rounds. They can only delay the same damage once this way however.

**Spell-like Abilities (Sp):** Twice per day, as a standard action, time eaters can cast *minor paradox*. They usually reserve this ability to remove damage that they have delayed.

**Time Eater**

MARK CHARKE



Michael Short (order #2081358)

## Time Owl (Celestial)

| | Medium Sized Animal |
|---|---|
| **Hit Dice:** | 3d8 (20hp) |
| **Initiative:** | +5 (Dex) |
| **Speed:** | 30 ft. (6 squares), 50 ft. fly. (Good) |
| **Armor Class:** | 19 (+5 Dex, +1 size, +3 natural), touch 16, flat-footed 14 |
| **Base Attack/Grapple:** | +2/+2 |
| **Attack:** | Bite +2 melee (1d6) |
| **Full Attack:** | Bite +2 melee (1d6) |
| **Space/Reach:** | 2½ft./0ft |
| **Special Attacks:** | — |
| **Special Qualities:** | Immune to acid, cold, disease and electricity, +4 racial bonus to Fortitude saves against poison, spell casting, spell-like abilities |
| **Saves:** | Fort +4, Ref +7, Will +6 |
| **Abilities:** | Str 10, Dex 19, Con 14, Int 12, Wis 18, Cha 8 |
| **Skills:** | +11 Listen, +6 Knowledge (temporal), +17 Move Silently, +11 Spot* |
| **Feats:** | Internal Clock, Scribe Scroll |
| **Environment:** | Temporal Horizon |
| **Organization:** | Solitary |
| **Challenge Rating:** | 4 |
| **Treasure:** | Standard |
| **Alignment:** | Always Lawful Good |
| **Advancement:** | — |
| **Level Adjustment:** | — |

Time owls are the ex-familiars of chronomancers or servants of other time travelers who have become independent and have found favor with a deity who has transformed them into celestials to act as guardians and messengers though time. Time owls never deliberately cause paradoxes. They spend most of their time monitoring traffic in the Temporal Horizon, especially around sensitive spots in history. Although they may offer advice, they avoid combat and confrontation, preferring to flee and call for assistance.

**Spell Casting:** Time owls have the spell casting capabilities of a 3rd level Divine Chronomancer. They always have the domain of time travel. They usually have *cure light wounds, protected memory* and *time slip* memorized.

**Spell-Like Abilities:** At will time owls can cast *owl's wisdom*. Time owls often bestow greater Wisdom upon friendly time travelers to increase their movement rate in the Temporal Horizon. As a result, time owls should always be considered to have a +5 bonus to their listed Wisdom score unless it is dispelled. (They re-apply the spell several times until they get the maximum possible bonus.)

**Skills:** Time owls gain a +8 racial bonus to Listen checks, and a +14 racial bonus to Move Silently checks. * They receive a +8 racial bonus to Spot checks in dusk and darkness.

**Magic Items:** In addition to their standard magic items, Time Owls can always be found with 1d4 scrolls of *time slip*. If their treasure includes scrolls they should be of spells the time owl can cast.

## Endangered Species

The species listed here are endangered or extinct. Many of these races already exist in a generic fashion in the *MM* with little difference in their statistics. These are included here because they are the *MM* entries for chronomancer familiars and they may serve to heighten awareness of endangered species.

### Colobine Monkey

The statistics here describe a Colobine monkey, found in south central Vietnam and parts of Laos. It is threatened by habitat destruction and hunting for food and traditional medicines. The Illegal wildlife trade and poorly enforced wildlife laws continue to threaten this species.

**Skills:** Monkeys use their Dexterity modifier for Climb checks and receive a +8 racial bonus to Balance checks.

### Dodo Bird

The statistics here describe a dodo bird which was discovered by the Portuguese in 1598 on the island Mauritius. Human visitors, dogs and pigs hunted the Dodo to extinction y 1681.

**Skills:** Dodo birds get a +4 racial bonus to Listen and Spot checks and a +3 racial bonus to Survival checks.

### Ethiopian Wolf

The statistics here describe an Ethiopian wolf, native to the highlands of Ethiopia in northeast Africa, they number less than 400 adults and is the most threatened canid in the world. Wolves are pack hunters, infamous for their persistence and cunning.

#### Combat

A favorite tactic is to send a few individuals against the foe's front while the rest of the pack circles and attacks from the flanks or rear.

**Trip (Ex):** A wolf that hits with a bite attack can attempt to trip the opponent as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent can not react to trip to wolf.

**Skills:** Ethiopian wolves a +5 racial bonus to Listen and a +2 racial bonus to Move Silently and Spot checks.

### Forest Owlet

The statistics here describe a forest owlet, an endangered species native to central India and was thought to be extinct for more then 100 years. Rediscovered in 1997 only 25 individuals are currently known of. Forest Owlets are nocturnal birds of prey, smaller then the typical owl. They combine both claw attacks into a single attack.

**Skills:** Forest owlet's gain a +8 racial bonus to Listen checks, and a +14 racial bonus to Move Silently checks. * They receive a +8 racial bonus to Spot checks in dusk and darkness.

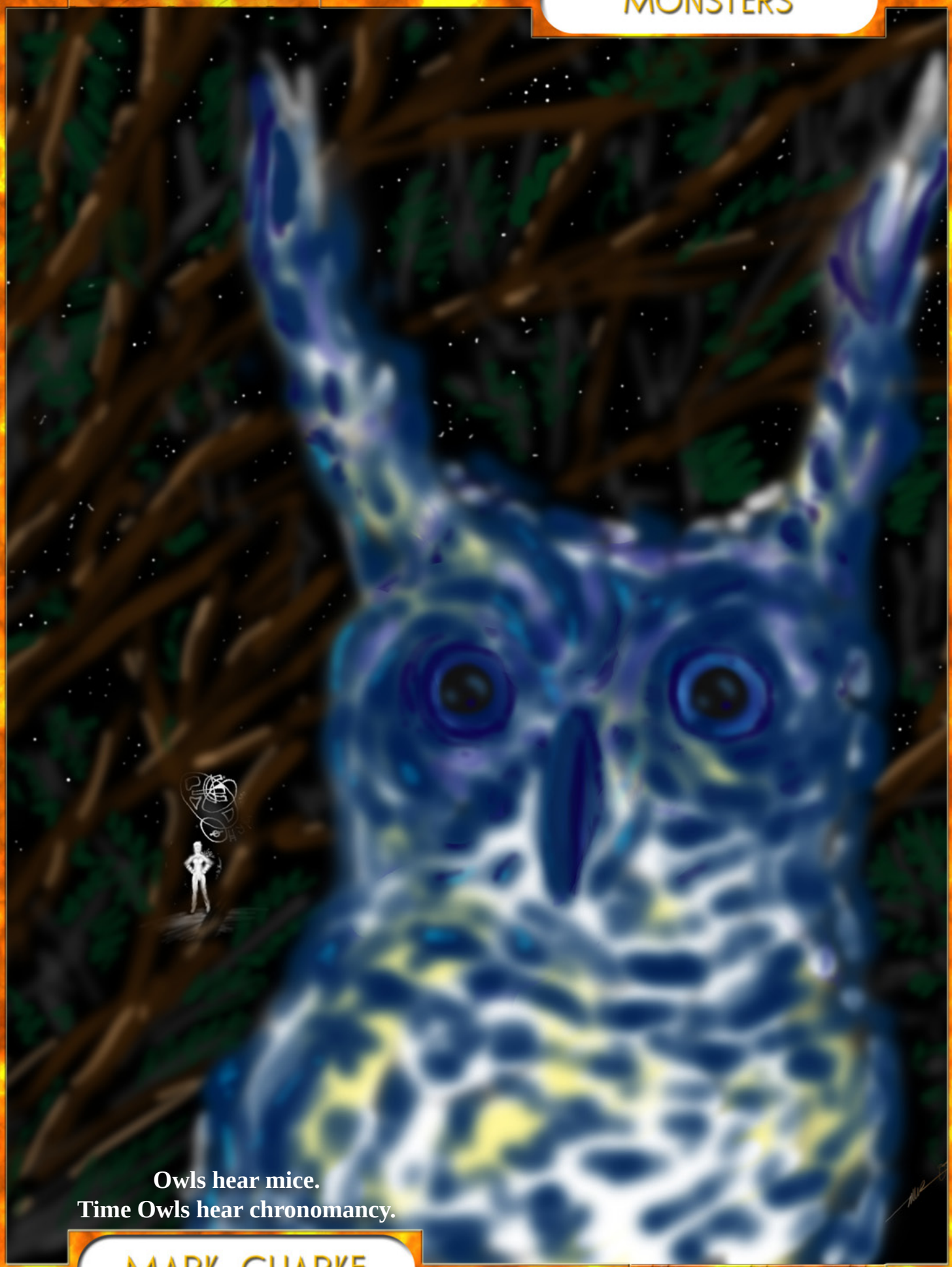
### Spotted Owl

The statistics here describe the spotted owl, an endangered species of owl that lives in the west coast forests of North America where logging and deforestation threaten their natural habitat. Spotted owls are nocturnal birds of prey of average size for owls. They combine their claws into a single attack.

**Skills:** Forest owlet's gain a +8 racial bonus to Listen checks, and a +14 racial bonus to Move Silently checks. * They receive a +8 racial bonus to Spot checks in dusk and darkness.



Michael Short (order #2081358)



Owls hear mice.
Time Owls hear chronomancy.

MARK CHARKE



Michael Short (order #2081358)

### Three Striped Box Turtle

The statistics here describe a three striped box turtle, native to southern China, northern Vietnam Lao and perhaps Myanmar. While the harvesting, for food, slows once a species reaches near extinction, this turtle has other value that may assure its extinction. It is believed to have cancer-curing properties in traditional Chinese Medicine and it is highly sought after by the pet trade.

**Skills:** Three striped box turtles gain a +2 racial bonus to Listen, Spot and Survival checks and a +10 racial bonus to Swim checks.

### Torrent Tree Frog

The statistics here describe a torrent tree frog, native to wet tropics of Australia's north Queensland. Its population has been dropping for unknown reasons since 1990.

**Skills:** Torrent tree frogs receive a +12 racial bonus to Hide checks.

### Wandering Albatross

The statistics here describe a wandering albatross, one of 16 albatross species identified as globally threatened. Their decline is blamed on drowning after being caught on baited hooks set by longline fisheries.

**Skills:** Wandering albatross's receive a +8 racial bonus to Listen and Spot checks.

**Bad Luck:** Traditionally it is extremely bad luck to kill an albatross. The Game Master may wish to assign negative side effects to doing so.

## Evolved Creature

Evolved creatures are the distant descendants of present day creatures. They tend to be better adapted for a more peaceful environment and as such they are have higher mental ability scores and lower physical scores. Their appearance may differ slightly from their present day ancestors. They may be smaller or larger. The Game Master is encouraged to take a certain liberty with evolution. Evolved creatures are smarter and should use tactics that are unusually complicated for their race and demonstrate a high level of co-operation.

Evolved creatures are rarely encountered in the present or past unless they have time traveled unlike the occasional throwback that is devolved.

## Creating an Evolved Creature

"Evolved" is a template that can be added to any creature except those that can not evolve such as elementals and elves. The creature type remains unchanged.

An evolved creature uses the base creature's statistics and special abilities except as noted here. The Game Master should also feel free to make minor changes that reflect centuries of performing an activity or living in society.

**Hit Dice:** +1

**Special Qualities:** One skill or ability the creature has improves. A Roc might increase his flying movement by 50%. A Drow might be able to use Darkness at will. An Owl might gain an additional +6 wisdom. The Game Master must adjudicate this ability. It should be something the creature uses often that would naturally improve as they evolved.

**Special Qualities, Co-operation:** Two or more members of this race work better together. They can assist each other on skill checks, providing a +2 bonus. When in combat they gain a +1 attack bonus when fighting within 10 feet of another evolved member of their race or a +2 bonus when fighting with two others.

**Saves:** Same as the base creature except where ability score adjustments cause change. Evolved creatures brought into the past gain a +4 bonus against disease.

**Abilities:** Increase or decrease from the base creature as follows: Str -2, Dex -2, Con -2, Int +2, Wis +2, Cha +2.

**Skills:** Evolved creatures gain an extra 1 skill point per hit die.

**Feats:** Evolved creatures gain any 1 additional feat.

**Climate/Terrain:** Same as the base creature.

**Organization:** Evolved creatures are more social. The number encountered should always be greater. Intelligent creatures live in a society and work together.

**Look Closely and Lurn**



Michael Short (order #2081358)

| | Colobine Monkey | Dodo Bird | Ethiopian Wolf |
|---|---|---|---|
| | **Tiny Animal** | **Small Animal** | **Medium-Size Animal** |
| **Hit Dice:** | 1d8 (4 hp) | 1d8 (4 hp) | 2d8+4 (13 hp) |
| **Initiative:** | +3 (Dex) | +0 | +2 (Dex) |
| **Speed:** | 30 ft., climb 20 ft. | 20 ft. (flightless) | 50 ft. |
| **Armor Class:** | 15 (+2 size, +3 Dex), touch 15, flat-footed 12 | 13 (+1 size, +2 natural), touch 11, flat-footed 13 | 14 (+2 Dex, +2 natural), touch 12, flat-footed 12 |
| **Base Attack/Grapple:** | +0/-11 | +0/-9 | +1/+2 |
| **Attacks:** | Bite +4 melee (1d3-3) | Bite +0 melee (1d2-4) | Bite +3 melee (1d6+1) |
| **Full Attack:** | Bite +4 melee (1d3-3) | Bite +0 melee (1d2-4) | Bite +3 melee (1d6+1) |
| **Face/Reach:** | 2 1/2 ft./0 ft. | 2 1/2 ft./0 ft. | 5 ft./5 ft. |
| **Special Attacks:** | — | — | Trip |
| **Special Qualities:** | — | — | Scent |
| **Saves:** | Fort +0, Ref +1, Will +0 | Fort +0, Ref +1, Will +0 | Fort +5, Ref +5, Will +1 |
| **Abilities:** | Str 4, Dex 16, Con 10, Int 6, Wis 10, Cha 12 | Str 2, Dex 10, Con 10, Int 6, Wis 10, Cha 12 | Str 13, Dex 15, Con 15, Int 2, Wis 12, Cha 6 |
| **Skills:** | +20 climb, +6 Listen, +6 Spot, +4 Survival | +4 Listen, +4 Spot, +3 Survival | Hide +3, Listen +6, Move Silently +4, Spot +4, Survival +1 |
| **Feats:** | Weapon Finesse (bite) | Weapon Finesse (bite) | Weapon Finesse (bite) |
| **Climate/Terrain:** | Warm forest | Tropical Island | Any forest, hill, plains, and mountains |
| **Organization:** | Troop (10-40) | Herd (6-30) | Solitary, pair or pack (7-16) |
| **Challenge Rating:** | 1/6 | 1/12 | 1 |
| **Treasure** | None | None | None |
| **Alignment** | Always Neutral | Always Neutral | Always Neutral |
| **Advancement** | 2-3 HD (Medium-size) | — | 3 HD (Medium-size); 4-5 HD (Large) |

**Challenge Rating:** +2
**Treasure:** Double base.
**Alignment:** Takes one step towards lawful if not lawful.
**Advancement:** Same as the base creature.

## Sample Evolved Creature

**Evolved Orc**
**Medium Sized Humanoid (Orc)**
**Hit Dice:** 2d8-2 (3 hp)
**Initiative:** +1
**Speed:** 20ft (scale mail); base 30 ft
**AC:** 15 (+4 scale mail, +1 Dex)
**Attacks:** Greataxe +3 melee; or javelin +1 ranged
**Damage:** Greataxe 1d12+2; or javelin 1d6+1
**Face/Reach:** 5ft by 5ft/5ft
**Special Qualities:** Darkvision 60ft, Co-operation.
**Saves:** Fort +1, Ref +1, Will+0
**Abilities:** Str 13, Dex 8, Con 9, Int 11, Wis 10, Cha 10
**Skills:** Disable Device +1, Listen +3, Spot +3
**Feats:** Alertness, Improved Initiative, Weapon Focus (Great Axe)

| | Forest Owlet | Spotted Owl | Three Stripped Box Turtle |
|---|---|---|---|
| | **Tiny Animal** | **Tiny Animal** | **Small Animal** |
| **Hit Dice:** | 1/2 (2 hp) | 1d8 (4 hp) | 1d8 (4 hp) |
| **Initiative:** | +3 (Dex) | +3 (Dex) | -1 (Dex) |
| **Speed:** | 10ft., fly 40ft (average) | 10ft., fly 40ft (average) | 10 ft., Swim 20 ft. |
| **AC:** | 17 (+2 size, +3 Dex, +2 natural), touch 15, flat-footed 14 | 17 (+2 size, +3 Dex, +2 natural), touch 15, flat-footed 14 | 20 (+1 size, -1 Dex, +10 natural) touch 10, flat footed 20 |
| **Base Attack/Grapple:** | +0/-10 | +0/-10 | +0/-5 |
| **Attacks:** | Claws +5 melee (1d2-2) | Claws +5 melee (1d2-2) | Bite +0 melee (1d3-1) |
| **Damage:** | Claws +5 melee (1d2-2) | Claws +5 melee (1d2-2) | Bite +0 melee (1d3-1) |
| **Face/Reach:** | 2 1/2 ft./0 ft. | 2 1/2 ft./0 ft. | 2 1/2 ft./0 ft. |
| **Special Attacks:** | — | — | — |
| **Special Qualities:** | — | — | Great Fortitude |
| **Saves:** | Fort +2, Ref +5, Will +4 | Fort +2, Ref +5, Will +4 | Fort +7, Ref -1, Will +4 |
| **Abilities:** | Str 6, Dex 17, Con 10, Int 2, Wis 14, Cha 4 | Str 6, Dex 17, Con 10, Int 2, Wis 14, Cha 4 | Str 8, Dex 8, Con 16, Int 6, Wis 14, Cha 16 |
| **Skills:** | Hide +7, Listen +14, Move Silently +20, Spot +6* | Hide +7, Listen +14, Move Silently +20, Spot +6* | Listen +4, Spot +4, Survival +6, Swim +10 |
| **Feats:** | Weapon Finesse (claws) | Weapon Finesse (claws) | Weapon Finesse (bite) |
| **Climate/Terrain:** | Any forest, hill plains, and mountains | Any forest, hill plains, and mountains | Tropical marsh, river |
| **Organization:** | Solitary | Solitary | Solitary or pair. |
| **Challenge Rating:** | 1/8 | ¼ | 1 |
| **Treasure:** | None | None | None |
| **Alignment:** | Always neutral | Always neutral | Always neutral |
| **Advancement:** | 1 HD (Medium-size); 2 HD (Large) | 1 HD (Medium-size); 2 HD (Large) | 2 HD (Medium-size) 3-4 HD (Large) |


Michael Short (order #2081358)

| | Torrent Tree Frog<br>Tiny Animal | Wandering Albatross<br>Small Animal |
|---|---|---|
| **Hit Dice:** | 1/2 d8 (2 hp) | 1d8 (4 hp) |
| **Initiative:** | +1 (Dex) | +2 (Dex) |
| **Speed:** | 20ft., jump 20ft., swim 20ft. | 10 ft. fly 40 ft. (average), swim 20 ft. |
| **Armor Class:** | 16 (+4 size, +2 Dex), touch 16, flat-footed 16 | 14 (+2 Dex, +1 size +1 natural), touch 12, flat-footed 12 |
| **Base Attacks/Grapple:** | +0/-13 | +0/-9 |
| **Attack:** | — | Bite +3 melee (1d3-4) |
| **Full Attack:** | — | Bite +3 melee (1d3-4) |
| **Face/Reach:** | 2 1/2 ft./0 ft. | 5 ft./5 ft. |
| **Special Attacks:** | — | — |
| **Special Qualities:** | — | Bad luck |
| **Saves:** | Fort +2, Ref +3, Will +4 | Fort +2, Ref +3, Will +4 |
| **Abilities:** | Str 1, Dex 14, Con 11, Int 1, Wis 14, Cha 4 | Str 2, Dex 14, Con 10, Int 1, Wis 12, Cha 12 |
| **Skills:** | Hide +21, Listen +4, Spot +4 | Listen +10, Spot +10 |
| **Feats:** | Alertness | Weapon Finesse (bite) |
| **Climate/Terrain:** | Temperate and warm marsh and river | Temperate and tropical coast |
| **Organization:** | Solitary or pair | Solitary, pair or flock (3-16) |
| **Challenge Rating:** | 1/8 | 1 |
| **Treasure:** | None | None |
| **Alignment:** | Always neutral | Always neutral |
| **Advancement:** | — | 2 HD (Medium-size) |

**Climate/Terrain:** Any land and underground
**Organization:** Gang (2-6), Squad (15-30 plus 2 3rd level sergeants and 1 leader of 3rd-6th level), or band (60-150 plus 150% noncombatants plus 1 3rd level sergeant per 10 adults, 5 5th-level lieutenants, and 3 7th-level captains)
**Challenge Rating:** 2
**Treasure:** Double standard
**Alignment:** Usually Neutral Evil
**Advancement:** By character class

## Evolved Player Characters

A player character who chooses an evolved race must take 2 racial levels. He gains the evolved's special qualities; one improved ability determined by the dm and co-operation, ability score modifications, bonus skills (represented by the 3 skill points per level instead of 2. He also gains an additional skill point when he takes a level in a class or prestige class) and bonus feat.

## Devolved Creature

Devolved creatures are the distant ancestors of present day creatures. They are better adapted for a harsher lifestyle, living outdoors and surviving on their own. They are more primitive in language and tradition but they are stronger, faster and tougher making them superior combatants. That is not to say that a devolved creature is more violent.

## Creating an Devolved Creature

"Devolved" is a template that can be added to any creature except those that can not evolve such as elementals and elves. The creature type remains unchanged.

An evolved creature uses the base creature's statistics and special abilities except as noted here. The Game Master should also feel free to make minor changes that reflect their primitive state.

**Base Attack Bonus:** +1
**Hit Dice:** +1
**Special Qualities:** Devolved creatures gain the barbarian's damage reduction; +1/- for every 5 hit dice or fraction thereof. (A 6 HD creature would have damage reduction 2/-.) Devolved creatures can rage 1/day. For every 4 hit dice they can rage an additional time per day. They also gain fast movement as a barbarian.

**Saves:** Same as the base creature except where ability score adjustments cause change.

**Abilities:** Increase or decrease from the base creature as follows: Str +2, Dex +2, Con +2, Int -2, Wis -2, Cha -2.

**Skills:** Gains 1 rank in Survival of each HD, modified by his Wisdom bonus.

**Climate/Terrain:** Any non-artic outdoor environment plus original climate(s).

**Organization:** Devolved creatures may be loners or tribal. There will be a dominant "alpha male" who rules any such tribe.

**Challenge Rating:** +2
**Treasure:** 1/2 base.
**Alignment:** Takes one step towards chaotic if not chaotic.
**Advancement:** Same as the base creature.

## Sample Devolved Creature

**Devolved Dwarf**
**Medium Sized Humanoid (Dwarf)**
**Hit Dice** 2d8+4 (13hp)
**Initiative:** +2
**Speed:** 15ft (scale mail); base 20 ft
**AC:** 17 (+4 scale mail, +2 large shield, +1 Dex)
**Attacks:** Dwarven waraxe +3 melee, or shortbow +3 ranged
**Damage:** Dwarven waraxe 1d10+1; shortbow 1d6
**Face/Reach:** 5ft by 5ft/5ft
**Special Qualities:** Dwarven traits
**Saves:** Fort +4, Ref +2, Will -1
**Abilities:** Str 13, Dex 12, Con 15, Int 8, Wis 8, Cha 6
**Skills:** Appraise +1, Craft (metalworking) +1, Listen +1, Spot +1
**Feats:** Exotic Weapon Proficiency (dwarven waraxe)



Michael Short (order #2081358)

**Table 14-2: Devolved Player Character Race**

| Level | Hit Dice | Base Attack Bonus | Fort Save | Ref Save | Will Save | Skill Points | Cr | Special |
|---|---|---|---|---|---|---|---|---|
| 1st | 1d8 | +0 | +0 | +0 | +0 | (4+Int Mod)x4 | 1 | +2 Con, -2 Int, fast movement |
| 2nd | 1d8 | +1 | +0 | +0 | +0 | 4+int mod | 2 | +2 Str, +2 Dex, -2 Wis, -2 Cha, rage 1/day. |

**Climate/Terrain:** Any land and underground
**Organization:** As base
**Challenge Rating:** 2
**Treasure:** standard goods, standard items
**Alignment:** Usually Neutral Good
**Advancement:** By character class

## Devolved Player Characters

A player character who chooses a devolved race must take 2 racial levels. Survival becomes a class skill. He gains the devolved's ability score modifications, the ability to rage 1/day and fast movement. Devolved characters can always take levels in ancient barbarian and consider it their favored class.

## Mutant Creatures

Mutant creatures are created by deliberately mismatching templates to create a creature that is not a logical use of the templates. Mutants are created in a different manor then would be expected for a creature with the template. A half-dragon may have no draconic blood at all, as might a half-celestial. Radiation is the normal cause for mutation. This occurs naturally but only very rarely will such a great change occur. It is more likely in post nuclear war future setting. You can give a mutant creature any number of templates.

## Monsters That Time Travel

A little work can produce a monster that is much more memorable. This is only necessary for a monster that is going to be be reoccurring.

**Monster 1, 2 & 3:** Plan on at least three encounters Plan 3 versions of your monster, one for each encounter. Monster 1 is the first, and is slightly younger. Monster 2 is the second and slightly older. Monster 3 is the third and even a little older.

Do not be surprised if the Characters manage to kill the monster on the first or second encounter, ruining your plans. That is their job after all.

**Out of Sync:** In this case the Characters are going to meet the monster out of order. They will meet monster 2, then monster 1, then monster 3.

Take a look at the characters and note how they deal damage. Let them meet Monster 2, already injured by the Characters in ways the characters normally inflict. The monster might be scared of them or angry at them. (For a non-violent encounter the monster might have some of the possessions it traded for or have benefited from spells from the Players. Assume at some point the players are going to injure the monster.)

Later they meet Monster 1, uninjured and they have the encounter which produced Monster 2. The tricky bit is that Monster 1 really needs to survive or a paradox is created. Players won't be happy to pay Fates Fee for a trick the GM set up though!

If they don't happen to kill, or conclude their business with monster 2, Monster 3 arrives to finish the encounter.

**From the Monster's Perspective:** You could also run the encounter from the monster's perspective. It's a little more complicated for the Players. They play their future characters, then their present characters and finally jump ahead to encounter monster 3.

**Morality:** If the Characters are killing monsters out of hand, a cheap poke at morality is to let them meet the past self version of one of those monsters and have it be helpful, or even life saving. Now the Characters owe the monster knowing they have already killed it. (If you set it up ahead of time, you can have the monster look shocked and horrified as the Characters slay it.)

Moral conundrums are good for the soul. It is called role-playing, not kill-playing. Violence is important and exciting but it should be done with thought and consideration.

**One Round a Year:** A monster attacks the party, for only one round, at the same time, every year (or day, week, month). At first it is very dangerous but as the Characters gain experience, it should become easier and possibly even comical.

**Table 14-1: Evolved Player Characters**

| Level | Hit Dice | Base Attack Bonus | Fort Save | Ref Save | Will Save | Skill Points | Cr | Special |
|---|---|---|---|---|---|---|---|---|
| 1st | 1d8 | +0 | +0 | +0 | +0 | (3+Int Mod)x4 | 1 | -2 Con, +2 Int, bonus feat |
| 2nd | 1d8 | +0 | +0 | +0 | +0 | 3+int mod | 2 | -2 Str, -2 Dex, +2 Wis, +2 Cha, Co-operation |



Michael Short (order #2081358)

# Chapter 15: Epic Time Travel

*"Well you just go back to the dawn of time and stay there until you're good and sorry for what you're going to do."*

Epic chronomancy is rare. What is put down here, the players will most likely have to discover for themselves. Documentation of epic level chronomancers is almost non-existent. Most epic chronomancers are self taught, creating anew the classes and prestige classes presented here.

Most epic chronomancers, who instruct, teach non-epic skills to keep the art of chronomancy alive and well, although if these characters can be found they will be of great value to an aspiring epic character. For more information about Epic characters see the Characters section in the Game Master's Core Rulebook.

### Table 15-1: Epic Adept of Luck
**Adept of Luck**

| Level | Special | Spells/Powers per Day |
|---|---|---|
| 11th | | +1 level of existing class |
| 12th | | +1 level of existing class |
| 13th | Bonus feat | +1 level of existing class |
| 14th | Combat skill | +1 level of existing class |
| 15th | | +1 level of existing class |
| 16th | Bonus feat | +1 level of existing class |
| 17th | | +1 level of existing class |
| 18th | Improved luck stone | +1 level of existing class |
| 19th | | +1 level of existing class |
| 20th | Epic saving throw | +1 level of existing class |

## Epic Adept of Luck

*Heads or tails? It'll land on the edge.*

Epic adepts of luck are strange people who live blessed lives. Things seem to always go especially well for them. Of course, if you watch closely they are also victims of the most foul bad luck as well. It is simply that they are so well versed in luck that they are prepared for the bad with the good. Their ability to control when they have good, and to a certain extent bad, luck that makes them epic.

By epic levels, more Adepts of Luck will have enough luck; effective saving throws and re-rolls, and should consider upgrading his spell casting with Epic Spellcasting, Improved Metamagic, Improved Spell Capacity and Superior Initiative. Characters who want more luck should consider taking A Little Bit More and Creative Flair. Armor Skin and Epic Toughness can increase your endurance in combat.

**Hit Die:** d4

**Skill Points at Each Additional Level:** 2 + Int modifier.

**Luck:** The epic adept of luck continues to gain luck as per the Luck and Great Balance abilities of the adept of luck.

**Combat Skill:** At 14th level, and ever 10 levels thereafter, the epic adept of luck gains this feat again.

**Bonus Feat:** At 13th and 26th level and every 10 levels thereafter an adept of luck gains a bonus feat selected from the epic adept of luck bonus feat list below.

**Improved Luck Stone:** At 18th level, and every 10 levels thereafter, the luck stones the epic adept of luck makes increase their luck bonus by +1 (+2 at 18th, +3 at 28th, +4 at 38th, etc) but can never exceed +10.

**Epic Saving Throw:** At 20th level, the epic adept of luck automatically succeeds at a saving throw on a natural 19 or 20. Every 10 levels thereafter this number decreases by 1. At 30th level, the epic adept of luck automatically succeeds on an 18, 19 or 20.

*Epic Adept of Luck Bonus Feat List*: Augmented Alchemy, Automatic Quicken Spell, Automatic Spell Piercing*, Automatic Silent Spell, Combat Casting, Craft Epic Magic Arms and Armor, Craft Epic Rod, Craft Epic Staff, Craft Epic Wondrous Item, Efficient Item Creation, Enhance Spell, Epic Spell Focus, Epic Spell Penetration, Epic Spellcasting, Familiar Spell, Forge Epic Ring, Ignore Material Components, Improved Combat Casting, Improved Heighten Spell, Improved Metamagic, Improved Spell Capacity, Intensify Spell, Multispell, Permanent Emanation, Scribe Epic Scroll, Spell Focus, Spell Knowledge, Spell Mastery, Spell Penetration, Spell Stowaway, Spell Opportunity, Spontaneous Spell, Tenacious Magic. (see the Characters section of the Game Master's Core Rulebook for a complete description of epic feats. *See Chapter 4: Feats in this book for feats marked with an asterisk.)

### Table 15-2: Epic Ancient Barbarian
**Ancient Barbarian**

| Level | Special |
|---|---|
| 21st | Like the planet |
| 22nd | - |
| 23rd | Damage reduction 5/- |
| 24th | Bonus feat |
| 25th | - |
| 26th | Damage reduction 6/- |
| 27th | - |
| 28th | Bonus feat |
| 29th | Damage reduction 7/- |
| 30th | One with Time |

## Epic Ancient Barbarian

*"Before your world, was mine."*

There are forgotten legends that are remembered only from paintings on cave walls, persons who set their people on the road to civilization. People who carved the foundations of the modern world with their bare hands. These are the epic ancient barbarians, those who conquered the wild and forged something new.

Most epic ancient barbarians are forgotten but played pivotal roles in their society's development. An epic ancient barbarian is capable of clearing large areas of all predators so that the land can be settled. Even those epic ancient barbarians that never travel to more civilized lands eventually vanish. Where they go is a mystery that is never recorded but there are no graves or tombs for an epic ancient barbarian.

There are vague stories that suggest the epic ancient barbarian moves on to higher planes of existence to create society in the



Michael Short (order #2081358)

wilds of that planescape.

Epic Ancient Barbarians should increase their Constitution score or, if it is high enough, their Strength score. Ancient Barbarians are already very combat oriented, so a few feats to give them other abilities is useful; Epic Skill Focus can make an Ancient Barbarian the undisputed master of a skill; tracking, climbing, swimming etc. Leadership, Epic Leadership and Legendary commander can put the Ancient Barbarian in charge of armies instead of fighting himself all the time. Extended Life Span can allow an Ancient Barbarian to live long enough to learn of other cultures and become part of them. Damage Reduction, Energy Resistance, Fast Healing and Perfect Health are good choices to improve the Ancient Barbarian's already tough nature.

**Hit Die:** d12

**Skill Points at Each Additional Level:** 4+ Int modifier.

**Like the Planet.** At 21st level, or any level above, if the epic ancient barbarian has a base Constitution score of 25, he gains this feat for free. (Temporary magical boosts to Constitution do not qualify him for the feat.)

**Bonus Feat:** At 24th and 28th level, and every ten levels thereafter, the epic ancient barbarian gains a bonus feat selected from the epic ancient barbarian bonus feat list below.

*Epic Ancient Barbarian Bonus Feat List*: Armor Skin, Chaotic Rage, Damage Reduction, Devastating Critical, Dire Charge, Epic Endurance, Epic Prowess, Epic Speed, Epic Toughness, Epic Weapon Focus, Fast healing, Incite Rage, Legendary Climber, Legendary Tracker, Legendary Wrestler, Like the Planet*, Might Rage, Overwhelming Critical, Ruinous Rage, Terrifying Rage, Thundering Rage. (see the Characters section of the GM's Core Rulebook for a complete description of epic feats. *See Chapter 4: Feats in this book feats marked with an asterisk.)

**One with Time [Epic]:** At 30th level, or any time there after, the epic ancient barbarian chooses any one chronomancy spell that becomes an innate spell-like ability that he can use once per day.

### Table 15-3: Epic Arcane Chronomancer

| Chronomancer Level | Special |
|---|---|
| 21st | - |
| 22nd | - |
| 23rd | Bonus feat |
| 24th | - |
| 25th | - |
| 26th | Bonus feat |
| 27th | - |
| 28th | - |
| 29th | Bonus feat |
| 30th | One with Time |

## Epic Arcane Chronomancer

*Time is mine to control but I am also a play thing for time. This is the bargain you make with reality when you step into the Temporal Horizon.*

The epic arcane chronomancer is the master of time travel. He is not restricted in the number of spells he can learn and he does not have to answer to a deity for his every move. His learning about chronomancy is unrestricted.

Some epic arcane chronomancers pose as nothing more than librarians, in many different time periods, carefully guarding their libraries and the secrets they posses. Epic arcane chronomancers become increasingly difficult to find, as they now posses frightening powers that many others would prefer they did not have. That is not to say they are afraid, but anonymity, being unknown, has always been the first defense of chronomancers against those who would otherwise want to do them harm.

**Hit die:** d4

**Skill Points at Each Additional Level:** 2+ Int modifier.

**Bonus Feat:** At 23rd, 26th and 29th levels and every 10 levels thereafter the epic arcane chronomancer gains a bonus feat selected from the epic chronomancer bonus feat list below.

*Epic Arcane Chronomancer Bonus Feat List*: Augmented Alchemy, Automatic Quicken Spell, Automatic Spell Piercing*, Automatic Silent Spell, Automatic Still Spell, Combat Casting, Craft Epic Magic Arms and Armor, Craft Epic Rod, Craft Epic Staff, Craft Epic Wondrous Item, Efficient Item Creation, Enhance Spell, Epic Spell Focus, Epic Spell Penetration, Epic Spellcasting, Familiar Spell, Fountain of Youth*, Forge Epic Ring, Ignore Material Components, Improved Combat Casting, Improved Heighten Spell, Improved Metamagic, Improved Spell Capacity, Intensify Spell, Multispell, Permanent Emanation, Scribe Epic Scroll, Spell Focus, Spell Knowledge, Spell Mastery, Spell Penetration, Spell Stowaway, Spell Opportunity, Spontaneous Spell, Tenacious Magic.

In addition to the feats on this list, the epic arcane chronomancer may treat any temporal feat as being on his bonus feat list and may select any item creation feat and metamagic feat not listed here. (see the Characters section of the Game Master's Core Rulebook for a complete description of epic feats. *See Chapter 4: Feats in this book for temporal feats and feats marked with an asterisk.)

**One with Time [Epic]:** At 30th level, or any time there after, the epic arcane chronomancer chooses any one chronomancy spell that becomes an innate spell-like ability that he can use once per day.

### Table 15-4: Epic Familiar Special Abilities

| Master Class Level | Natural Armor | Int | Special |
|---|---|---|---|
| 21st-22nd | +11 | 16 | Familiar spell |
| 23rd-24th | +12 | 17 | - |
| 25th-26th | +13 | 18 | - |
| 27th-28th | +14 | 19 | - |
| 29th-30th | +15 | 20 | - |
| 31st-32nd | +16 | 21 | Familiar spell |
| 33rd-34th | +17 | 22 | - |
| 35th-36th | +18 | 23 | - |
| 37th-38th | +19 | 24 | - |
| 39th-40th | +20 | 25 | - |
| 41st-42nd | +21 | 26 | Familiar spell |

### Familiars at Epic Levels

Special abilities granted to a chronomancer's familiar continue to grow as the level of its master increases beyond 20th, as shown on Table 15-4: Epic Familiar Special Abilities. Even though the table only shows advancement to 42nd level, that is not the limit. The patterns in the table continue infinitely, Familiar special abilities gained at less than 20th level also continue to improve. For instance the familiar's spell resistance is 26 if her master is 21st level.

*Familiar Spell*: The familiar gains the benefit of the Familiar Spell epic feat from see the Characters section of the GM's Core Rulebook



Michael Short (order #2081358)

**Table 15-5: Epic Chronomancer Sorcerer**
**Chronomancer Sorcerer**

| Level | Special |
|---|---|
| 21st | - |
| 22nd | - |
| 23rd | Bonus feat |
| 24th | - |
| 25th | - |
| 26th | Bonus feat |
| 27th | - |
| 28th | - |
| 29th | Bonus feat |
| 30th | |

## Epic Chronomancer Sorcerer

*Time is a river and I am a sailor. You journey across land. I journey across time. We are not so different if not for perspective.*

More then a master of time, the epic chronomancer sorcerer is a being of time, able to shift through time as if at will, able to appear in the same place many times, unless spells in the past and future, able to play with time like string. Restrained only by material components, epic chronomancer sorcerers are the most free of the chronomancers, not requiring a priceless spell book or bound to the wishes of a deity. Epic chronomancer sorcerers are difficult to restrain or control by anyone, leaving them available to manipulate time as they see it, for bad or good.

**Hit die:** d4

**Skill Points at Each Additional Level:** 2+ Int modifier.

**Spells:** The chronomancer sorcerer's caster level is equal to his class level. The chronomancer sorcerer's number of spells per day does not increase after 20th level. The sorcerer does not learn additional spells unless he selects the Spell Knowledge feat.

**Familiar:** The chronomancer sorcerer's familiar continues to increase in power. Every two levels beyond 20th (22nd, 24th, 26th and so on), the familiar's natural armor and intelligence each increase by +1. The familiar's spell resistance is equal to the master's class level +5.

**Bonus Feat:** The epic chronomancer sorcerer gains a bonus feat every three levels after 20th selected from the epic chronomancer sorcerer bonus feat list below.

*Epic Chronomancer Sorcerer Bonus Feat List*: Augmented Alchemy, Automatic Quicken Spell, Automatic Spell Piercing*, Automatic Silent Spell, Automatic Still Spell, Energy resistance, Enhance Spell, Epic Spell Focus, Epic Spell Penetration, Epic Spellcasting, Familiar Spell, Fountain of Youth*, Ignore Material Components, Improved Combat Casting, Improved Heighten Spell, Improved Metamagic, Improved Spell Capacity, Intensify Spell, Master Staff, master Wand, Multispell, Permanent Emanation, Spell Knowledge, Spell Stowaway, Spell Opportunity.

In addition to the feats on this list, the epic chronomancer sorcerer may treat any temporal feat as being on his bonus feat list. (see the Characters section of the GM's Core Rulebook for a complete description of epic feats. *See Chapter 4: Feats in this book for temporal feats and feats marked with an asterisk.)

**Table 15-6: Epic Divine Chronomancer**
**Divine Chronomancer**

| Level | Special |
|---|---|
| 21st | - |
| 22nd | - |
| 23rd | Bonus feat |
| 24th | - |
| 25th | - |
| 26th | Bonus feat |
| 27th | - |
| 28th | - |
| 29th | Bonus feat |
| 30th | - |

## Epic Divine Chronomancer

*The lady is troubled, so she has sent me. She shall not be troubled long. – Karol Tizen*

When a deity is troubled by chronomancers she will ask, promote or insist a divine chronomancer become an epic divine chronomancer. This is the hammer she uses to straighten out problems with chronomancers and as such, the epic divine chronomancer has more resources at his disposal then most other epic characters, at least for specific assignments. His actions are highly governed though. He is watched more closely then other members of the church.

You should consider improving your spell casting as it directly represents the power of your deity. Epic spell casting and improved spell capacity are good choices. As you will probably be dealing with time traveling problems more then undead you may wish to take time traveling feats rather then turning feats.

Epic divine chronomancers, like clerics, should concentrate on improving their Wisdom score. Charisma is a reasonable second option if you turn or rebuke frequently.

**Hit die:** d8

**Skill Points at Each Additional Level:** 2+ Int modifier.

**Spells:** The divine chronomancer's caster level is equal to his class level. The divine chronomancer's number of spells per day

**For Epic, the race never ends**



Michael Short (order #2081358)

does not increase after 20th level.

**Turn or Rebuke Undead:** Use the divine chronomancer's class level to determine the most powerful undead affected by a turn or rebuke check and the turning damage just as normal.

**Bonus Feats:** The epic divine chronomancer gains a bonus feat (selected from the list of epic divine chronomancer bonus feats below.)

*Epic Divine Chronomancer Feat List*: Armor Skin, Automatic Quicken Spell, Automatics Spell Piercing*, Automatic Silent Spell, Automatic Still Spell, Bonus Domain, Enhance Spell, Epic Spell Focus, Epic Spell Penetration, Epic Spellcasting, Fountain of Youth*, Ignore Material Component, Improved Alignment-Based Casting, Improved Combat Casting, Improved Heighten Spell, Improved Metamagic, Improved Spell Capacity, Intensify Spell, Like the Planet, Multispell, Negative Energy Burst, Permanent Emanation, Planar Turning, Positive Energy Aura, Spectral Strike, Spell Stowaway, Spell Opportunity, Spontaneous Domain Access, Spontaneous Spell, Tenacious Magic, Undead Mastery, Zone of Animation.

In addition to the feats on this list, the divine chronomancer may treat any divine or temporal feat as being on his bonus feat list. (see the Characters section of the GM's Core Rulebook for a complete description of epic feats. *See Chapter 4: Feats in this book for temporal feats and feats marked with an asterisk.)

### Table 15-7: Epic Dying Star

| Dying Star Level | Special | Spells/Powers per Day/Known |
|---|---|---|
| 11th | Older and meaner, burning soul | +1 level in existing class |
| 12th | - | +1 level in existing class |
| 13th | Bonus feat | +1 level in existing class |
| 14th | - | +1 level in existing class |
| 15th | Bonus feat | +1 level in existing class |
| 16th | - | +1 level in existing class |
| 17th | Bonus feat | +1 level in existing class |
| 18th | - | +1 level in existing class |
| 19th | Epic will of steel, epic pyro master | |
| 20th | Old and wise, death nova | |

## Epic Dying Star

*"You go back to the abyss Mephisto before I kick your scrawny, maggot infested rear end all the way back there for you."*

These spellcasters are beyond old, often with symptoms and conditions that would leave another man crippled or dead. They persevere with good humor. Few reach the level of epic dying stars, but if they do, they gain undreamt of power and the ability to go out in a truly spectacular fashion. Withered and frail they possess powerful magics and an unbelievable inner strength.

Some live in quiet retirement manipulating events politically but most continue to adventure, explore and find challenges. The epic dying star is an incredible repository of knowledge and experience, a great diplomat and problem solver, but his lack of fear and maniacal desire to go out with a blaze of glory also makes him a liability.

Epic dying star's are full of pride. They "don't take no guff from anyone", and they have the firepower to back up that attitude. Once a dying star has reached 20th level and gained death nova, villains would rather wait for him to die of old age, rather then be the last person to confront him.

Epic Dying Stars often concentrate on more firepower and epic metamagic feats. The more careful ones will evaluate their own weaknesses and fill in some gaps, gaining a few more hit points, improving their armor class or a low saving throw.

**Hit die:** d4

**Skill Points at Each Additional Level:** 2+ Int modifier.

**Spells per day** The epic dying star can continue to increase his spell casting or psionic capabilities between 11th and 18th level. He may not exceed 20th level in his spell casting or psionic ability but if the epic dying star has another spellcasting/psionic class he can continue improving that other class until he reaches 20th casting/ manifesting level in it. The different classes include assassin, bard, cleric, sorcerer, paladin and ranger, as well as psychic warrior and psion, but the character must have to have at least one level in each class to improve that class.

**Older and Meaner:** At 11th level, and every ten levels there after, the epic dying star gains +1 initiative, +2 Bluff, +2 Diplomacy, +2 Sense Motive, +1d6 sneak attack but suffers -1 to Listen, Search and Spot. The epic dying star can no longer run. Every 10 levels thereafter he much choose another malady (can not walk, stand, move, climb, swim, balance, speak, hear, see, etc).

**Burning Soul:** The epic dying star continues to lose 1 point from Strength, Dexterity or Constitution at each level.

**Bonus Feats:** At 13th, 15th and 17th level, and every ten levels there after, the epic dying star gains a bonus feat selected from the epic dying star bonus feat list. (The next time the dying star would gains these feats would be at 23rd, 25th and 27th levels.)

*Epic Dying Star Bonus Feat List*: Augmented Alchemy, Automatic Quicken Spell, Automatic Spell Piercing*, Automatic Silent Spell, Automatic Still Spell, Combat Casting, Craft Epic Magic Arms and Armor, Craft Epic Rod, Craft Epic Staff, Craft Epic Wondrous Item, Efficient Item Creation, Enhance Spell, Epic Spell Focus, Epic Spell Penetration, Epic Spellcasting, Familiar Spell, Fountain of Youth*, Forge Epic Ring, Ignore Material Components, Improved Combat Casting, Improved Heighten Spell, Improved Metamagic, Improved Spell Capacity, Intensify Spell, Multispell, Permanent Emanation, Scribe Epic Scroll, Spell Focus, Spell Knowledge, Spell Mastery, Spell Penetration, Spell Stowaway, Spell Opportunity, Spontaneous Spell, Tenacious Magic.

Note that a Dying Star/Psionicist character takes "psionically flavored" versions of these feats as appropriate. For a complete list of psionic feats see the temporal psychic bonus feat list. (see the Characters section of the GM's Core Rulebook for a complete description of epic feats. *See Chapter 4: Feats in this book for feats marked with an asterisk.)

**Epic Will of Steel:** At 19th level and every ten levels there after the epic dying star adds +2 to his will save.

**Epic Pyro Master:** At 19th level and every ten levels there after the epic dying star adds +1d6 to the damage he inflicts with normal fire. This is a supernatural ability.

**Old and Wise:** At 20th level, and every 10 levels thereafter, the epic dying star gains +1 Intelligence, Wisdom and Charisma.

**Death Nova:** At 20th level, the dying star can arrange a contingent spell or power that activates if he dies. It can be any fire



Michael Short (order #2081358)

spell or power he knows, can not be countered or suppressed by antimagic, the damage inflicted is all divine and the area of effect is tripled. Further if the effect deals damage base on level, the level limit is removed. (For example, a death nova fireball would inflict 30d6 dmg if the dying star was a 30th level caster.) When this happens the dying star retires to the afterlife. Only special circumstances would allow his return to the mortal realms.

**Quenching Ritual** Sometimes a dying star decides he does not care for the flamboyant old lifestyle anymore and performs the quenching ritual. He can do this at any time. It costs 1000gp per level in dying star and takes about a week to perform. Afterwards he can never gain levels in dying star again. He loses his bonus spells and power points, loses his fire subtype and fire absorb and death nova, but his blood becomes normal, he can receive healing magic again and he does not have to use fire abilities per day. The character is now able to seek means to restoring his youth or extending his lifespan.

*"He can't see, or even hear, anymore but I get the impression he knows we are here and by all accounts he's the most powerful wizard in the world. Perhaps we should just leave him alone."*
– Only surviving assassin.

### Table 15-8: Epic Edgewhen
**Edgewhen**

| Level | Special |
|---|---|
| 11th | Epic weapon focus |
| 12th | - |
| 13th | More at home in the forest |
| 14th | - |
| 15th | Epic weapon specialization, 3rd favored enemy |
| 16th | - |
| 17th | Bonus feat |
| 18th | - |
| 19th | - |
| 20th | Bonus feat, 4th favored enemy |

## Epic Edgewhen

The edgewhen had held the bow taunt for an hour. It was a good bow and could take the stress. The edgewhen was hungry, starving but he held his vigil with the bow. He knew that once a day his target passed by this spot and paused by the spring. It did so yesterday. It would do so today. He had hunted this target across the forest for days. He knew its habits and patterns. And soon he would have it for lunch.

**Hit Die:** d10

**Skill Points at Each Additional Level:** 4 + Int modifier.

**Epic Weapon Specialization:** At 11th level, the edgewhen gains this feat for free.

**More At Home in the Forest:** At 13th level, and every ten levels thereafter, the edgewhen gains an additional +2 concealment bonus to Armor Class whenever he is in the wild for a total of +4 at 13th level, +6 at 23rd etc.

**Epic Weapon Specialization:** At 15th level, the edgewhen gains this feat for free.

**Favored Enemy:** The epic edgewhen gains one additional favored enemy (and his bonuses against all favored enemies go up by +1) every five levels after 10th (15th, 20th, and so on).

**Bonus Feat:** At 17th level, and every three levels thereafter the edgewhen gains a bonus feat selected from the epic edgewhen bonus feat list below.

*Epic Edgewhen Bonus Feat List*: Bane of Enemies, Blinding Speed, Combat Archery, Death of Enemies, Distant Shot, Epic Endurance, Epic Prowess, Epic Speed, Epic Toughness, Epic Weapon Focus, Fast Healing, Fountain of Youth*, Improved Combat Casting, Improved Favored Enemy, Improved Manyshot, Improved Spell Capacity, Legendary Climber, Legendary Rider, Legendary Tracker, Perfect Health, Perfect Two-Weapon Fighting, Permanent Emanation, Spontaneous Spell, Storm of Throws, Swarm of Arrows, Two Weapon Rend, Uncanny Accuracy.

In addition to the feats on this list, the epic edgewhen may treat any temporal feat as being on his bonus feat list. (see the Characters section of the GM's Core Rulebook for a complete description of epic feats. *See Chapter 4: Feats in this book for temporal feats and feats marked with an asterisk.)

### Table 15-9: Epic Eternal Guardian
**Eternal Guardian**

| Level | Special |
|---|---|
| 11th | Life of the forest |
| 12th | Sun sustenance |
| 13th | Gaea's embrace |
| 14th | - |
| 15th | *Wild shape* +1/day |
| 16th | - |
| 17th | Bonus feat |
| 18th | - |
| 19th | - |
| 20th | Bonus feat |

## Epic Eternal Guardian

There are those who guard a single flower, a small shrub, a tree, a grove. The epic eternal guardian stands guard over vast forests. They are no longer tied to a single tree but the entire living woods, immortal but duty bound.

Epic eternal guardians should improve their Wisdom scores to improve their spellcasting, Constitution for more hit points and Dexterity to improve their armor class. Consider taking Epic Spellcasting and Improved Spell Capacity to increase your spellcasting capabilities. Legendary Tracker better allows the eternal guardian to guard his forest. Armor Skin and Epic Toughness can make you more effective in combat. You also may wish to improve your *wild shape* with wild epic feats.

**Hit Die:** d8

**Skill Points at Each Additional Level:** 4 + Int modifier.

**Lifetime of the Forest** (Ex)**:** At 11th level, the epic eternal guardian becomes bound to his forest. As long as the forest is alive and well, so is the eternal guardian. If the forest becomes sick the eternal guardian will also become sick, suffering ability score penalties. Although plague and forest fires damage the forest and weaken the eternal guardian, these are natural events and part of the natural life of the forest. (If the eternal guardian's tree dies, he no longer dies.) The guardian can leave the plane for short periods of time but he is empathically linked to his forest and knows if it is harmed.

**Temporal Tree Stride** (Su)**:** The eternal guardian can now tree stride through any tree to access the Temporal Horizon and may move as far forward or back as the forest exists.

**Sun Sustenance** (Ex)**:** At 12th level, the eternal guardian gains the ability to draw energy from the sun. As long as he spends at least 4 hours of the day outdoors, he can draw sustenance from the sun, and thus he requires no food that day. He still thirsts, however, and needs the standard amount of water to survive.



Michael Short (order #2081358)

**Gaea's Embrace:** At 13th level, the eternal guardian permanently becomes a plant creature. His type changes to plant, and as a result he gains low-light vision, is immune to poison, sleep, paralysis, stunning, and polymorphing, and is not subject to critical hits or mind-influencing effects (charms, compulsions, phantasms, patterns, or morale effects). (This ability normally negates penalties for aging but the eternal guardian already has the timeless body class ability which does the same thing.)

***Wild Shape*:** At 15th level, if the eternal guardian has the class ability to *wild shape* he can do so an additional time each day.

**Bonus Feats:** At 17th level, and ever three levels thereafter the epic eternal guardian gains a bonus feat selected from the epic eternal guardian bonus feat list below.

*Epic Eternal Guardian Bonus Feat List*: Automatic Quicken Spell, Automatic Silent Spell, Automatic Spell Piercing*, Automatic Still Spell, Beast Companion, Beast Shape, Colossal *Wild Shape*, Diminutive *Wild Shape*, Dragon Shape, energy Resistance, Enhance Spell, Epic Spell Focus, Epic Spell Penetration, Epic Spellcasting, Fast Healing, Fine *Wild Shape*, Fountain of Youth*, Gargantuan *Wild Shape*, Ignore Material Components, Improved Combat Casting, Improved Elemental *Wild Shape*, Improved Heighten Spell, Improved Metamagic, Improved Spell Capacity, Intensify Spell, Magical Beast Shape, Multispell, Perfect health, Permanent Emanation, Plant Shape, Spell Stowaway, Spell Opportunity, Spontaneous Spell, Tenacious Magic, Vermin Shape.

In addition to the feats on this list, the epic eternal guardian may select any temporal feat or wild feat not listed here. (see the Characters section of the GM's Core Rulebook for a complete description of epic feats. *See Chapter 4: Feats in this book for temporal feats and feats marked with an asterisk.)

### Table 15-10: Epic Forgotten Monk

| Forgotten Monk Level | Special | Unarmed Damage |
|---|---|---|
| 11th | Forgotten name | d12 |
| 12th | - | d12 |
| 13th | Forgotten | d12 |
| 14th | - | d20 |
| 15th | Path of solitude | d20 |
| 16th | - | d20 |
| 17th | Temporal enlightenment | d20 |
| 18th | - | d20 |
| 19th | Improved fists | d20 |
| 20th | - | d20 |

## Epic Forgotten Monk

*Let yourself go. Forget all that you know and consider only what could have been. What isn't. Look into the darkness, past the darkness and see other worlds crying out, lost, forgotten. We remember them and draw strength from the memory.*

**Hit Die:** d8

**Skill Points at Each Additional Level:** 4 + Int modifier.

**Bypass Damage Reduction:** Forgotten monks' unarmed attacks can bypass damage reduction as if they were magic weapons; Treat the monks unarmed attack as if they were +1 for every 2 levels in forgotten monk (rounded down with a maximum of +10). This does not increase the monks attack bonus or damage bonus.

**Forgotten Name:** At 11th level, the forgotten monk becomes forgotten. Persons must make a Will save DC 10 to remember details about him. Anyone who fumbles this save will not remember that there was someone there at all. Forgotten monks can never become famous once they gain this ability. They can not lead armies or become effectively involved in politics except as a shadowy unknown figure.

**Forgotten:** At 13th level, once per day as a standard action, the forgotten monk can cease to exist for 1 round per forgotten monk level. People forget he ever existed unless they succeed at a Fortitude save DC 40 to resist temporal change. When the duration is up people tend to forget he was forgotten, they believe he simple was hiding or was not around. The forgotten monk actually shifts into an alternate, lost, time for the duration of the effect. It is up to the Game Master what the conditions are in the alternate time.

**Path of Solitude:** At 15th level and ever 10 levels thereafter the forgotten monk repeats the path of solitude challenge.

**Improved Fists:** At 19th level, as a full round action the forgotten monk can attempt to knock someone into the future with an unarmed attack. The monk declares this action before attacking and if he misses, the use is lost. If he hits the target must make a Fortitude saving throw DC 30 or be instantly transported 1d4 rounds into the future. Damage is inflicted as per a normal unarmed attack.

**Temporal Enlightenment:** At 17th level, the forgotten monk gains 4 void points. He can spend 2 points as a standard action to create a spell-like effect from the following list of spells; *blur*, *haste*, *slow*. If you are using *Oriental Adventures*, the forgotten monk gains Void Use as part of this class ability, but this gives him no additional void points.

**Bonus Feats:** At 21st level, and every three levels thereafter the forgotten monk gains a bonus feat selected from the epic forgotten monk bonus feat list below.

*Epic Forgotten Monk Bonus Feat List*: Armor Skin, Blinding Speed, Damage Reduction, Energy Resistance, Epic Prowess, Epic Speed, Epic Toughness, Exceptional Deflection, Fast Healing, Fountain of Youth*, Improved Combat Reflexes, Improved *Ki* Strike, Improved Spell Resistance, Improved Stunning Fist, Infinite Deflection, Keen Strike, Legendary Climber, Legendary Wrestler, Reflect Arrows, Righteous Strike, Self-Concealment, Shattering Strike, Vorpal Strike.

In addition to the feats on this list, the epic forgotten monk may treat any martial art or temporal feat as being on his bonus feat list. (see the Characters section of the GM's Core Rulebook for a complete description of epic feats. *See Chapter 4: Feats in this book for temporal feats and feats marked with an asterisk.)

### Table 15-11: Epic Forgotten Ninja

| Forgotten Ninja Level | Special |
|---|---|
| 11th | Whatever |
| 12th | - |
| 13th | Bonus feat |
| 14th | - |
| 15th | Lurn's timereaver |
| 16th | Bonus feat |
| 17th | - |
| 18th | - |
| 19th | Bonus feat |
| 20th | - |



Michael Short (order #2081358)

## Epic Forgotten Ninja

*My hand is the wind. My face is the sand in the desert. My soul is the ocean. These things change but are always there.*

**Whatever (Sp):** At 11th level, the forgotten ninja can use *shapechange* once per day as a sorcerer of his forgotten ninja level. Every ten levels after 11th the forgotten ninja can use this ability an additional time each day.

**Lurn's Timereaver (Sp):** At 15th level, the forgotten ninja can use *Lurn's timereaver* once per day as a sorcerer of his forgotten ninja level. Every ten levels after 15th the forgotten ninja can use this ability an additional time each day.

**Bonus Feats:** The epic forgotten ninja gains a bonus feat at 13th, 15th and 19th level and ever 10 levels there after selected from the epic forgotten ninja bonus feat list below.

*Epic Forgotten Ninja Bonus Feat List*: Blinding Speed, Combat Archery, Dexterous Fortitude, Dexterous Will, Epic Dodge, Epic Reputation, Epic Skill Focus, Epic Speed, Fountain of Youth*, Improved Sneak Attack, Legendary Climber, Lingering Damage, Self Concealment, Sneak Attack of Opportunity, Superior Initiative, Trap Sense, Uncanny Accuracy.

In addition to the feats on this list, the epic forgotten ninja may treat any temporal feat as being on his bonus feat list and may select any item creation feat and metamagic feat not listed here. The epic temporal rogue may choose a special rogue ability from the Core Handbook instead of a bonus feat. (See the Characters section of the Game Master's Core Handbook for a complete description of epic feats. *See Chapter 4: Feats in this book for temporal feats and feats marked with an asterisk.)

### Table 15-12: Epic Master of the Shuriken

**Master of the Shuriken**

| Level | Special |
|---|---|
| 11th | Improved whirlwind attack |
| 12th | - |
| 13th | Perfect blind fighting |
| 14th | - |
| 15th | Bonus feat |
| 16th | - |
| 17th | Filet the candles |
| 18th | - |
| 19th | More points |
| 20th | Improved storm of throws |

## Epic Master of the Shuriken

*I heard the wind call your name.*

The epic master of the shuriken lives for the moments after he lets go of a shuriken and before gravity or interposing objects claim its movement. It is a time when the air is filled with accurate shards of metal in a pattern few see or appreciate.

Dexterity is vital for the master of the shuriken. Devastating Critical, Distant Shot, Epic Weapon Focus, Epic Weapon Specialization, Great Dexterity, Overwhelming Critical, Perfect Two-Weapon Fighting, and Uncanny Accuracy can greatly improve the master of the shuriken's combat capabilities.

**Hit die:** d6

**Skill Points at Each Additional Level:** 2+ Int modifier.

**Perfect Blind Fighting** At 13th level the epic master of the shuriken suffers no penalties against one unseen opponent when using shuriken. He does not have a miss chance, and ignores displacement and concealment. At 23rd level, and every 10 levels thereafter he suffers no penalties against an additional unseen opponent.

**Bonus Feat:** At 15th level, and every 10 levels thereafter, the epic master of the shuriken gains a bonus feat selected from the master of the shuriken bonus feat list below.

*Epic Master of the Shuriken Bonus Feat List*: Armor Skin, Blinding Speed, Combat Archery, Damage Reduction, Devastating Critical, Dexterous Fortitude, Dexterous Will, Dire Charge, Distant Shot, Epic Dodge, Epic Endurance, Epic Leadership, Epic Prowess, Epic Toughness, Epic Weapon Focus, Epic Weapon Specialization, Exceptional Deflection, Improved Combat Reflexes, Improved Manyshot, Improved Stunning First, Improved Whirlwind Attack, Infinite Deflection, Instant Reload, Legendary Climber, Legendary Commander, Legendary Rider, Legendary Wrestler, Like the Planet, Overwhelming Critical, Penetrate Damage Reduction, Perfect Two-Weapon Fighting, Reflect Arrows, Self Concealment, Spellcasting Harrier, Storm of Throws, Superior Initiative, Swam of Arrows, Trap Sense, Two-Weapon Rend, Uncanny Accuracy.

(See the Characters section of the GM's Core Rulebook for a complete description of epic feats. *See Chapter 4: Feats in this book for feats marked with an asterisk.)

**Filet the Candles (Ex):** At 17th level cut the candles becomes a standard action. As a full round action, cut the candles can be performed twice. At 27th level and every 10 levels there after he can perform this ability one additional time per round, as a full round action, up to his maximum number of attacks per round.

**More Points (Ex):** At 19th level, and every 10 levels afterwards, the master of the shuriken can increase the number of throwing stars, per attack, by +1. There is no maximum beyond the number of Shuriken he can carry.

The Three as One ability deals 1d10 damage with 5 shuriken, 1d12 with 6 and then continues 1d12+1, 1d12+2 etc.

**Improved Storm of Throws (Ex):** At 20th level, the master of the shuriken is no longer restricted to targets within 30 feet for his storm of throws. As a full round action he may attack every opponent within range once (with 5 or more throwing stars). The only limit is the number of throwing stars he can carry. The typical master of the shuriken should have at least 200 shuriken.

### Table 15-13: Epic Metamage

**Metamage**

| Level | Special | Spells/Powers per Day/Known |
|---|---|---|
| 11th | - | +1 level in existing class |
| 12th | - | +1 level in existing class |
| 13th | Bonus feat | +1 level in existing class |
| 14th | - | +1 level in existing class |
| 15th | - | +1 level in existing class |
| 16th | Bonus feat | +1 level in existing class |
| 17th | - | +1 level in existing class |
| 18th | - | +1 level in existing class |
| 19th | Improved metamagic | +1 level in existing class |
| 20th | - | +1 level in existing class |

## Epic Metamage

*No one has ever made a spell do this…*

Nothing less then the biggest, fastest and most spectacular spells are the trademark of the epic metamage. He controls magic to a degree that few others will ever achieve. While many are well known for their fantastic spells, others are unheard of, quietly controlling magic from a secluded tower or other quiet bastion.



Michael Short (order #2081358)

The most logical epic feats are new metamagic feats such as Automatic Quicken Spell, Automatic Silent Spell, Automatic Still spell, Enhance Spell, Intensify Spell or feats that improve your metamagic such as Improved Metamagic. There are also a number of feats that improve spell casting while not necessarily improving the epic metamage's control over magic such as Improved Spell Capacity, Multispell.

The epic meta-mage should select epic meta-magic feats, improve his spell casting with Epic Spellcasting and Improved Spell Capacity and consider Improved Metamagic more then once.

**Hit die:** d4

**Skill Points at Each Additional Level:** 2+ Int modifier.

**Bonus Feat:** At 13th and 16th level, and every 10 levels there after the epic metamage gains a bonus feat selected from the epic metamage bonus feat list below.

*Epic Metamage Bonus Feat List*: Augmented Alchemy, Automatic Quicken Spell, Automatic Silent Spell, Automatic Spell Piercing*, Automatic Silent Still, Combat Casting, Craft Epic Magic Arms and Armor, Craft Epic Rod, Craft Epic Staff, Craft Epic Wondrous Item, Efficient Item Creation, Enhance Spell, Epic Spell Focus, Epic Spell Penetration, Epic Spellcasting, Familiar Spell, Fountain of Youth*, Forge Epic Ring, Ignore Material Components, Improved Combat Casting, Improved Heighten Spell, Improved Metamagic, Improved Spell Capacity, Intensify Spell, Multispell, Permanent Emanation, Scribe Epic Scroll, Spell Focus, Spell Knowledge, Spell Mastery, Spell Penetration, Spell Stowaway, Spell Opportunity, Spontaneous Spell, Tenacious Magic.

In addition to the feats on this list, the epic metamage may select any item creation feat and metamagic feat not listed here. (See the Characters section of the Game Master's Core Rulebook for a complete description of epic feats. *See Chapter 4: Feats in this book for feats marked with an asterisk.)

**Improved Metamagic:** At 19th level, and ever 10 levels there after, the epic metamage gains this epic feat for free if he has the required 30 ranks. (This feat can be found in the Characters section of the Game Master's Core Rulebook.)

### Table 15-14: Epic National Defender

**National Defender**

| Level | Special |
|---|---|
| 11th | - |
| 12th | Bonus feat |
| 13th | - |
| 14th | Bonus feat |
| 15th | - |
| 16th | Bonus feat |
| 17th | - |
| 18th | Bonus feat |
| 19th | - |
| 20th | - |

## Epic National Defender

*I stand. The flag flies.*

At epic levels, the national defender can deal with problems that not only threaten his country but his world, or his plane of existence. He may leave his country for extended periods of time to eliminate threats no one will ever know about. He may visit alternate worlds and defend his country there.

**Hit Die:** d10

**Skill Points at Each Additional Level:** 2 + Int modifier.

**Bonus Feats:** At 12th, 14th, 16th and 18th levels, the epic national defender gains a bonus feat selected from the epic national defender bonus feat list below.

*Epic National Defender Bonus Feat List*: Armor Skin, Devastating Critical, Epic Leadership, Epic Prowess, Epic Reputation, Epic Toughness, Epic Weapon Focus, Great Smiting, Holy Strike, Improved Aura of Courage, Improved Combat Casting, Improved Spell Capacity, Legendary Commander, Legendary Rider, Overwhelming Critical, Perfect Health, Permanent Emanation, Planar Turning, Positive Energy Aura, Spectral Strike, Spontaneous Spell, Widen Aura of Courage. (See the Characters section of the Game Master's Core Rulebook for a complete description of epic feats.)

### Table 15-15: Epic Necronomancer

**Necronomancer**

| Level | Special |
|---|---|
| 11th | Non-existent |
| 12th | - |
| 13th | Skip time |
| 14th | - |
| 15th | Fade |
| 16th | - |
| 17th | Forgotten by the ferryman |
| 18th | - |
| 19th | Recover the damned |
| 20th | - |

## Epic Necronomancer

*"...you know nothing about being alone."*

Epic necronomancers are only remembered by the damned and the lost, those who are also gone and forgotten. No matter the greatness of their actions, they are never written down in histories. When they finally pass on, it is only their epic companions who retain the strength to remember them. As such, epic necronomancers are free to anger who they will, unbalance and disturb what they would and go and do what they choose. They live on borrowed time defying death with each moment. Some command legions of undead. Others make temporal rogues look like amateurs. This is the dark side of chronomancy, a place of power but great cost.

Epic necronomancers should concentrate on improving their spellcasting attribute, Intelligence, Wisdom or Charisma. Epic metamagic, Epic Spell casting and Improved Spell Capacity will further enhance their spellcasting.

**Hit Die:** d4

**Skill Points at Each Additional Level:** 2 + Int modifier.

**Non-Existent:** At 11th level, the necronomancer ceases to exist for the purposes of divination spells. He becomes a creature from lost time (he is still a native of the Temporal Horizon). Even *discern location* can not locate the necronomancer. This is because divinations search standard existence and do not typically look for people in lost time. A non-chronomancer can make a Spot check, DC 30+ the necronomancer's level, to be able to locate a necronomancer with divination. The check is DC 20 + the necronomancer's level for a chronomancer.

**Skip Time:** At 13th level, once per day the necronomancer can use *skip time* as an extraordinary ability. At 22nd level, this becomes *greater time skip*. Every ten levels after 32nd the



Michael Short (order #2081358)

necronomancer can use this ability an additional time per day.

**Fade:** At 15th level, anyone can force the necronomancer from existence by willing him to go. This is a full round action. The person wishing to do this must succeed at a Fortitude or Will save DC 40 (this is not a resist temporal change check). If successful, the necronomancer is not allowed a save and is immediately forced into lost time for 1d4 hours plus 1 hour for each point over 40 the save was made by. During this time the necronomancer finds himself in lost time. (A jerry-rigged planeshift can possibly return him to normal time.)

**Forgotten by the Ferryman:** At 17th level necronomancers who die, return to life in 1d4 hours with no experience or level penalty. However, their fade DC drops by 5 permanently. If they are raised from the dead before this time, they suffer the normal penalties but their fade DC remains the same.

At 25th level, and every ten levels thereafter, the fade DC increases by 5, if it is below 40. If the face DC is already 40, these points can be saved up and used later to recover the fade DC.

**Recover the Damned:** Starting at 19th level, the necronomancer can restore someone to life even if their soul has been destroyed or they have been erased from history. This power can only be used once and it takes 1 full round during which time the effect can be disrupted as if it was a 9th level spell, ruining the one use. The subject is restored to life without any penalty. The ability restriction transcends temporal tricks. It can not be performed a second time by undoing the first one. Further, the ability does nothing to prevent the future death of the subject. At 39th level and every twenty levels thereafter the necronomancer can perform this ability once more.

Gods themselves have requested the service of necronomancers with this ability. It is not very common and commands an incredible price but often makes equally dangerous enemies. There is nothing more annoying than finally obliterating a foe for all time and having a necronomancer restore the foe to life. Like the necronomancer, the knowledge of this ability is quickly forgotten. Almost no one is aware of it. It would take an epic quest to discover that necronomancers have this ability and retain the memory of that knowledge.

**Bonus Feats:** At 24th and 27th level, and every ten levels thereafter, the necronomancer gains a bonus feat which can be any metamagic feat, item creation feat or epic feat.

*Epic Necronomancer Bonus Feat List*: Augmented Alchemy, Automatic Quicken Spell, Automatic Silent Spell, Automatic Still Spell, Energy resistance, Enhance Spell, Epic Spell Focus, Epic Spell Penetration, Epic Spellcasting, Familiar Spell, Ignore Material Components, Improved Combat Casting, Improved Heighten Spell, Improved Metamagic, Improved Spell Capacity, Intensify Spell, Master Staff, master Wand, Multispell, Permanent Emanation, Spell Knowledge, Spell Stowaway, Spell Opportunity.

In addition to the feats on this list, the epic necronomancer sorcerer may treat any temporal feat as being on his bonus feat list. (See the Characters section of the GM's Core Rulebook for a complete description of epic feats. *See Chapter 4: Feats in this book for temporal feats and feats marked with an asterisk.)

**Table 15-16: Epic Nega-Psychic**
**Nega-Psychic**

| Level | Special |
|---|---|
| 21st | Epic resistance |
| 22nd | Bonus feat |
| 23rd | - |
| 24th | Bonus feat |
| 25th | - |
| 26th | Bonus feat |
| 27th | - |
| 28th | Bonus feat |
| 29th | - |
| 30th | - |

## Epic Nega-Psychic

*You already know the answer to the question you did not ask.*

There are those who can say no. There are those who can, through their actions, stop events from happening. Then there are those whose mere presence can stop that which they do not wish to occur. The presence of an epic nega-psychic can make wizards, clerics, sorcerers, psions and psychic warriors reconsider using their powers ever again.

**Hit Die:** d4

**Skill Points at Each Additional Level:** 2 + Int modifier.

**Bonus Feat:** At 22nd, 24th, 26th and 28th levels, and every 10 levels thereafter, the Epic Nega-Psychic gains a bonus feat selected from the epic nega-psychic bonus feat list below.

*Epic Nega-Psychic Bonus Feat List*: Automatic Quicken Power, Automatic Silent Power, Automatic Spell Piercing*, Automatic Still Power, Combat Casting, Enhance Psionic, Epic Power Focus, Epic Power Penetration, Epic Manifestation, Familiar Power, Fountain of Youth*, Ignore Material Components, Improved Combat Manifestation, Improved Heighten Power, Improved Metapsionics, Improved Manifestation, Intensify Power, Multipower, Power Focus, Power Knowledge, Power Mastery, Power Stowaway, Power Opportunity, Spontaneous Power.

Note that these powers have been renamed from their magical equivalents and are only listed in the Game Master's Core Rulebook by their magical equivalent. Power Opportunity, for example, is Spell Opportunity.

In addition to the feats on this list, the nega-psychic may select any metapsionic feat not listed here. (See the Characters section of the GM's Core Rulebook for a complete description of epic feats. *See Chapter 4: Feats in this book feats marked with an asterisk.)

**Epic Negativity:** As negativity but the epic nega-psychic's negativity is so strong that it can affect other people as well. Persons around the nega-psychic when he manifests his powers may begin to suffer dark and brooding emotions. Persons subject to the powers of a nega-psychic gain 1 point of negativity if they fail their saving throw. When a person's negativity level equals his caster or manifester level he reaches negativity exactly as if he were a nega-psychic, which prevents him from using any powers except those on the nega-psychic list.

Like a nega-psychic, anyone can remove a number of points equal to their level by performing a positively natured activity, usually crafting or creating things or maintaining the health and welfare of living things.



Michael Short (order #2081358)

**Table 15-17: Epic Paradox Master**
**Paradox MasterParadox Master**

| Level | Special | Spells/Powers per Day/ Known |
|---|---|---|
| 11th | - | +1 level in existing class |
| 12th | - | |
| 13th | Bonus feat | +1 level in existing class |
| 14th | - | |
| 15th | - | +1 level in existing class |
| 16th | Bonus feat | |
| 17th | - | +1 level in existing class |
| 18th | - | |
| 19th | Bonus feat | +1 level in existing class |
| 20th | - | |

## Epic Paradox Master

*"There is a misunderstanding that I've done anything at all because this is a strand of twenty fifth dimensional time belonging to a flexible paradox time line that has become crisis and shattered. In fact, none of us exist anymore. Do pass the suntan lotion, I don't want to burn on my vacation."*

The epic paradox master has an understanding of time that few chronomancers dream of. These epic characters can play with time like it was clay, molding it, shaping it and baking it. They never see one world, but many worlds, lost times, forgotten histories, what could have been, what was, what will have been. These things are familiar to them, the instability of time. They find comfort in things that would drive others insanity, filling them with fear, that their reality is so malleable.

Paradox masters are not simply experts in damaging time and causing problems. They are equally skilled in repairing paradoxes and patching damage to time. Most have a great respect for time, and despite their manipulating nature, would never deliberately do harm to time. There is a saying 'There must be time to play with.'.

**Hit die:** d4

**Skill Points at Each Additional Level:** 2+ Int modifier.

**Controlled Paradox:** The epic paradox master may subtract his epic level from results on Table 6-1: Random Paradox Events in Chapter 6.

**Bonus Feats:** Every 3 levels after 10th the epic paradox master gains a bonus feat selected from the epic paradox master bonus feat list below.

*Epic Paradox Master Bonus Feat List*: Augmented Alchemy, Automatic Quicken Spell, Automatic Silent Spell, Automatic Spell Piercing*, Automatic Silent Still, Combat Casting, Craft Epic Magic Arms and Armor, Craft Epic Rod, Craft Epic Staff, Craft Epic Wondrous Item, Efficient Item Creation, Enhance Spell, Epic Spell Focus, Epic Spell Penetration, Epic Spellcasting, Familiar Spell, Fountain of Youth*, Forge Epic Ring, Ignore Material Components, Improved Combat Casting, Improved Heighten Spell, Improved Metamagic, Improved Spell Capacity, Intensify Spell, Multispell, Permanent Emanation, Scribe Epic Scroll, Spell Focus, Spell Knowledge, Spell Mastery, Spell Penetration, Spell Stowaway, Spell Opportunity, Spontaneous Spell, Tenacious Magic.

In addition to the feats on this list, the epic paradox master may treat any temporal feat as being on his bonus feat list and may select any item creation feat and metamagic feat not listed here. (See the Characters section of the GM's Core Rulebook for a complete description of epic feats. *See Chapter 4: Feats in this book for temporal feats and feats marked with an asterisk.)

**Table 15-18: Epic Quantum Mechanic**
**Quantum Mechanic**

| Level | Special |
|---|---|
| 21st | - |
| 22nd | - |
| 23rd | Bonus feat |
| 24th | - |
| 25th | - |
| 26th | Bonus feat |
| 27th | - |
| 28th | - |
| 29th | Bonus feat |
| 30th | One with time |

## Epic Quantum Mechanic

*I'll show you how to build a linear accelerator out of tinfoil, gum and elastic bands. Chronomancers have all real knowledge eventually.*

An epic quantum mechanic has already mastered his craft. He has built machines and gadgets for years and there are few, if any, better than he. Those that proceed into epic levels often do so with a specific purpose. Perhaps they want or need to craft a machine that will last the ages and immortalize their memory. Some become so completely involved in the crafting of items, they simply proceed into epic levels without noticing it.

**Hit die:** d6

**Skill Points at Each Additional Level:** 2+ Int modifier.

**Bonus Feat:** Starting at 23rd level, and every three levels afterwards, the Epic Quantum Mechanic gains an extra feat selected from the epic quantum mechanic bonus feat list.

*Epic Quantum Mechanic Bonus Feat List*: Armor Skin, Augmented Alchemy, Craft Epic Magic Arms and Armor, Craft Epic Rod, Craft Epic Staff, Craft Epic Wondrous Item, Damage Reduction, Efficient Item Creation, Epic Endurance, Epic Leadership, Epic Prowess, Epic Toughness, Epic Weapon Focus, Epic Weapon Specialization**, Exceptional Deflection, Fountain of Youth*, Forge Epic Ring, Improved Combat Reflexes, Instant Reload, Penetrate Damage Reduction, Scribe Epic Scroll, Spellcasting Harrier, Spell Knowledge, Storm of Throws, Uncanny Accuracy.

In addition to the feats on this list, the epic chronomancer may treat any temporal feat as being on his bonus feat list and may select any item creation feat not listed here. (See the Characters section of the GM's Core Rulebook for a complete description of epic feats. *See Chapter 4: Feats in this book for feats marked with an asterisk. **Epic quantum mechanics may take Epic Weapon Specialization as if they were an epic fighter.)

**One with Time (Sp):** At 30th level and every 10 levels thereafter, the Epic Quantum Mechanic may choose one chronomancy spell that becomes an innate spell-like ability that he can use once per day. If he chooses the same spell, it stacks, and it can be cast two (or more) times per day.

**Technology:** The epic quantum mechanic gains no further spells known unless he takes feats which give him these.



Michael Short (order #2081358)

**Table 15-19: Epic Rage Caster**
**Rage Caster**

| Level | Special | Spells/Powers per Day/Known |
|---|---|---|
| 11th | Bonus feat | +1 level in existing class |
| 12th | Rage +1/day | |
| 13th | Channel spell IV | +1 level in existing class |
| 14th | - | |
| 15th | Bonus feat | +1 level in existing class |
| 16th | Rage +2/day | |
| 17th | Channel spell V | +1 level in existing class |
| 18th | - | |
| 19th | Rage +3/day | +1 level in existing class |
| 20th | Channel spell VI | |

## Epic Rage Caster

*There is never calm except before me*
*For I am the storm*
*If the fury of a man is a raindrop*
*Then I am the cloud bursting*

Epic rage casters are the most disciplined agents of chaos you will ever find. They are skilled in using the strength of order to power their chaos. They bring all about them into their storm of chaos. A paladin who meets an epic rage caster may find himself a holy liberator before long. Epic rage casters who lead armies are organized but unpredictable, savage but effective in combat.

Rage casters can not use armor without sacrificing their ability to cast spells. You should focus on improving your Constitution score because it improves your armor class in addition to improving fortitude saving throws and granting additional hit points.

As raging is very important to this class you should consider selecting at least a few of the rage augmenting feats such as Chaotic Rage, Incite Rage, Mighty Rage, Ruinous Rage, Terrifying Rage and Thundering Rage. Damage Reduction, Energy Resistance, Fast Healing and Perfect Health ensure that you are the last party member standing in any situation.

**Hit die:** d12

**Skill Points at Each Additional Level:** 4+ Int modifier.

**Spells per day:** Starting at eleventh level, at every other level gained in the epic rage caster class, the character gains new spells per day as if he also gained a level in a spellcasting class he belonged to before adding the prestige class. He does not, however, gain any other benefit a character of that class would have gained (improved chance or controlling or rebuking undead, metamagic or item creation feats, hit points beyond those he receives from the prestige class and so on), except for an increased effective level of spellcasting. If a character had more then one spellcasting class before becoming a rage caster, he must decide to which class he adds the new level for purposes of determining spells per day.

**Bonus Feat:** At 11th and 15th level and ever 10 levels thereafter (21st and 25th then 31st and 35th etc), the epic rage caster gains a bonus feat which may be any feat on the fighter or epic fighter bonus feat list.

**Rage Magic (Su):** An epic rage caster uses the power of his rage to cast spells. He can only cast spells when raging. He loses 1 hit point per spell level he casts but this hit point loss is subtracted from his bonus hit points from raging first. A rage caster is unable to combat cast but he can make Concentration checks to resist spell failure caused by damage. (Quickened spells, and spells with no components, using eschew components, silent spell, and/or still spell feats, do not provoke attacks of opportunity.)

**Rage:** At 11th, 16th and 19th levels, the rage caster can rage an additional time each day.

**Channel Spell (Su):** Continuing at 13th level, the epic rage caster improves his ability to channel spells through his weapon. The maximum allowable spell level increases as noted below.

| Channel Spell | Maximum Spell Level |
|---|---|
| IV | 4th |
| V | 5th |
| VI | 6th |

*If desired, the rage caster can cast use this ability more then once as long as the total spell levels do not exceed the maximum spell level. (A 0-Level spell is treated as equivalent to a 1st-level spell for purposes of this ability.)

**Table 15-20: Epic Shard**
**Shard**

| Level | Special |
|---|---|
| 11th | Shard level, unstable |
| 12th | Shard level |
| 13th | Shard level |
| 14th | Shard level |
| 15th | Shard level, give and take |
| 16th | Shard level |
| 17th | Shard level |
| 18th | Shard level |
| 19th | Shard level |
| 20th | Shard level, give and take, ride the change |

## Epic Shard

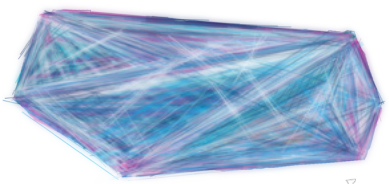
*Once I knew who I was by looking in this mirror but someone hit it with a hammer and now I don't know which piece to look into.*

Epic shards are known for one overwhelming feature; insanity. They suffer from a limited split personality disorder, limited because all the personalities are variations on their own. The divided mind of the shard eventually takes its toll on him. He is able to see and understand things unlike anyone else, having 10 or more different perspectives, but eventually this distances him from reality. He is not unable to function as a normal person. He may not understand things like anyone else. He may laugh at a horrible story, or find that a rabbit's trek across a backyard is the most serious thing in the world. Some of this great knowledge is useful, the epic shard actually knows something important others do not but just as often, it is trivial information, significant perhaps only to some parallel world.

**Hit die:** as epic shard level.

**Skill Points at Each Additional Level:** as epic shard level.

**Bonus Feats:** Epic shards whose shard level grants them bonus feats take bonus feats as per the class they have taken for that level. As a result, there is no epic shard bonus feats list.



**Some shards hunt for fractured crystals which reflect their divided personalities.**



Michael Short (order #2081358)

**Table 15-21: Epic Soul of Hatred**
**Soul of Hatred**

| Level | Special |
|---|---|
| 11th | Cold |
| 12th | Epic hatred |
| 13th | Rage +1/day |
| 14th | - |
| 15th | Rage +2/day, 4th favored enemy |
| 16th | - |
| 17th | Rage +3/day |
| 18th | - |
| 19th | Nothing left |
| 20th | Death rage, 5th favored enemy |

## Epic Soul of Hatred

*I hate. That is all I have. It has kept me warm at night so long I know no other comfort. It burns in my blood making me weak and also keeping me strong. I can not relax, find peace or solitude. Sometimes I just think I could… ..no, I will never give up until every last one of them is dead.*

**Hit Die:** d12

**Skill Points at Each Additional Level:** 4 + Int modifier.

**Completion:** The object of hatred just about must be a race or large group for a soul of hatred to proceed into epic levels. No soul of hatred could reasonably gain enough experience to reach epic levels hunting and failing to kill a single person. It is far more likely they would give up after 10 levels of failure to achieve.

**Cold:** To be consumed by hatred long enough to reach epic levels changes one. The epic soul of hatred loses 2 points of Charisma and Wisdom but gains 2 points of Strength. They become less emotional. Killing means less to them.

**Epic Hatred (Ex):** At 12th level, the soul of hatred gains an additional +2 bonus against the object of his hatred for a +4 total bonus. This applies to attack rolls, damage, saving throws and skill checks made against his object of hatred.

**Rage:** At 13th, 15th and 17th levels the soul of hatred can rage an additional time per day.

**Favored Enemy:** The epic soul of hatred gains one additional favored enemy (and his bonuses against all favored enemies go up by +1) every five levels after 10th (15th, 20th, and so on).

**Nothing Left:** By 19th level the typical soul of hatred has given up everything in his never ending quest against his object of hatred. Every soul of hatred who has reached this point has been visited by an angel or other celestial to offer him a chance at salvation. This is usually achieved through a quest for good. If the soul of hatred performs the quest and survives, as a matter of mercy he is taken to the lowest of the heavens. (Legends speak of a soul of hatred that died in a death rage and became a powerful demon. The agents of heaven are sincere in their offer of mercy but they also wish to avoid the creation of another demon.)

**Death Rage:** Souls of hatred do not proceed past 20th level. At 20th they fall into a death rage, gaining +20 Strength and Constitution instead of the normal raging bonuses. They hunt and slay all things related to the focus of their hatred. Each day the soul of hatred permanently loses 1 point of Constitution until he dies.

**Table 15-22: Epic Telekineticist**
**Telekineticist**

| Level | Special |
|---|---|
| 11th | Any one thing, *improved clairtangency* |
| 12th | - |
| 13th | Bonus feat |
| 14th | - |
| 15th | - |
| 16th | Bonus feat |
| 17th | - |
| 18th | - |
| 19th | Bonus feat |
| 20th | |

## Epic Telekineticist

*I think, therefore it moves.*

They say that an epic telekineticist once held the moon in eclipse because he wanted some shade. While it is probably not true, this is the reputation the epic telekineticist holds. He makes things move. His thoughts can be felt by those near him. People he likes can feel a subtle tug towards him, while his enemies and people he does not get along with feel pushed away. Of all the psionicists the epic telekineticist may have the strongest mind, but only in the most literal sense of the word. Their faces show signs of the incredible stress they place upon themselves and invariably, they have distended veins and arteries around their skull, a thicker than normal neck and muscular development around the skull where none would normally appear. By epic levels bother to hide these changes.

A rare few let their bodies go, becoming withered wrecks. Most enhance their own motions with telekinesis becoming the height of physical fitness. They do not fear falling or things falling on them, so they go exploring fearlessly, from the top of the tallest mountain to the bottom of the deepest cave. Telekineticists tend to be very self reliant. They do not ask others to do things for them, they do it themselves. This applies to even the most mundane things. If an epic telekineticist were to become a king, he would have little need of servants and would play a considerably role in his army.

An epic telekineticists only problem is relaxing. Some have trouble sleeping without activating their powers, hovering off their bed and so forth. It takes some considerable focus to calm the power of their mind and many spend time meditating to do just that.

**Hit Die:** d4

**Skill Points at Each Level:** 2 + Int modifier.

**Any One Thing:** At 11th level, the epic telekineticist can hold any one object less then the size of a mountain with telekinesis. Living objects can make an opposed Strength check to escape. If the object is heavier then what he could normally move with telekinesis, he can not move it, only hold it in place. This takes all of the telekineticist's concentration. He can perform no other activity, including making even a 5 foot step while concentrating.

At 21st level, the object may be anything less then the size of the moon.

At 31st level, the object may be the size of a planet.

***Improved Clairtangency:*** At 11th level, the telekineticist adds this power to his powers list for free if he does not have it.

**Bonus Feat:** At 13th, 16th, 19th, and every 10 levels there after, the telekineticist gains a bonus feat selected from the epic telekineticist bonus feat list below.



Michael Short (order #2081358)

*Epic Telekineticist Bonus Feat List*: Augmented Alchemy, Automatic Quicken Power, Automatic Power Piercing*, Automatic Silent Power, Automatic Still Power, Combat Casting, Craft Epic Psionic Arms and Armor, Craft Epic Rod, Craft Epic Staff, Craft Epic Wondrous Item, Efficient Item Creation, Encode Epic Stone, Enhance Psionic, Epic Power Focus, Epic Power Penetration, Epic Manifestation, Familiar Spell, Forge Epic Ring, Ignore Material Components, Improved Combat Manifestation, Improved Heighten Power, Improved Metapsionics, Improved Manifestation, Intensify Power, Multipower, Permanent Emanation, Power Focus, Power Knowledge, Power Mastery, Power Stowaway, Power Opportunity, Spontaneous Power, Tenacious psionics.

Note that these powers have been renamed from their magical equivalents. Power Opportunity, for example, is Spell Opportunity.

In addition to the feats on this list, the temporal psychic may select any item creation feat or metapsionic feat not listed here. (See the Characters section of the GM's Core Rulebook for a complete description of epic feats. *See Chapter 4: Feats in this book for feats marked with an asterisk.)

**Master Telekinesis:** At 21st level, the telekineticist doubles the weight he can move with any form of *telekinesis*. At 31st level, he can move 3 times the normal weight for *telekinesis*. Increase this by 1 every 10 levels thereafter.

### Table 15-23: The Epic Temporal Psychic
**Temporal Psychic**

| Level | Special |
|---|---|
| 11th | - |
| 12th | - |
| 13th | Bonus feat |
| 14th | - |
| 15th | - |
| 16th | Bonus feat |
| 17th | - |
| 18th | - |
| 19th | Bonus feat |
| 20th | - |

## Epic Temporal Psychic

*My mind is more then I thought possible. I can see and understand time from the creation to the unmaking. Yet I stand back and realize my knowledge is as a single grain of sand on a beach.*

**Hit die:** d4

**Skill Points at Each Additional Level:** 2+ Int modifier.

**Bonus Feats:** The epic temporal psychic gains a bonus feat every three levels after 10th, selected from the epic temporal psychic bonus feat list below.

*Epic Temporal Psychic Bonus Feat List*: Augmented Alchemy, Automatic Quicken Power, Automatic Silent Power, Automatic Spell Piercing*, Automatic Still Power, Combat Casting, Craft Epic Psionic Arms and Armor, Craft Epic Rod, Craft Epic Staff, Craft Epic Wondrous Item, Efficient Item Creation, Encode Epic Stone, Enhance Psionic, Epic Power Focus, Epic Power Penetration, Epic Manifestation, Familiar Power, Fountain of Youth, Forge Epic Ring, Ignore Material Components, Improved Combat Manifestation, Improved Heighten Power, Improved Metapsionics, Improved Manifestation, Intensify Power, Multipower, Permanent Emanation, Power Focus, Power Knowledge, Power Mastery, Power Stowaway, Power Opportunity, Spontaneous Power, Tenacious psionics.

Note that these powers have been renamed from their magical equivalents. Power Opportunity, for example, is Spell Opportunity.

In addition to the feats on this list, the epic temporal psychic may select any item creation feat or metapsionic feat not listed here. (See the Characters section of the GM's Core Rulebook for a complete description of epic feats. *See Chapter 4: Feats in this book for temporal feats and feats marked with an asterisk.)

**Psicrystals At Epic Levels**

Special abilities granted to a temporal psychic's psicrystal continue to grow as the level of its master increases beyond 20th, as shown on Table 15-24: Epic Psicrystal Special Abilities. Even though the table only shows advancement to 42nd level, that is not the limit. The patterns in the table continue infinitely, psicrystal special abilities gained at less than 20th level also continue to improve.

Psicrystal Power: The crystal gains the benefit of the Psicrystal Power epic feat.

### Table 15-24: Epic Psicrystal Special Abilities
**Master**

| Class Level | Hardness | Int | Special |
|---|---|---|---|
| 21st-22nd | 9 | 16 | Psicrystal power |
| 23rd-24th | 10 | 17 | - |
| 25th-26th | 11 | 18 | - |
| 27th-28th | 12 | 19 | - |
| 29th-30th | 13 | 20 | - |
| 31st-32nd | 14 | 21 | Psicrystal power |
| 33rd-34th | 15 | 22 | - |
| 35th-36th | 16 | 23 | - |
| 37th-38th | 17 | 24 | - |
| 39th-40th | 18 | 25 | - |
| 41st-42nd | 19 | 26 | Psicrystal power |

### Table 15-25: The Epic Temporal Rogue
**Temporal Rogue**

| Level | Special |
|---|---|
| 11th | Sneak attack +6d6 |
| 12th | - |
| 13th | Sneak attack +7d6 |
| 14th | Bonus feat |
| 15th | Sneak attack +8d6 |
| 16th | - |
| 17th | Sneak attack +9d6 |
| 18th | Bonus feat |
| 19th | Sneak attack +10d6 |
| 20th | - |

## Epic Temporal Rogue

*"I'm putting a hundred gold coins in your basket and you'll think it's a lot, but it's actually your gold. You see, you used to be the vilest despot, but I went back and stole everything you ever hand before you could get it and I am giving it all away. This is your share."*

No one has been able to count how many epic temporal rogues there are. Chronomancers are deliberately elusive and difficult to find. Temporal rogues are experts at it and are must harder to find. By epic levels, most have earned a reputation of some kind and may be wanted both for their services, and for the results of their services.



Michael Short (order #2081358)

Epic temporal rogues want to concentrate on concealing themselves, especially from divination magic. You should have a Severed Lifeline by now and might consider such feats as Permanent Emanation, Epic Skill Focus [Hide], Self Concealment, and Trap Sense. You may also wish to increase your sneak attack ability with an epic weapon and feats such as Blinding Speed, Improved Sneak Attack, Lingering Damage, Penetrate Damage Reduction and Superior Initiative.

**Hit die:** d6

**Skill Points at Each Additional Level:** 6+ Int modifier.

**Sneak Attack:** The epic temporal rogue sneak attack damage increases by +1d6 at every odd-numbered level (11th, 13th, etc).

**Bonus Feats:** The epic temporal rogue gains a bonus feat every four levels after 10th selected from the epic temporal rogue bonus feat list below.

*Epic Temporal Rogue Bonus Feat List*: Augmented Alchemy, Automatic Quicken Spell, Automatic Silent Spell, Automatic Spell Piercing*, Automatic Still Spell, Blinding Speed, Combat Archery, Combat Casting, Craft Epic Magic Arms and Armor, Craft Epic Rod, Craft Epic Staff, Craft Epic Wondrous Item, Dexterous Fortitude, Dexterous Will, Efficient Item Creation, Enhance Spell, Epic Dodge, Epic Reputation, Epic Skill Focus, Epic Speed, Epic Spell Focus, Epic Spell Penetration, Epic Spellcasting, Familiar Spell, Fountain of Youth*, Forge Epic Ring, Ignore Material Components, Improved Combat Casting, Improved Heighten Spell, Improved Metamagic, Improved Sneak Attack, Improved Spell Capacity, Intensify Spell, Legendary Climber, Lingering Damage, Multispell, Permanent Emanation, Scribe Epic Scroll, Self Concealment, Sneak Attack of Opportunity, Spellcasting Harrier, Spell Focus, Spell Knowledge, Spell Mastery, Spell Penetration, Spell Stowaway, Spell Opportunity, Spontaneous Spell, Superior Initiative, Tenacious Magic, Trap Sense, Uncanny Accuracy.

In addition to the feats on this list, the epic temporal rogue may treat any temporal feat as being on his bonus feat list and may select any item creation feat and metamagic feat not listed here. The epic temporal rogue may choose a special rogue ability from the Core Handbook instead of a bonus feat. (See the Characters are of the Core Handbook for a complete description of epic feats. *See Chapter 4: Feats in this book for temporal feats and feats marked with an asterisk.)

### Table 15-26: Epic Time Guardian
**Time Guardian**

| Level | Special |
|---|---|
| 11th | *Timeslide* and *teleport lock* |
| 12th | - |
| 13th | Bonus feat |
| 14th | - |
| 15th | *Timeslide* and *teleport lock* |
| 16th | - |
| 17th | Bonus feat |
| 18th | - |
| 19th | Bonus feat |
| 20th | *Timeslide* and *teleport lock* |

## Epic Time Guardian

*The sign says 'no paradoxes'. You should have obeyed the sign. It might not help but do you have a preference for when you should be tried?*

The epic time guardian is the last bastion against the forces of chaos that would corrupt time travel, or at least that is how many see themselves and how many perceive them. It is not so far from the truth. Epic time guardians are among the most powerful mortals who would protect time against destruction.

**Hit die:** d10

**Skill Points at Each Additional Level:** 2+ Int modifier.

***Timeslide* and *Teleport Lock*:** At 11th, 15th, and 20th levels, and every 5 levels after 20th, the time guardian can use *timeslide* and *teleport lock* one more time per day each as if they were divine spells.

**Bonus Feat:** At 13th, 17th, 19th and every ten levels there after (23rd, 27th, 28th etc), the epic time guardian gains a bonus feat selected from the epic time guardian feat list.

*Epic Eternal Guardian Feat List*: Automatic Quicken Spell, Automatic Silent Spell, Automatic Spell Piercing, Automatic Still Spell, Beast Companion, Beast Shape, Colossal *Wild Shape*, Diminutive *Wild Shape*, Dragon Shape, Energy Resistance, Enhance Spell, Epic Spell Focus, Epic Spell Penetration, Epic Spellcasting, Fast Healing, Fine *Wild Shape*, Fountain of Youth, Gargantuan *Wild Shape*, Ignore Material Components, Improved Combat Casting, Improved Elemental *Wild Shape*, Improved Heighten Spell, Improved Metamagic, Improved Spell Capacity, Intensify Spell, Like the Planet, Magical Beast Shape, Multispell, Perfect Heath, Permanent Emanation, Plant Shape, Spell Stowaway, Spell Opportunity, Spontaneous Spell, Tenacious Magic, Vermin Shape.

In addition to the feats on this list, the temporal guardian may treat any divine or temporal feat as being on his bonus feat list.

### Table 15-27: The Epic Time Singer
**Time Singer**

| Level | Special |
|---|---|
| 11th | - |
| 12th | - |
| 13th | Bonus feat |
| 14th | - |
| 15th | - |
| 16th | Bonus feat |
| 17th | - |
| 18th | - |
| 19th | Bonus feat |
| 20th | |

## Epic Time Singer

*Words-Song*
*Speak-Music*
*Breath-Perform*
*Walk-Dance*
*Live-Joy*

**Hit die:** d6

**Skill Points at Each Additional Level:** 4+ Int modifier.

**Bonus Feats:** Every 3 levels after 10th the epic time singer gains a bonus feat from the epic time singer bonus feat list below.

*Epic Time Singer Bonus Feat List*: Augmented Alchemy, Deafening Song, Epic Inspiration, Epic Leadership, Epic Reputation, Epic Skill Focus, Fountain of Youth*, Group Inspiration, Hindering Song, Improved Combat Casting, Improved Metamagic, Improved Spell Capacity, Inspire Excellence, Lasting



Michael Short (order #2081358)

Inspiration, Master Staff, Master Wand, Music of the Gods, Permanent Emanation, Polyglot, Ranged Inspiration, Rapid Inspiration, Reactive Countersong, Spell Knowledge, Spell Stowaway, Spell Opportunity, Tenacious Magic.

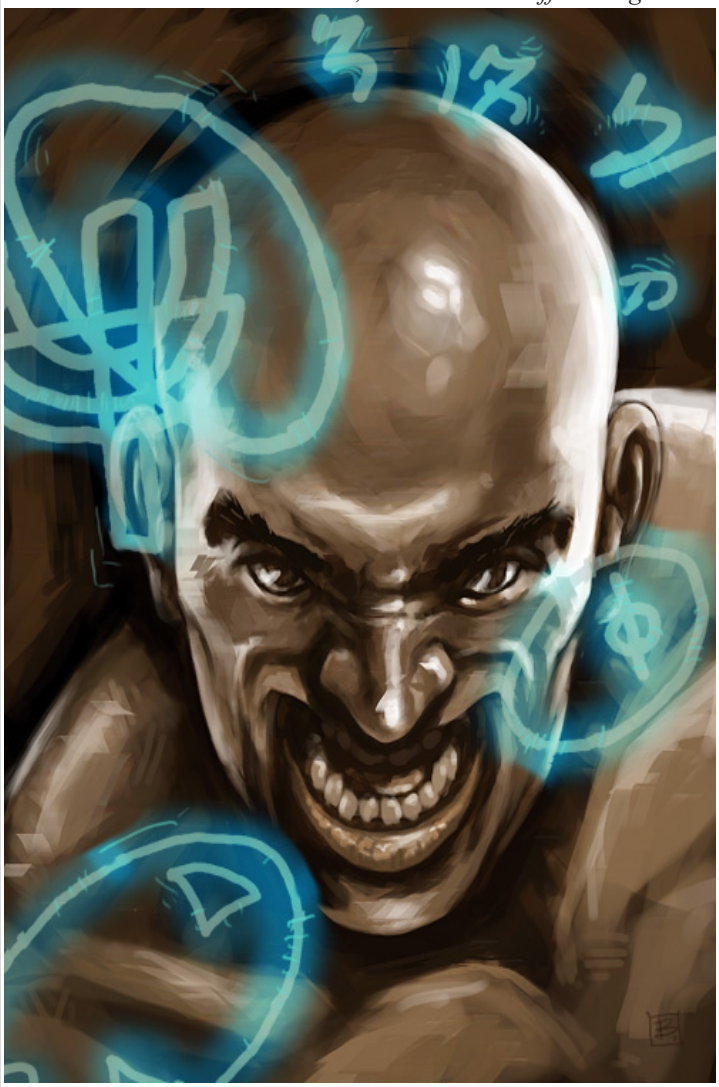
(See the Characters section of the GM's Core Rulebook for a complete description of epic feats. *See Chapter 4: Feats in this book for feats marked with an asterisk.)

**Table 15-28: Epic Wanderer**

| Wanderer Level | Special | Spells/Powers per Day/ Known |
|---|---|---|
| 11th | See more of the worlds | |
| 12th | Wander | |
| 13th | - | +1 level in existing class |
| 14th | Wander | |
| 15th | Bonus feat | |
| 16th | Wander | |
| 17th | - | +1 level in existing class |
| 18th | Wander | |
| 19th | - | |
| 20th | -Everywhere home | +1 level in existing class |

## Epic Wanderer

*When the wanderer had finally seen all that there was to see, he turned and looked behind him, and it was all different again.*



Epic wanderers have been and seen more places then even most other epic characters. They can make friends and fit into an alien culture in an instant. Their home is the road until age finally makes them settle down somewhere.

To assist in the long journeys you may consider such feats as Epic Endurance, Epic Speed, and Improved Darkvision. As a wanderer is more diplomatic then martial you should consider increasing your Charisma and such feats as Great Charisma, Polyglot, and Epic Skill Focus [Diplomacy]. Your choice of other classes will determine what other feats you may want.

**Hit die:** d8

**Skill Points at Each Additional Level:** 6+ Int modifier.

**See more of the Worlds:** When the epic wanderer's bonus to Listen, Search, Spot and Survival for places he has never been increases by +2 at 11th level and every 10 levels thereafter.

**Wander:** At 12th, 14th, 16th and 18th level, and every 10 levels thereafter, the wanderer must take a level in a class, prestige class, epic class or epic prestige class he has never had before instead of taking a level in wanderer. When he takes that level, he increases his level in epic wanderer by 1, although he gains no benefit from the wanderer class when he does so. The epic version of a class is considered a different class then original, although a wander must still qualify for the class by taking all the prerequisite levels.

If a wanderer has taken all the prestige classes he qualifies for and taken every class available, he may either take a second level in a class he has had before or negotiate with the Game Master to reduce the requirements of a prestige class so that he can take it.

**Spells:** At 13th, 17th and 20th levels, and every 10 levels thereafter (23rd, 27th and 30th being the next levels) the epic wanderer can improve a previous spell casting class or start a new one as if he was 1st level in it. The epic wanderer can still choose to use his Charisma to determine his maximum spell level, bonus spells and DC for his spells if he previously used his Intelligence or Wisdom.

**Bonus Feat:** At 15th level and every 10 levels thereafter the wanderer gains a bonus feat selected from the epic wanderer bonus feat list below.

*Epic Wanderer Bonus Feat List*: Blinding Speed, Combat Archery, Distant Shot, Epic Endurance, Epic Dodge, Epic Prowess, Epic Speed, Epic Skill Focus, Epic Toughness, Epic Weapon Focus, Fast Healing, Fountain of Youth*, Improved Combat Casting, Improved Combat Reflexes, Improved Favored Enemy, Improved Manyshot, Improved Spell Capacity, Legendary Climber, Legendary Rider, Legendary Tracker, Perfect Health, Perfect Two-Weapon Fighting, Permanent Emanation, Self Concealment, Spontaneous Spell, Storm of Throws, Superior Initiative, Swarm of Arrows, Trap Sense, Two Weapon Rend, Uncanny Accuracy.

(See the Characters section of the GM's Core Rulebook for a complete description of epic feats. *See Chapter 4: Feats in this book for feats marked with an asterisk.)

**Everywhere Home:** At 20th level, the epic wanderer can be treated as a native of whatever location he is in. This does not allow him any special ability to survive there but spells, magical

**When there is no limit to time, there is no limit to power. - One Less**



Michael Short (order #2081358)

### Instant Reload [Epic]*

Choose one type of crossbow or one-handed firearm. You can fire that weapon as fast as a bow.

**Prerequisite:** Quick Draw, Rapid Reload**, Weapon Focus (weapon to be used).

**Benefit:** You may fire the selected type of crossbow or one-handed firearm at your full normal attack rate. Effectively, you can reload your weapon as fast as an archer can reload a bow. Reloading your weapon does not provoke attacks of opportunity.

**Special:** You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a different type of crossbow or one-handed firearm. *See the Rapid Reload sidebar in Chapter 2: Prestige Classes.

items and similar effects will treat him as a native.

### Table 15-29: Epic Western Gunslinger

**Western Gunslinger**

| Level | Special |
|---|---|
| 11th | The change |
| 12th | - |
| 13th | Epic weapon focus |
| 14th | - |
| 15th | Epic weapon specialization |
| 16th | - |
| 17th | Bonus feat |
| 18th | - |
| 19th | Deadlier presence |
| 20th | Bonus feat |

## Epic Western Gunslinger

*"That one, him, sitting in the corner there by himself."*

*"Oh, you don't want to go messing with that one."*

Epic western gunslingers go through a change. They stop being the brash, bold creatures of instant death by blazing gunfire. Some tire of the carnage, others grow old and some get married. Things bring them back to their way of life though, old friends in trouble, bounty hunters out of the price their head and other old, sometimes forgotten, grudges.

Epic western gunslingers lose none of their youthful abilities. They give up some of their recklessness and gain more cunning. They are a little quieter, less willing to depend on their presence alone to save them. They are more willing to turn to diplomacy before the gun. They have seen and done it all though and it is the ignorant that assumes a western gunslinger who talks himself out of troubles has grown weak.

Epic western Gunslingers should consider taking the Instant Reload and Perfect Two-Weapon Fighting feats to continue improving their combat abilities and Skill Focus (Diplomacy) to improve their non-violent skills. They should increase their Charisma and Dexterity as both increase many class abilities.

**Hit Die:** d10

**Skill Points at Each Additional Level:** 2 + Int modifier.

**The Change:** How many dead men does it take? One hundred? One thousand? The amount is usually reached by epic levels where a western gunslinger no longer revels in the kill. At 11th level, the western gunslinger changes. Diplomacy becomes a class skill and they gain 5 ranks in it up to their maximum ranks.

**Epic Weapon Focus:** At 13th level, the western gunslinger gains this feat for free gaining a +2 bonus to attack with his weapon of choice, which must be a firearm.

**Epic Weapon Specialization:** At 15th level, the western gunslinger gains this feat for free. He does an additional +4 damage with his weapon of choice, which must be a firearm to targets within 30 feet. The damage bonus is only applied his own weapons. If he loses them and gains new weapons, he will regain the bonus once he has become familiar with the new weapons.

**Bonus Feat:** Starting at 17th level and every 3 levels thereafter, the epic western gunslinger gains a bonus feat selected from the epic western gunslinger bonus feat list below.

*Epic Gunslinger Bonus Feat List*: Armor Skin, Blinding Speed, Combat Archery, Damage Reduction, Devastating Critical, Dexterous Fortitude, Dexterous Will, Dire Charge, Distant Shot, Epic Dodge, Epic Endurance, Epic Leadership, Epic Prowess, Epic Toughness, Epic Weapon Focus, Epic Weapon Specialization, Exceptional Deflection, Improved Combat Reflexes, Improved Manyshot, Improved Stunning First, Improved Whirlwind Attack, Infinite Deflection, Instant Reload, Legendary Commander, Legendary Rider, Legendary Wrestler, Like the Planet, Overwhelming Critical, Penetrate Damage Reduction, Perfect Two-Weapon Fighting, Reflect Arrows, Spellcasting Harrier, Storm of Throws, Superior Initiative, Swam of Arrows, Two-Weapon Rend, Uncanny Accuracy.

(See the Characters section of the GM's Core Rulebook for a complete description of epic feats. *See Chapter 4: Feats in this book for feats marked with an asterisk.)

**Deadlier Presence:** At 19th level can fire twice, once with each weapon, before combat begins. Every ten levels thereafter he can fire one additional time before combat begins.

### Table 15-30: Master of Movement

**Master of Movement**

| Level | Special | Spells and Powers |
|---|---|---|
| 1st | Anywhere-anywhen | +1 level in existing spellcasting class/ +1 level in existing power manifesting class |
| 2nd | - | +1 level in existing spellcasting class/ +1 level in existing power manifesting class |
| 3rd | - | +1 level in existing spellcasting class/ +1 level in existing power manifesting class |
| 4th | - | +1 level in existing spellcasting class/ +1 level in existing power manifesting class |
| 5th | Hunted | +1 level in existing spellcasting class/ +1 level in existing power manifesting class |
| 6th | - | +1 level in existing spellcasting class/ +1 level in existing power manifesting class |
| 7th | - | +1 level in existing spellcasting class/ +1 level in existing power manifesting class |
| 8th | - | +1 level in existing spellcasting class/ +1 level in existing power manifesting class |
| 9th | - | +1 level in existing spellcasting class/ +1 level in existing power manifesting class |
| 10th | Free to move | +1 level in existing spellcasting class/ +1 level in existing power manifesting class |

## Master of Movement

*Go.*

Anywhere, anywhen just about sums up these travelers. They are obsessed with freedom and the ability to explore in any direction across the four, or more, dimensions. Master's of movement increase both psionic and arcane (or divine) spell



Michael Short (order #2081358)

casting abilities as they increase in levels but they are devoted to methods of transportation.

Automatic Quicken Spell, Improved Metamagic, and Improved Spell Capacity can improve your spell casting capabilities. Superior Initiative can make sure you go first in combat. Polyglot can be of great use, replacing divinations to translate languages as you explore the planes. If you have taken many meta-magic or craft feats, Cross Cast and Cross Craft are excellent for merging your psionics and magic.

**Hit Die:** d4

## Requirements

**Skills:** Concentration 23 ranks, Knowledge (arcana or religion) 13 ranks, Psicraft 13 ranks, Spellcraft 13 ranks, Survival 5 ranks.

**Spells:** Ability to cast 5th level spells (divine or arcane). Ability to cast *teleport*.

**Psionics:** Primary discipline must be Psychoportation. Ability to use 5th level psionic powers. Ability to manifest *teleport*.

**Special:** Temporal access class ability

## Class Skills

The master of movement's class skills (and the key ability for each skill) are Alchemy (Int), Autohypnosis (Wis), Bluff (Cha), Climb (Str), Concentration (Con), Craft (Int), Gather Information (Cha), Knowledge (all skills, taken individually) (Int), Profession (Wis), Psicraft (Int), Sense Motive (Wis), Spellcraft (Int) Stabilize Self (Con) Swim (Str). See the Skills section of the Core Handbook, and the Skills and Feats section in the Psionics Core Handbook and Chapter 4: Skills, in this book, for skill descriptions.

**Skill Points at Each Additional Level:** 2+ Int modifier.

## Class Features

All the following are class features of the master of movement epic prestige class.

**Anywhere-anywhen:** The master of movement is a specialist in transportation (teleportation and celerity). He gains no extra spells per day normally given to a specialist. However, he must still devote 1 spell per spell level and 1 power per power level to transportation spells and powers. (Sorcerers must devote 1 spell slot per spell level. For psionicists to devote powers, assign enough power points to transportation equal to the cost of 1 power per power level. See Table 15-31: Anywhere-Anywhen Power Points.)

The master of movement must know 1 transportation spell and power of each spell and power level. At 1st level, he is allowed to replace known spells and powers so that he meets this requirement. These spells and powers are replaced permanently.

### Table 15-31: Anywhere-Anywhen Power Points

| Power Level | Power Points Total | Power Points |
|---|---|---|
| 5th-level powers | 22 | (1+3+5+7+9) |
| 6th-level powers | 33 | (1+3+5+7+9+11) |
| 7th level powers | 46 | (1+3+5+7+9+11+13) |
| 8th level powers | 61 | (1+3+5+7+9+11+13+15) |
| 9th level powers | 78 | (1+3+5+7+9+11+13+15+17) |

## Transportation

Transportation includes any form of accelerated or decelerated movement, teleport or time travel. A list of appropriate spells and powers is listed below from the Core Handbook and Psionics Core Handbook. The Game Master may add spells from other sources at his discretion.

Common Transportation Spells and Powers

**Arcane Spells:** 0-*daze*, 1st-*change self, expeditious retreat, feather fall, jump, mount, spider climb;* 2nd-*alter self, levitate*; 3rd-*blink, fly, haste, hold person, phantom steed, slow;* 4th-*dimensional anchor, dimensional door, polymorph x2;* 5th-*dismissal, contact other plane, teleport;* 6th-*mass haste*; 7th-*banishment, ethereal jaunt, phase door, plane shift, shadow walk, teleport without error, vanish*; 8th-*polymorph any object*; 9th-*astral projection, gate, shape change, teleport circle, temporal stasis, time stop*.

**Psionic Powers:** 0th-*burst*; 1st-*feather fall, skate, spider climb*; 2nd-*glide, levitate, sense psychoportation;* 3rd-*astral steed, fly, time hop*; 4th-*polymorph, dimensional door, dismissal, freedom of movement*; 5th-*metamorphosis, baleful teleport, sending, teleport, teleport trigger;*, 6th-*banishment, ethereal jaunt, improved fly, retrieve, trace teleport*; 7th-*divert teleport, phase door, plane shift, teleport without error;* 8th-*dream travel, teleportation circle, temporal acceleration*; 9th-*shapechange, astral projection, probability travel, temporal velocity, time regression*.

**Spells and Powers:** At each level, the master of movement may increase both one caster level in one previous arcane or divine spellcasting class and one manifester level in one previous psionic power manifesting using class. This does not grant any other features from those previous classes. Any class that is increased must now abide by anywhere-anywhen. The character's spells and psionic powers remain separate from each other.

**Hunted:** Masters of movement are hunted across time and space and throughout the planes by a mysterious organization. At 5th level and every level until 10th, once per level, a being will try to track down and capture, or even kill, the master of movement. This being is usually with 3 levels of the master of movement and 50% of the time, it is an alternate reality version of the master himself. Captured masters of movement are rarely seen again. They are usually dominated permanently and sent to hunt down others of their kind until they are slain doing so.

**Free to Move:** At 10th level masters of movement can spend a full round action to temporarily negate any form of planar lock, teleport lock or magical effect which specifically stops transportation. This functions as *greater dispelling*, but if successful, only negates the effect for 1d4+1 rounds. This does not work on effects such as an *anti-magic field*.

# Epic Magic Items

*"What did you do that was so great?"*
*"I made the Temporal Horizon and they named it after me."*
- A clueless berk and the Prime talking

**Blade of the Guardian:** In the hands of most characters, this sword performs only as a +2 hand and a half sword. In the hands of a paladin or time guardian, this weapon functions as a *holy avenger* sword. In the hands of an epic time guardian the sword has an additional ability. As a standard action, usable any number



Michael Short (order #2081358)

**Table 15-33: Epic NPC Ancient Barbarian**

| Lvl | hp | AC | Init | Spd | Great Axe (1d10) | Stone (1d6) | F/R/W | Cli | Sur |
|---|---|---|---|---|---|---|---|---|---|
| 21st | 262 | 28 | +8 | 80ft | +33/+28/+23 (+12) | +30/+25/+20 (+12) | +24/+12/+12 | +16 | +15 |
| 22nd | 263 | 28 | +8 | 80ft | +33/+28/+23 (+12) | +30/+25/+20 (+12) | +25/+13/+13 | +17 | +16 |
| 23rd | 274 | 28 | +8 | 80ft | +34/+29/+24 (+13) | +31/+26/+21 (+12) | +25/+13/+13 | +18 | +17 |
| 24th | 285 | 28 | +8 | 80ft | +34/+29/+24 (+13) | +31/+26/+21 (+12) | +26/+14/+14 | +19 | +18 |
| 25th | 296 | 30 | +8 | 80ft | +35/+30/+25 (+13) | +32/+27/+22 (+12) | +26/+14/+14 | +20 | +19 |
| 26th | 207 | 30 | +8 | 80ft | +35/+30/+25 (+13) | +32/+27/+22 (+12) | +27/+15/+15 | +21 | +20 |
| 27th | 318 | 30 | +8 | 80ft | +36/+31/+25 (+13) | +33/+28/+23 (+12) | +27/+15/+15 | +22 | +21 |
| 28th | 329 | 30 | +12 | 80ft | +36/+31/+25 (+13) | +33/+28/+23 (+12) | +28/+16/+16 | +23 | +22 |
| 29th | 340 | 30 | +12 | 80ft | +39/+34/+28 (+16) | +34/+29/+24 (+12) | +28/+16/+16 | +24 | +23 |
| 30th | 351 | 30 | +12 | 80ft | +39/+34/+28 (+16) | +34/+29/+24 (+12) | +29/+17/+17 | +25 | +24 |

of times per day, the epic time guardian can swing the sword to create a *follow chronomancer* effect.

*Caster Level*: 21st; *Prerequisites*: Craft Magic Arms and Armor, *holy aura, follow chronomancer*, creator must be good; *Market Price*: 720 000gp

## Craft Epic Time Machine [Temporal]

You can create time machines

**Prerequisites:** Craft Time Machine, Character level 21st+, 20 ranks in Knowledge (temporal), Int 28+

**Benefit:** You can create epic time machines. To do so you require a scientific lab costing at least 1/10th of the total cost of the machine to be built. Building a time machine takes at least 1 day per 1000gp in its price. You must spend 1/25 of the item's price in xp and use up raw materials costing half of this price.

You can also mend a broken time machine. This costs half the xp, half the raw materials and half the time it would take to construct the item in the first place.

The Game Master controls access to temporal knowledge and it is ultimately up to the Game Master whether or not a character can take this Feat.

**Special:** Chronomancers with the Craft Epic Wondrous Item Feat, who meet the prerequisites for this feat, automatically have this feat for free.

**Table 15-32: Building an Epic Time Machine**

| Bonus | Base Price | Int Req | Level Req |
|---|---|---|---|
| +11 | 720 000gp | 28 | 21st |
| +12 | 980 000gp | 28 | 22nd |
| +13 | 1 280 000gp | 28 | 23rd |
| +14 | 1 620 000gp | 29 | 24th |
| +15 | 2 000 000gp | 29 | 25th |
| +16 | 2 420 000gp | 29 | 26th |
| +17 | 2 880 000gp | 30 | 27th |
| +18 | 3 380 000gp | 30 | 28th |
| +19 | 3 920 000gp | 30 | 29th |
| +20 | 4 500 000gp | 31 | 30th |

**Epic Chronosuit:** Until 21st level One-Less's chronosuit is the best chronosuit that exists. This one is better. (See Chronosuit in Chapter 13: Magic Items)

This suit provides a +7 enhancement bonus to saving throws and acts as a flight suit +5 (a +9 total armor class). The wearer has protected memory and persistent *freedom of movement*. Two pockets of the chronosuit act as a Bag of Holding I. The suit also provides energy resistance 5 (all energy types as well as positive, negative and temporal).

Only a handful of these are thought to exist across thousands of planes. They are virtually indestructible and always remain spotlessly white.

A non-epic character who puts an Epic Chronosuit on will find himself disoriented by the temporal energies stored in the suit. Anyone who wears the suit for an extended length of time will find himself transformed into a native of the Temporal Horizon. Characters with a severed lifeline are immune to these side effects.

*Caster Level*: 20th; *Prerequisites*: 20th level Quantum Mechanic. Craft Wondrous Item, Craft Epic Wondrous Item; *Market Price*: 8 000 000gp

**Epic Swiss Army Knife:** This epic magical item has a +6 to +10 enhancement bonus to hit, to damage and to skills it normally provides a circumstance bonus to. Epic Swiss army knives will only function for their legitimate owner and he can speak a command word that will summon it to him from anywhere. Additionally the epic Swiss army knife can change into any object size large or smaller. (An appropriate Craft check is required to make a correctly functioning item.) (See Swiss Army Knife in Chapter 9: Equipment.)

*Caster Level*: Bonus x 3; *Prerequisites*: Craft Wondrous Item, Craft Epic Wondrous Item, *Shapechange; Market Price*: 2 420 000gp (+6), 4 500 000gp (+7), 5 120 0000gp (+8), 6 480 000gp (+9), 8 000 000gp (+10)

**Epic Time Machines:** Epic time machines have no new special abilities, but they may have more of the standard abilities gaining up to a +20 effective bonus (see table 15-32: Crafting an Epic Time Machine). You must have the Craft Epic Time Machine feat to craft epic time machines (see Craft Epic Time Machine feat sidebar).

**Table 15-34: Epic NPC Chronomancer**

| Lvl | hp | AC | Init | Spd | Dagger (d4) | Heavy Crossbow (d10) | F/R/W | Conc | SC | Kit | KnH |
|---|---|---|---|---|---|---|---|---|---|---|---|
| 21st | 96 | 23 | +12 | 60ft | +15/+10 (+4) | +19/+14 (+2,+1d6) | +12/+14/+19 | +26 | +32 | +32 | +32 |
| 22nd | 101 | 23 | +12 | 60ft | +15/+10 (+4) | +19/+14 (+2,+1d6) | +13/+15/+20 | +27 | +33 | +33 | +33 |
| 23rd | 106 | 23 | +12 | 60ft | +16/+11 (+4) | +20/+15 (+2,+1d6) | +13/+15/+20 | +28 | +34 | +34 | +34 |
| 24th | 111 | 23 | +12 | 60ft | +16/+11 (+4) | +20/+15 (+2,+1d6) | +14/+16/+21 | +29 | +35 | +35 | +35 |
| 25th | 116 | 23 | +12 | 60ft | +18/+13 (+5) | +23/+18 (+2,+1d6) | +14/+16/+21 | +30 | +36 | +36 | +36 |
| 26th | 121 | 23 | +12 | 60ft | +18/+13 (+5) | +23/+18 (+2,+1d6) | +15/+17/+22 | +31 | +37 | +37 | +37 |
| 27th | 126 | 23 | +12 | 60ft | +19/+14 (+5) | +24/+19 (+2,+1d6) | +15/+17/+22 | +32 | +38 | +38 | +38 |
| 28th | 131 | 26 | +15 | 60ft | +19/+14 (+5) | +24/+19 (+2,+1d6) | +16/+18/+23 | +33 | +40 | +40 | +40 |
| 29th | 136 | 26 | +15 | 60ft | +20/+15 (+5) | +25/+20 (+2,+1d6) | +16/+18/+23 | +34 | +41 | +41 | +41 |
| 30th | 141 | 26 | +15 | 60ft | +21/+16 (+6) | +25/+20 (+2,+1d6) | +17/+19/+24 | +35 | +42 | +42 | +42 |



Michael Short (order #2081358)

**Table 15-36: Epic NPC Chronomancer Sorcerer**

| Lvl | hp | AC | Init | Spd | Dagger (d4) | Heavy Crossbow (d10) | F/R/W | Conc | SC | KnT | KnH |
|---|---|---|---|---|---|---|---|---|---|---|---|
| 21st | 96 | 23 | +11 | 60ft | +15/+10 (+4) | +21/+16 (+1d6) | +8/+10/+12 | +26 | +26 | +26 | +26 |
| 22nd | 100 | 23 | +11 | 60ft | +15/+10 (+4) | +21/+16 (+1d6) | +14/+16/+17 | +27 | +27 | +27 | +27 |
| 23rd | 105 | 23 | +11 | 60ft | +16/+11 (+4) | +22/+17 (+1d6) | +14/+16/+17 | +28 | +28 | +28 | +28 |
| 24th | 109 | 23 | +11 | 60ft | +16/+11 (+4) | +22/+17 (+1d6) | +15/+17/+18 | +29 | +29 | +29 | +29 |
| 25th | 114 | 23 | +11 | 60ft | +17/+12 (+4) | +23/+18 (+1d6) | +15/+17/+18 | +30 | +30 | +30 | +30 |
| 26th | 118 | 23 | +11 | 60ft | +17/+12 (+4) | +23/+18 (+1d6) | +16/+18/+19 | +31 | +31 | +31 | +31 |
| 27th | 123 | 28 | +11 | 60ft | +19/+13 (+5, +1d6) | +24/+19 (+1d6) | +16/+18/+19 | +32 | +32 | +32 | +32 |
| 28th | 127 | 28 | +11 | 60ft | +19/+13 (+5, +1d6) | +25/+20 (+1d6) | +17/+19/+20 | +33 | +33 | +33 | +33 |
| 29th | 132 | 28 | +11 | 60ft | +20/+14 (+5, +1d6) | +26/+21 (+1d6) | +17/+19/+20 | +34 | +34 | +34 | +34 |
| 30th | 136 | 28 | +11 | 60ft | +21/+15 (+5, +1d6) | +27/+22 (+1d6) | +19/+21/+22 | +36 | +36 | +36 | +36 |

# Epic NPCs

## Epic NPC Ancient Barbarian

Epic ancient barbarians have almost certainly overcome their lack of education and experienced society many, many times. An epic ancient barbarian might know how to drive a car, or field strip a rifle blindfolded or build a ballista from rocks, trees and wild grass. He might know these things, but he is still a barbarian. His heart is wild. He knows how to survive in society put prefers the wilderness, wild untamed places from from technology and the easy comforts of any 'modern' age, be it ancient Egypt or future Multicorp.

**Starting Ability Scores:** Str 18 (24), Dex 13 (19), Con 20, Int 8, Wis 12, Cha 10

**Increased Ability Scores:** 24th, Con 21, 28th, Con 22.

**Starting Feats:** 1st: Power Attack, 3rd: Improved Initiative, 6th: Cleave, 9th: Great Cleave, 12th: Power Critical, 15th:Energy Resistance, fire, 18th: Temporal Resistance.

**Feats:** 21st: Damage Reduction, 24th: Fast Healing, 27th: Perfect Health, 30th: Damage Reduction

**Class Bonus Feats:** 24th: Damage Reduction, 28th: Superior Initiative

**Class Features:** 1st, Endurance, fast movement; 4th Bonus feat; 5th Great fortitude; 8th Bonus feat; 9th Natural toughness; 10th Improved endurance; 11th Damage reduction 1/-; 12th Bonus feat; 14th Damage reduction 2/-; 15th Like a rock; 16th Bonus feat; 17th Damage reduction 3/-; 18th Natural toughness, 21st: Like the planet; 23rd: Damage reduction 5/-; 24th: Bonus feat; 26th: Damage reduction 6/-; 28th: Bonus feat; 29th: Damage reduction 7/-, 30th: One with Time.

**Armor:** +5 Studded Leather (21st-24th), +7 Studded Leather (25th-30th)

**Great Axe:** +5 Great Axe of Impact (16th-28th), +7 Great Axe of Impact (29th-30th)

**Stone** (Ranged): +5 Throwing (21st-30th)

**Potion:** 5x Animal Logic (21st-30th), 5x Natural Clarity (21st-30th), 5x Unerring Direction (21st-30th)

**Other Magic Gear:** Ring of Resist Temporal Change (10th-30th), Belt of Giant Strength +6 (13th-30th), Gloves of Dexterity +6 (15th-30th), Cloak of Resistance +5 (18th-30th), Ring of Protection +5 (19th-30th), Boots of Striding and Springing (21st), Torc of Animal Speech (21st), Infusion of *heal* (22nd-30th), Murlynd's Spoon (23rd), Clear Ioun Stone (23rd), Figurine of Wondrous Power [Marble Elephant] (24th), Dust of Appearance (24th), Bottle of Air (25th), 4x Immovable Rod (25th), Ring of Three Wishes (26th-26th), Time Bubble (27th), Necklace of Fireballs (30th).

Note: You must choose one spell per spell level from the school of chronomancy.

## Epic NPC Chronomancer

Epic chronomancers are the stuff of legend. They exist in the blink of an eye and the memory of old blind, mute and deaf seers. You see them in the after image of something you have just looked away from. Look back and you will forget. Do not look back and you will not understand what you saw. It is the rare person who remembers an epic chronomancer.

**Ability Scores at 21st Level:** Str 10, Dex 13, Con 14, Int 20 (26), Wis 12, Cha 8

**Increased Ability Scores:** 21st, Dex 13 (19); 24th, Int 21 (27), 28th, Int 22 (28).

**Starting Feats:** 1st: Internal Clock, 3rd: Improved Initiative, Bonus 5th: Extend Spell, 6th: Feat Shift, 9th: Moment, Bonus 10th: Persist Spell, 12th: Twin Spell, Bonus 15th: Spell Piercing, 15th: Time Flies, 18th: Technologically Versed, 20th: Temporal Resistance.

**Feats:** 21st: Superior Initiative, 24th: Craft Staff, 27th: Master Staff

**Class Bonus Feats:** 23rd: Improved Spellcasting, 26th: Improved Spellcasting, 29th: Improved Spellcasting.

**Class Features:** 1st, Scribe scroll, temporal access, summon familiar, 5th Bonus feat, 10th Bonus feat, 15th Bonus feat, 20th Bonus feat.

**Table 15-38: Epic NPC Divine Chronomancer**

| Lvl | hp | AC | Init | Spd | Morning Star (1d8) | Light Crossbow (1d8) | F/R/W | SpellC | Con | KnT | KnH |
|---|---|---|---|---|---|---|---|---|---|---|---|
| 21st | 139 | 25 | +8 | 20 ft | +21/16/11 (+5) | +17/+12/+7 (+1) | +21/+13/+27 | +24 | +26 | +24 | +24 |
| 22nd | 146 | 25 | +8 | 40ft | +21/16/11 (+5) | +17/+12/+7 (+1) | +22/+14/+28 | +25 | +27 | +25 | +25 |
| 23rd | 152 | 26 | +10 | 40ft | +22/+17/+12 (+5) | +19/+14/+9 (+1) | +22/+15/+28 | +26 | +28 | +26 | +26 |
| 24th | 159 | 29 | +10 | 40ft | +22/+17/+12 (+5) | +19/+14/+9 (+1) | +23/+16/+19 | +27 | +29 | +27 | +27 |
| 25th | 165 | 29 | +10 | 40ft | +23/+18/+13 (+5) | +20/+15/+10 (+1) | +23/+16/+19 | +28 | +30 | +28 | +28 |
| 26th | 172 | 32 | +10 | 40ft | +26/+21/+16 (+9) | +25/+20/+15 (+1, +1d6) | +24/+17/+20 | +29 | +31 | +29 | +29 |
| 27th | 178 | 32 | +10 | 40ft | +27/+22/+17 (+9) | +26/+21/+16 (+1, +1d6) | +24/+17/+20 | +30 | +32 | +30 | +30 |
| 28th | 185 | 32 | +10 | 40ft | +27/+22/+17 (+9) | +26/+21/+16 (+1, +1d6) | +25/+18/+22 | +31 | +33 | +31 | +31 |
| 29th | 191 | 32 | +10 | 40ft | +28/+23/+18 (+9) | +27/+22/+17 (+1, +1d6) | +25/+18/+22 | +32 | +34 | +32 | +32 |
| 30th | 198 | 34 | +10 | 40ft | +28/+23/+18 (+9) | +27/+22/+17 (+1, +1d6) | +26/+19/+23 | +33 | +35 | +33 | +33 |



Michael Short (order #2081358)

### Table 15-40: Epic NPC Nega-Psychic

| Lvl | hp | AC | Init | Spd | Longsword (1d8) | Sling (1d4) | F/R/W | Conc | PsiC | Spellc | PP |
|---|---|---|---|---|---|---|---|---|---|---|---|
| 21st | 120 | 28 | +10 | 30ft | +14/+9 (+4) | +16/+11 (+4) | +12/+8/+12 | +31 | +20 | +25 | 238+62 |
| 22nd | 130 | 28 | +10 | 30ft | +14/+9 (+4) | +16/+11(+4) | +13/+9/+13 | +32 | +21 | +26 | 238+62 |
| 23rd | 139 | 28 | +10 | 30ft | +15/+10 (+4) | +17/+12 (+4) | +13/+9/+13 | +33 | +22 | +27 | 238+62 |
| 24th | 150 | 29 | +10 | 30ft | +16/+11 (+5) | +17/+12 (+4) | +15/+10/+14 | +35 | +23 | +28 | 238+62 |
| 25th | 160 | 29 | +10 | 30ft | +17/+12 (+5) | +18/+13 (+4) | +15/+10/+14 | +36 | +24 | +29 | 281+62 |
| 26th | 171 | | +10 | 30ft | +17/+12 (+5) | +18/+13 (+4) | +16/+11/+15 | +37 | +25 | +30 | 281+62 |
| 27th | 181 | | +10 | 30ft | +18/+13 (+5) | +19/+14 (+5) | +16/+11/+15 | +38 | +26 | +31 | 281+62 |
| 28th | 192 | | +10 | 30ft | +18/+13 (+5) | +19/+14 (+5) | +17/+12/+16 | +39 | +27 | +32 | 281+62 |
| 29th | 202 | | +10 | 30ft | +19/+14 (+5) | +20/+15 (+5) | +17/+12/+16 | +40 | +28 | +33 | 281+62 |
| 30th | 213 | | +10 | 30ft | +19/+14 (+5) | +20/+15 (+5) | +18/+13/+17 | +41 | +29 | +34 | 281+62 |

**Dagger:** +4 (17th-24th), +5 (25th-30th)

**Heavy Crossbow:** +5 Shocking (19th-25th), +7 Shocking (26th-30th)

**Bolts:** 10x Adamantine (21st-30th)

**Scrolls:** *greater spell the past* (21st-21st), *summon monster IX* (21st-21st), *teleport without error* (22nd-23rd), *lightening bolt* [10th-level caster] (22nd-22nd), *Elvinshire's time travel* (23rd-25th),5x *timeslide* (23rd-30th), *One-Less's timeslide* (24th-25th), 4x *stoneskin* (24th-25th), 10x *where in time* (26th), 10x *timeslide* (27th), paradox (28th), *wish* (29th), *firestorm* (30th), *obliviate* (30th)

**Other Magic Gear:** Ring of temporal resistance (4th), wristwatch +1 (5th), headband of Intelligence +6 (12th), morphic clothing (14th), chronosuit (15th), circlet of memory protection (17th), ring of protection +5 (19th), boots of striding and springing (21st), gloves of Dexterity +6 (21st), wand of *fireball* [10th-level caster] (22nd-23rd), staff of power (24th-27th), helm of *timeslide* (25th), wand of *where in time* (26th), wand of *dispel magic* (27th), gloves of dexterity +12 (28th), belt of giant strength +2 (30th).

### Table 15-35: Chronomancer Spells Per Day

| Lvl | Spells per Day |
|---|---|
| 21st | 4/7/7/7/7/6/6/6/6/5 |
| 22nd | 4/7/7/7/7/6/6/6/6/5 |
| 23rd | 4/7/7/7/7/6/6/6/6/5/2 |
| 24th | 4/7/7/7/7/6/6/6/6/5/2 |
| 25th | 4/7/7/7/7/6/6/6/6/5/2 |
| 26th | 4/7/7/7/7/6/6/6/6/5/2/2 |
| 27th | 4/7/7/7/7/6/6/6/6/5/2/2 |
| 28th | 4/8/7/7/7/7/6/6/6/6/2/2 |
| 29th | 4/8/7/7/7/7/6/6/6/6/2/2/2 |
| 30th | 4/8/7/7/7/7/6/6/6/6/2/2/2 |

Note: You must choose one spell per spell level from the school of chronomancy.

## Epic NPC Chronomancer Sorcerer

Much feared is the rogue epic chronomancer sorcerer, needing no allegiance to any school or guild to train them, their powers are handed down to them by their blood. All chronomancers are watched closely but those who develop their abilities in secret and watched all the more closely when, if, they are discovered.

**Ability Scores at 21st Level:** Str 8, Dex 12, Con 14, Int 13, Wis 10 Cha 20

**Increased Ability Scores:** 24th, Cha 21 (27), 28th, Cha 22 (28).

**Starting Feats:** 1st: Internal Clock, 3rd: Improved Initiative, 6th: Extend Spell, 6th: Spell Piercing, 9th: Persist Spell, 12th: Twin Spell, 15th: Time Flies, 18th: Technologically Versed, 20th: Temporal Resistance.

**Feats:** 21st: Superior Initiative, 24th: Improved spell capacity, 27th: Improve Spell Casting, 30th: Improved spell capacity.

**Class Bonus Feats:** 23rd: Improved Spell Capacity, 26th: Improved Spell Capacity, 29th: Epic Spell Casting

**Class Features:** 1st, Temporal access, summon familiar

**Dagger:** +4 (17th-26th), +5 flaming (27th-30th)

**Heavy Crossbow** (Ranged): +4 Flaming (16th-28th), +5 Flaming (29th-30th)

**Scrolls:** *temporal maze* (18th-20th), *obliviate* (18th-20th), *summon monster IX* (18th-20th), 10x *timeslide* (21st-30th), 5x *fireball* [10th-level caster] (22nd), 2x *where in time* (23rd), 5x *stoneskin* (24th-30th), 2x *selective invisibility* (25th), 4x *contact other time* (26th), 4x *timeheal* (27th), *universal aura* (28th), *temporal shell* (29th), *try again* (30th).

### Table 15-37: Chrono/Sorcerer Spells Known

| Level | Known | Spells Per Day |
|---|---|---|
| 21st | 9/5/5/4/4/4/3/3/3/3 | 4/7/7/7/7/6/6/6/6/5 |
| 22nd | 9/5/5/4/4/4/3/3/3/3 | 4/7/7/7/7/6/6/6/6/5 |
| 23rd | 9/5/5/4/4/4/3/3/3/3 | 4/7/7/7/7/6/6/6/6/5/2 |
| 24th | 9/5/5/4/4/4/3/3/3/3 | 4/7/7/7/7/6/6/6/6/5/2/2 |
| 25th | 9/5/5/4/4/4/3/3/3/3 | 4/7/7/7/7/6/6/6/6/5/2/2 |
| 26th | 9/5/5/4/4/4/3/3/3/3 | 4/7/7/7/7/6/6/6/6/5/2/2/2 |
| 27th | 9/5/5/4/4/4/3/3/3/3 | 4/7/7/7/7/6/6/6/6/5/2/2/2/2 |
| 28th | 9/5/5/4/4/4/3/3/3/3 | 4/7/7/7/7/6/6/6/6/5/2/2/2/2 |
| 29th | 9/5/5/4/4/4/3/3/3/3 | 4/7/7/7/7/6/6/6/6/5/2/2/2/2 |
| 30th | 9/5/5/4/4/4/3/3/3/3 | 4/7/7/7/7/6/6/6/6/5/2/2/2/2/2 |

Note: You must choose one spell per spell level from the appropriate domain.

**Other Magic Gear:** Ring of Temporal Resistance (4th), Wristwatch +1 (5th), Cloak of Charisma +6 (12th), Morphic Clothing (14th), Chronosuit (15th), Circlet of Memory Protection (17th), Ring of Protection +5 (19th), Boots of Striding and Springing (20th), Gloves of Dexterity +6 (21st), Cloak of

### Table 15-42: Epic NPC Quantum Mechanic

| Lvl | hp | AC | Init | Spd | Longsword (1d8) | Western Pistol (1d8) | F/R/W | Spellc | Cr | Cr |
|---|---|---|---|---|---|---|---|---|---|---|
| 21st | 117 | 29 | +6 | 60ft | +17/+12/+7 (+2) | +28/+28/+23/+18 (+5) | +16/+13/+16 | +30 | +30 | +30 |
| 22nd | 123 | 32 | +6 | 60ft | +20/+15/+10 (+5) | +28/+28/+23/+18 (+5) | +17/+14/+17 | +31 | +31 | +31 |
| 23rd | 128 | 32 | +6 | 60ft | +21/+16/+11 (+5) | +29/+29/+24/+19 (+5) | +22/+19/+22 | +32 | +32 | +32 |
| 24th | 134 | 32 | +6 | 60ft | +21/+16/+11 (+5) | +29/+29/+24/+19 (+5) | +23/+20/+23 | +33 | +33 | +33 |
| 25th | 139 | 32 | +6 | 60ft | +22/+17/+12 (+5) | +30/+30/+25/+20 (+5) | +23/+20/+23 | +34 | +34 | +34 |
| 26th | 145 | 32 | +6 | 60ft | +25/+20/+15 (+8) | +30/+30/+25/+20 (+5) | +24/+21/+24 | +35 | +35 | +35 |
| 27th | 150 | 32 | +6 | 60ft | +26/+21/+16 (+8) | +31/+31/+26/+26/+21/+21 (+5) | +24/+21/+24 | +36 | +36 | +36 |
| 28th | 156 | 32 | +6 | 60ft | +26/+21/+16 (+8) | +31/+31/+26/+26/+21/+21 (+5) | +25/+22/+25 | +38 | +38 | +38 |
| 29th | 161 | 32 | +6 | 60ft | +27/+22/+17 (+8) | +32/+32/+27/+27/+22/+22 (+5) | +26/+23/+26 | +39 | +39 | +39 |
| 30th | 167 | 32 | +6 | 60ft | +27/+22/+17 (+8) | +32/+32/+27/+27/+22/+22 (+5) | +27/+24/+27 | +40 | +40 | +40 |



Michael Short (order #2081358)

Resistance +5 (22nd), Wand of *lightening bolt* [10th-level caster] (23rd), Belt of Spell Resistance 21 (24th), Staff of Chronomancy (25th) Carpet of Flying (26th), Wand of *coat of history* (26th), Ring of Protection +10 (27th), Rod of Maximize (28th), Portable Hole (29th), Pale Green Ioun Stone [+1 to attacks, saves and checks] (30th), Pearly White Ioun Stone [regeneration 1 point of damage/hour] (30th).

## Epic NPC Divine Chronomancer

Epic divine chronomancers are very rare. Each church that is massive enough to justify one, usually just has that one. Creating another encourages other churches to do the same, not something deities want. One is justified. More than one, invites investigation from other deities. Link, who has scores of them, most with the same name, is monitored by groups of other deities. Chronomancy is powerful enough to draw the concern of most deities.

**Ability Scores at 21st Level:** Str 13, Dex 8 (10), Con 14, Int 10, Wis 20(26), Cha 12

**Increased Ability Scores:** 23rd, Dex 8, (12), 24th, Wis 21 (27), 28th, Wis 22 (28).

**Starting Feats:** 1st: Improved Initiative, 3rd: Extend Spell, 6th: Spell Piercing, 9th: Temporal Resistance, 12th: Twin Spell, 15th: Time Flies, 18th: Quicken Spell.

**Feats:** 21st: Superior Initiative, 24th: Spontaneous Domain Access, 27th: Tenacious Magic, 30th: Holy Strike.

**Class Bonus Feats:** 23rd: Improved Spellcasting, 26th: Improved Spellcasting, 29th: Improved Spellcasting.

**Class Features:** 1st, Turn or rebuke undead, temporal access.

**Armor:** +2 full plate (16th-23rd), +5 full plate (24th-29th), +7 full plate (30th), +2 large metal shield (16th-26th), +5 large metal shield (27th-30th).

**Morning Star (Melee) [or Deity's Favorite Weapon]:** +4 (16th-25th) +6 (26th-30th)

**Light Crossbow (Ranged):** Normal (1st-25th), +5 flaming, holy (26th-30th)

**Bolts** 10x +1 (13th-20th).

**Scrolls:** 2x *true resurrection* (16th-20th), *mend time line* (17th-20th), *die another day* (17th-20th), *mass heal* (17th-20th).

**Potions:** 3x *Neutralize Poison* (21st-25th), 10x *Cure Serious Wounds* (22nd-30th), 2x *Haste* (23rd-25th), Oil of Slipperiness (26th-26th), *gaseous form* (27th-27th), *fly* (28th-28th), Heroism (29th-30th).

**Other Magic Gear:** Ring of protection +1 (9th-22nd) amulet of natural armor +1 (12th-20th), gloves of dexterity +2 (13th-22nd), pearl of wisdom +6 (17th-20th), ring of blinking (18th-20th), gem of seeing (19th-20th), rod of absorption (20th), Cloak of Resistance +5 (21st), Boots of Striding and Springing (22nd), Gloves of Dexterity +4 (23rd), Wand of *cure serious wounds* (24th-27th), Wand of *heal* (29th-30th).

### Table 15-39: Divine Chronomancer Spells Per Day

| Level | Spells Per Day |
|---|---|
| 21st | 6/8/8/8/8/7/6/6/6/5 |
| 22nd | 6/8/8/8/8/7/6/6/6/5 |
| 23rd | 6/8/8/8/8/7/6/6/6/5/2 |
| 24th | 6/8/8/8/8/7/6/6/6/5/2 |
| 25th | 6/8/8/8/8/7/6/6/6/5/2 |
| 26th | 6/8/8/8/8/7/6/6/6/5/2/2 |
| 27th | 6/8/8/8/8/7/6/6/6/5/2/2 |
| 28th | 6/8/8/8/8/7/6/6/6/5/2/2 |
| 29th | 6/8/8/8/8/7/6/6/6/5/2/2/2 |
| 30th | 6/8/8/8/8/7/6/6/6/5/2/2/2 |

## Epic NPC Nega-Pyschic

The epic nega-pyschic is the embodiment of denial. They act as monkey wrenches in vast, complex machines, halting them. Some turn political while others make long term plans to thwart the efforts of deities. They can be stubborn and bold. They are always at risk of succumbing to their negativity and spending months and years recovering.

**Ability Scores at 21st Level:** Str 12, Dex 16, Con 25, Int 13, Wis 10, Cha 13

**Increased Ability Scores:** 24th, Con 26, 28th, Con 27.

**Starting Feats:** 1st: Improved Initiative, 3rd: Rapid metabolism, 6th: Extend Power, 9th: Psychic Bastion, 12th: Mind Trap, 15th Psychoanalyst, 18th Psychic Inquisitor

**Feats:** 21st: Superior Initiative, 24th: Improved Manifestation [10th], 27th: Improved Manifestation [11th], 30th: Improved Manifestation [12th]

**Class Features:** 1st, Five psionic combat modes, negativity, resistance, 3rd: Toughness, psionic combat mode, 5th, 7th, 9th, 11th: Psionic combat mode.

### Table 15-41: Powers Known

| Lvl | Powers Known |
|---|---|
| 21st | 8/5/5/5/5/4/4/3/3/2 |
| 22nd | 8/5/5/5/5/4/4/3/3/2 |
| 23rd | 8/5/5/5/5/4/4/3/3/2 |
| 24th | 8/5/5/5/5/4/4/3/3/2 |
| 25th | 8/5/5/5/5/4/4/3/3/2 |
| 26th | 8/5/5/5/5/4/4/3/3/2 |
| 27th | 8/5/5/5/5/4/4/3/3/2 |
| 28th | 8/5/5/5/5/4/4/3/3/2 |
| 29th | 8/5/5/5/5/4/4/3/3/2 |
| 30th | 8/5/5/5/5/4/4/3/3/2 |

**Armor:** adamantine chain shirt [+2] (11-20th), titanium chain shirt [+3], (21st-30th)

**Longsword** (Melee)**:** adamantine (10th-23rd), titanium (24th-30th)

### Table 15-44: Epic NPC Temporal Psychic

| Lvl | hp | AC | Init | Spd | Shortspear (1d8) | Light Crossbow (1d8) | F/R/W | PsiC | Conc | PP |
|---|---|---|---|---|---|---|---|---|---|---|
| 21st | 127 | 24 | +13 | 30ft | +15/+10 (+4 dmg) | +17/+12 (+1d6 dmg) | +11/+11/+15 | +24 | +30 | 253+18 |
| 22nd | 135 | 24 | +13 | 30ft | +16/+11 (+4) | +18/+13 (+1d6) | +12/+12/+16 | +25 | +31 | 253+32 |
| 23rd | 142 | 24 | +13 | 30ft | +16/+11 (+4) | +18/+13 (+1d6) | +12/+12/+16 | +26 | +32 | 253+49 |
| 24th | 150 | 24 | +13 | 30ft | +20/+15 (+7) | +22/+17 (+1d6) | +13/+13/+17 | +27 | +33 | 253+66 |
| 25th | 157 | 24 | +13 | 30ft | +20/+15 (+7) | +22/+17 (+1d6) | +15/+15/+19 | +28 | +34 | 253+66 |
| 26th | 165 | 24 | +13 | 30ft | +21/+16 (+7) | +23/+18 (+1d6) | +16/+16/+20 | +29 | +35 | 253+66 |
| 27th | 172 | 24 | +13 | 30ft | +21/+16 (+7) | +23/+18 (+1d6) | +16/+16/+20 | +30 | +36 | 253+66 |
| 28th | 180 | 24 | +13 | 30ft | +22/+17 (+7) | +24/+19 (+1d6) | +18/+17/+21 | +31 | +38 | 253+66 |
| 29th | 187 | 24 | +13 | 30ft | +22/+17 (+7) | +24/+19 (+1d6) | +18/+17/+21 | +32 | +39 | 253+66 |
| 30th | 195 | 24 | +13 | 30ft | +23/+18 (+7) | +25/+20 (+1d6) | +19/+18/+22 | +33 | +40 | 253+66 |



Michael Short (order #2081358)

**Table 15-46: Epic Lurn Chaotica**

| Lvl | Lvl | hp | AC | Init | Spd | Dagger (1d4) | Bow (1d8) | F/R/W | Psi | SC | Con | KnT | PP |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| 21 | MoM1 | 169 | 30 | +15 | 30 | +12/+8 (+1) | +26/+21 (+4) | +18/+18/+20 | +32 | +32 | +30 | +32 | 79+29 |
| 22 | MoM2 | 179 | 33 | +18 | 30 | +17/+12 (+6) | +29/+24 (+4)t | +19/+22/+21 | +33 | +33 | +31 | +33 | 80+29 |
| 23 | MoM3 | 189 | 33 | +18 | 30 | +18/+13 (+6) | +30/+25 (+4) | +19/+22/+21 | +34 | +34 | +32 | +34 | 101+29 |
| 24 | MoM4 | 199 | 33 | +18 | 30 | +18/+13 (+6) | +30/+25 (+4) | +20/+23/+22 | +36 | +36 | +33 | +36 | 114+29 |
| 25 | MoM5 | 209 | 40 | +18 | 30 | +19/+14 (+6) | +31/+26 (+4) | +20/+23/+22 | +37 | +37 | +34 | +37 | 127+29 |
| 26 | MoM6 | 219 | 40 | +18 | 30 | +19/+14 (+6) | +32/+27 (+4) | +21/+24/+23 | +38 | +38 | +35 | +38 | 142+29 |
| 27 | MoM7 | 229 | 40 | +18 | 30 | +20/+15 (+6) | +33/+28 (+4) | +21/+24/+23 | +39 | +39 | +36 | +39 | 157+29 |
| 28 | MoM8 | 239 | 40 | +18 | 30 | +20/+15 (+6) | +34/+29 (+4) | +22/+25/+24 | +40 | +40 | +37 | +40 | 174+29 |
| 29 | MoM9 | 249 | 40 | +18 | 30 | +21/+16 (+6) | +35/+30 (+4) | +22/+25/+24 | +41 | +41 | +38 | +41 | 191+29 |
| 30 | Mom10 | 259 | 40 | +18 | 30 | +21/+16 (+6) | +36/+31 (+4) | +23/+26/+25 | +42 | +42 | +39 | +42 | 210+29 |

**Sling** (Melee)**:** 20x Titanium (21st-30th).

**Magic Gear:** Crystal Capacitor 13 (18th), Crystal Capacitor 15 (19th), Crystal Capacitor 17 (20th), Crystal Capacitor 17 (21st), Dorje of *timeslide* (22nd-30th), Dorje of *stop the heart* (23rd-26th), Dorje of *negate power* (24th-25th), Ring of Epic Psionics V (25th), Dorje of *divert teleport* (26th-27th), Dorje of *greater negate power* (28th-30th).

## Epic NPC Quantum Mechanic

Epic quantum mechanics run the Chronomasters guild. They have important positions in, if not control of, major corporations. They command tremendous salaries and pour their income into incredible devices of chronomancy. The legacy they leave behind can inspire chronomancers for many generations; mazes of permanent temporal gates, time-warped architecture, as beautiful as it is confounding and fortresses for the gathering of their brethren.

**Ability Scores at 21st Level:** Str 8, Dex 10 (16), Con 14, Int 20 (26), Wis 13, Cha 12

**Increased Ability Scores:** 24th, Int 21 (27), 28th, Int 22 (28).

**Starting Feats:** 1st: Craft Wondrous Items, 3rd: Craft Wand, 5th: Investigator, 6th Craft Magic Arms and Armor, 9th: Craft Ring, 10th: Quickdraw, 12th: Two-Weapon Fighting 15th: Weapon Focus (pistol), 18th: Rapid Reload, 20th Craft Time Machine

**Feats:** 21st: Creationist, 24th: Improved Two-Weapon Fighting, 27th: Perfect Two-Weapon Fighting, 30th: Craft Epic Wondrous Item

**Class Bonus Feats:** 23rd: Craft Epic Arms and Armor, 26th: Greater Two-Weapon Fighting. 29th: Instant Reload.

**Class Features:** 1st: Temporal access, technology, 5th Magical artisan, bonus feat, 10th, Market, bonus feat, 15th: Weapon specialization, bonus feat, 20th: one with time, bonus feat.

**Armor:** Quantum Armor [chainmail +4] (9th-21st), Celestial Armor [chainmail +7] (22nd-29th)

**Longsword:** +2 (12th-21), +5 (22nd-25th)

**Pistol:** Black's Left and Right (21st-30th)

**Other Magic Gear:** Boots of Striding and Springing (4th), Wings of flying (6th), Ring of Temporal Resistance (12th), Wand of Minor Paradox (13th-30th), Wand of *feat swap* (13th-30th), Wand of *haste* (13th-30th), Ring of Protection +5 (14th), Gloves of Dexterity +6 (15th), Headband of Intelligence +6 (16th), Cloak of Displacement, major, (17th), Gloves of Dexterity +12 (21st), Wand of *fireball* [10th-level caster] (21st-28th), Wand of *timeslide* (22nd-28th), Cloak of Resistance +5 (23rd), Wand of *fires of the past* (23rd-30th), Wings of flying (24th), Wand of *teleport* (24th-30th), 10x Immoveable Rods (25th), Wand of *time skip* (25th-30th), Wand of *stoneskin* (26th-30th), Belt of Giant Strength +6 (27th), Wand of *magic missile* [9th-level caster] (27th-30th), Wand of *light* (28th-30th), Wand of *age enchantment* (29th-30th), Staff of Ring of Universal Elemental Immunity (30th), Wand of *nystul's undetectable aura* (30th).

**Table 15-43: Spells Known**

| Lvl | Spells per Day |
|---|---|
| 21st | 9/5/5/4/4/4/3/3/3/3 |
| 22nd | 9/5/5/4/4/4/3/3/3/3 |
| 23rd | 9/5/5/4/4/4/3/3/3/3 |
| 24th | 9/5/5/4/4/4/3/3/3/3 |
| 25th | 9/5/5/4/4/4/3/3/3/3 |
| 26th | 9/5/5/4/4/4/3/3/3/3 |
| 27th | 9/5/5/4/4/4/3/3/3/3 |
| 28th | 9/5/5/4/4/4/3/3/3/3 |
| 29th | 9/5/5/4/4/4/3/3/3/3 |
| 30th | 9/5/5/4/4/4/3/3/3/3 |

## Epic NPC Temporal Psychic

Masters of their field and of themselves, the epic temporal psychic often leads a very satisfied life, working on very long term plans. They may be found teaching, running a monastery of psionicists and monks, secretly selecting students to learn chronomancy. Others live in isolation and contemplation.

**Ability Scores at 21st Level:** Str 8 (10), Dex 14 (20), Con 20 (26), Int 13, Wis 10, Cha 12

**Increased Ability Scores:** 24th, Con 21 (27), 28th, Con 22 (28).

**Starting Feats:** 1st: Inertial Armor, 3rd: Extend Power, 6th: Metabolic Manifester, 9th: Persist Power, 12th: Craft Universal

**Table 15-48: Epic One-Less**

| Lvl | hp | AC | Init | Spd | H&H Sword (1d8) | Shuriken (3) | F/R/W | Sc | Con | KnT | Spells Per Day |
|---|---|---|---|---|---|---|---|---|---|---|---|
| 21st | 148 | 26 | +8 | 30ft | +20/+15 (+8) | +19/+14 (+5) | +15/+13/+18 | +34 | +26 | +34 | 4/8/12/7/7/7/7/6/6/6/4 |
| 22nd | 155 | 26 | +8 | 30ft | +20/+15 (+8) | +19/+14 (+5) | +16/+14/+19 | +41 | +27 | +41 | 4/9/14/9/8/8/8/8/7/7/5 |
| 23rd | 162 | 26 | +8 | 30ft | +21/+15 (+8) | +20/+15 (+5) | +16/+14/+19 | +42 | +28 | +42 | 4/9/14/9/8/8/8/8/7/7/5 |
| 24th | 169 | 26 | +8 | 30ft | +21/+15 (+8) | +20/+15 (+5) | +17/+15/+20 | +43 | +29 | +43 | 4/9/14/9/8/8/8/8/7/7/5/5 |
| 25th | 176 | 26 | +8 | 30ft | +22/+16 (+8) | +21/+16 (+5) | +19/+17/+22 | +44 | +30 | +44 | 4/9/14/9/8/8/8/8/7/7/5/5 |
| 26th | 183 | 26 | +8 | 30ft | +22/+16 (+8) | +21/+16 (+5) | +20/+18/+23 | +45 | +31 | +45 | 4/9/14/9/8/8/8/8/7/7/5/5 |
| 27th | 190 | 26 | +8 | 30ft | +23/+17 (+8) | +22/+17 (+5) | +20/+18/+23 | +46 | +32 | +46 | 4/9/14/9/8/8/8/8/7/7/5/5/4 |
| 28th | 197 | 26 | +8 | 30ft | +23/+17 (+8) | +22/+17 (+5) | +21/+19/+24 | +47 | +33 | +47 | 4/9/14/9/8/8/8/8/7/7/5/5/4 |
| 29th | 204 | 26 | +8 | 30ft | +24/+18 (+8) | +23/+18 (+5) | +21/+19/+24 | +48 | +34 | +48 | 4/9/14/9/8/8/8/8/7/7/5/5/4 |
| 30th | 211 | 26 | +12 | 30ft | +24/+18 (+8) | +23/+18 (+5) | +22/+20/+25 | +49 | +35 | +49 | 4/9/14/9/8/8/8/8/7/7/5/5/4 |



Michael Short (order #2081358)

Item, 15th: Improved Initiative, 18th: Maximize Power.

**Feats:** 21st: Superior Initiative, 24th: Enhance Power, 27th: Improved Metapsionics, 30th: Epic Skill Focus: Psicraft (30th).

**Class Bonus Feats:** 23rd: Improved Manifester, 26th: Epic Manifester; 29th: Improved Metapsionics.

**Class Features:** 1st: Five psionic combat modes, temporal access, 2nd: Psionic combat mode, 3rd Psionic combat mode, 4th Psionic combat mode, 5th Psionic combat mode, 6th Psionic combat mode.

**Shortspear:** +3 (8th-23rd), +5 (24th-30th)

**Light Crossbow:** +3 Flaming (14th-23rd), +5, Flaming (24th-30th)

**Psionic Tattoos:** *timeslide* (3rd-6th, 9th-25th), *stoneskin* (26th), *haste* (27th), *dimensional door* (28th), *control time* (29th), *power swap* (30th).

**Power Stones:** *time travel* (18th-23rd), 10x *time slip* (24th-28th), 5x *where in time* (26th-29th), 4x *detect psionics* (27th-30th), 5x *fires of the past* (30th)

**Magic Gear:** Manual of Gainful Exercise +2 (5th), Cloak of Resistance +3 (9th), Carpet of Flying (11th), Gloves of Dexterity +6 (12th), Crystal Capacitor [5] (13th), Bracers of Health +6 (16th), Ring of Protection +5 (17th), Psychoactive Skin of Proteus (20th), Crystal Capacitor 13 (21st), Crystal Capacitor 15 (22nd), Crystal Capacitor 17 (23rd), Crystal Capacitor 17 (24th) Cloak of Protection +5 (25th), Rope of Climbing (26th), Dorje of *energy burst* (26th), Brain Lock Pearl (27th), Eyes of Powerleech (27th), Torc of Free Will (28th), Ghost Anchor (28th), *reverse capacitor* (29th), Psionic Restraints [Dampening] (30th).

### Table 15-45: Powers Known

| Lvl | Spells Known |
|---|---|
| 21st | 8/5/5/5/5/4/4/3/3/2 |
| 22nd | 8/5/5/5/5/4/4/3/3/2 |
| 23rd | 8/5/5/5/5/4/4/3/3/2 |
| 24th | 8/5/5/5/5/4/4/3/3/2 |
| 25th | 8/5/5/5/5/4/4/3/3/2 |
| 26th | 8/5/5/5/5/4/4/3/3/2 |
| 27th | 8/5/5/5/5/4/4/3/3/2 |
| 28th | 8/5/5/5/5/4/4/3/3/2 |
| 29th | 8/5/5/5/5/4/4/3/3/2 |
| 30th | 8/5/5/5/5/4/4/3/3/2 |

## Individual Epic NPCs

## Epic Lurn Chaotica

*"You are already going to have apologized. You might as well do it."* – Lurn Chaotica

**Classes:** Chronomancer 10, Temporal Psychic 10, Master of Movement 10

**Ability Scores at 21st Level:** Str 13, Dex 18 (24) Con 22, Int 23 (31), Wis 15 Cha 16 (18)

**Increased Ability Scores:** 24th, Int 24 (32), 28th, Int 25 (33).

**Starting Feats:** 1st: Prodigal Chronomancer (Int), 1st: Improved Initiative, 3rd, Extend power, 5th: bonus: Severed Lifeline, 6th: Extend Spell, 9th: Moment, 9th: Quicken Spell, 10th bonus: Creative Flair, 12th: Persistent Power, 15th Movement, 18th: Moment, 19th: Lifetime in a Second.

**Feats:** 21st Superior Initiative, 24th Multispell, 27th: Automatic Quicken Spell [1st-3rd], 30th: Automatic Quicken Spell [4th-6th]

**Class Features:** 1st, Scribe scroll, temporal access, summon familiar (Fire Toad), 2nd, Resistance, five psionic combat modes, 5th bonus feat, 10th bonus feat, 21st, Anywhere-anywhen, 25th, Hunted, 30th, Free to move.

**Armor:** Chronosuit of One-Less [+9 AC, +5 saves], Large Shield +5, Dancing (25th)

**Dagger:** Masterwork (21st), +5 Merciful (22nd-30th)

**Bow (Ranged):** Lurn's Heart Bow [+4 dmg/+8 to hit] (16th-30th)

**Arrows:** 10x One-Less Arrows (See Lurn's Heart Bow description in Chapter 13: Magical Items)

**Scrolls:** *Elvinshire's time travel* (19th-21st), 10x Heal (21-30th), *wish* (23rd-23rd), *wish* (27th-27th), *wish* (30th-30th)

**Other Magic Gear:** Crystal Capacitor 1 (4th), Bag of holding (Bag 1) (6th), Lurn's Bracelet of Chaos [+4 AC, +2 Cha] (10th), Crystal Capacitor 11 (14th), Gloves of Dexterity +6 (15th), Headband of Intelligence +6 (15th) Manual of Bodily Health +5 (15th), Crystal Capacitor 17 (17th), Lurn's Figurine of Wondrous Power [Golden Griffon] (18th), Chronosuit of One-Less [+9 AC, +5 saves] (19th), Metamagic Feat Rod [Maximize] (20th), Wand of *cure serious* wounds (21st-30th), Belt of Pockets (21st), Lurn's Wedding Band* (21st), Gloves of Dexterity +12 (22nd), Efreeti Bottle (23rd), Sandals of the Tiger's Leap (23rd), Portable Hole (24th).

*Lurn's Wedding Band does not count towards the number of rings Lurn can wear.

### Table 15-47: Lurn's Spells and Powers

| Level | Spells per Day | Powers Known |
|---|---|---|
| 21st | 4/8/8/7/6/5/4 | 7/4/4/3/3/2 |
| 22nd | 4/8/8/7/7/6/5 | 8/4/4/3/3/2/1 |
| 23rd | 4/8/8/7/7/6/5/3 | 8/5/4/4/3/3/2 |
| 24th | 4/8/8/8/7/7/6/5 | 8/5/4/4/3/3/2/1 |
| 25th | 4/8/8/8/7/7/6/5/3 | 8/5/4/4/4/3/3/2 |
| 26th | 4/8/8/8/7/7/7/6/5 | 8/5/5/4/4/3/3/2/1 |
| 27th | 4/8/8/8/7/7/7/6/4/3 | 8/5/5/4/4/4/3/3/2 |
| 28th | 4/8/8/8/7/7/7/7/5/4 | 8/5/5/5/4/4/3/3/2/1 |
| 29th | 4/8/8/8/7/7/7/7/5/5 | 8/5/5/5/4/4/4/3/2/2 |
| 30th | 4/8/8/8/7/7/7/7/7/7 | 8/5/5/5/5/4/4/3/3/2 |

## Epic One-Less

*"One less then what?"* - A primer in the wrong temporal setting.

**Ability Scores at 21st Level:** Str 16, Dex 14, Con 18, Int 28 (30), Wis 12 Cha 14

**Increased Ability Scores:** 22nd Int 28 (40), 24th, Int 29 (41), 28th, Int 30 (42).

**Starting Feats:** 1st: Severed Lifeline, Bonus: Prodigal Chronomancer, 3rd: Internal Clock, 5th: Extend Spell 6th: Spell Piercing, 9th: Temporal Resistance, 10th: Moment, 12th: Twin Spell, 15th: Movement, 15th: Lifetime in a Second, 18th: Quicken Spell, 20th: Persist Spell.

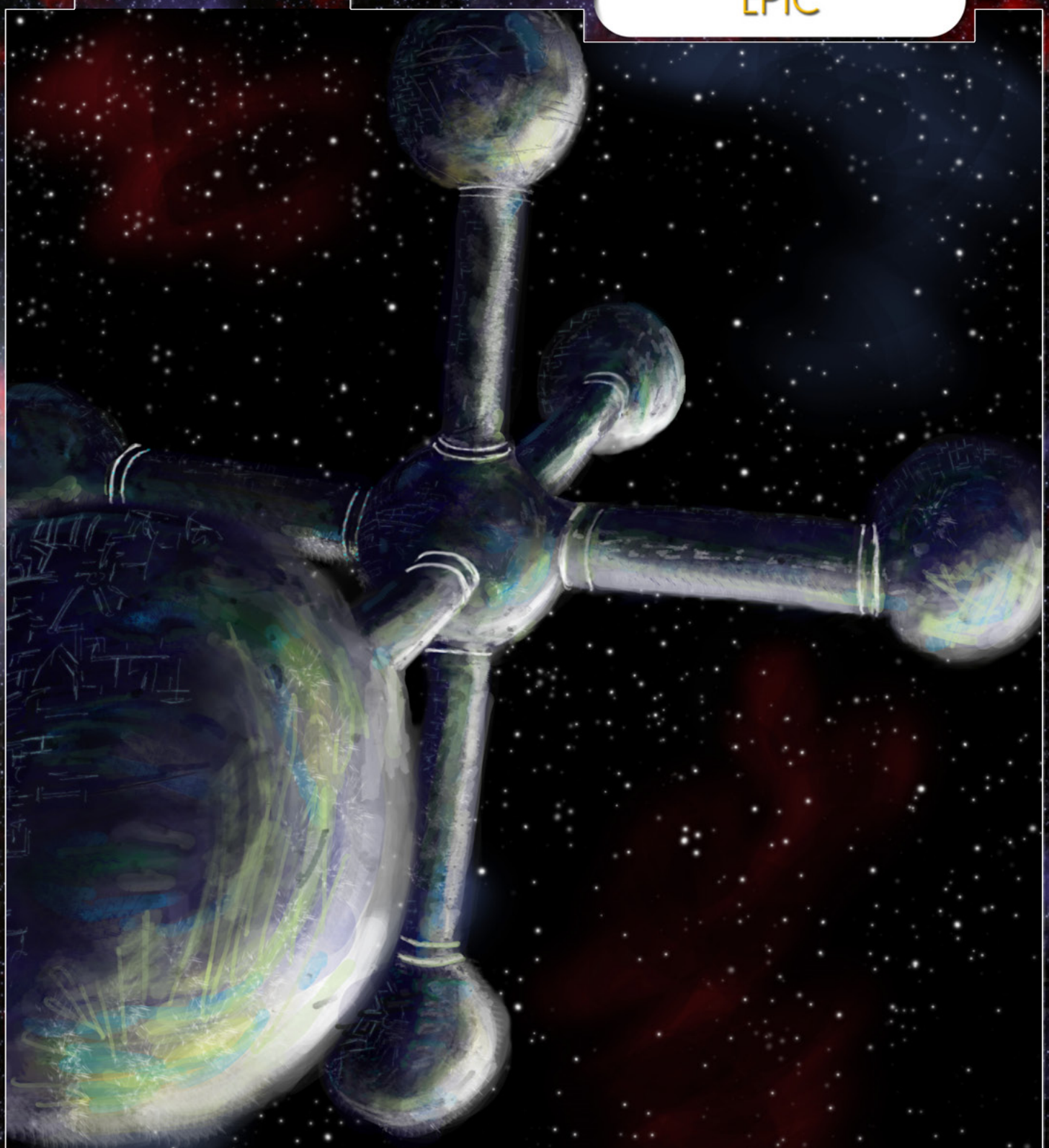
**Feats:** 21st: Improved Spell Capacity (10th), 24th: Improved Spell Capacity (11th), 27th: Improved Spell Capacity, 30th: Automatic Quicken Spell.

**Class Bonus Feats:** 25th: Innate Spell (*timeslide*), 30th: Superior Initiative

**Class Features:** 1st: Scribe scroll, temporal access, summon



Michael Short (order #2081358)



This little understood mechanical creature is immensely powerful. Few survive encounters with it.

MARK CHARKE

5 000 000 000 BC



Michael Short (order #2081358)

familiar (Phoenix)

**Armor:** One-Less's Chronosuit (21st-25th), Epic Chronosuit (26-30th)

**Hand and a Half Sword:** Sword of One-Less (20th-30th)

**Scrolls:** 10x *heal* (21st-30th), *teleport without error* (22nd-22nd), *Elvinshire's time travel* (23rd-26th), *fireball* [maximized, 10th-level caster] (24th-24th), *monster summoning IX* (25th-25th), 5x *monster summoning IX* (26th-30th), *magic missile* [maximized 9th-level caster], (27th-28th), 4x *gate* (28th), 3x *universal aura* (29-30th).

**Other Magic Gear:** Bag of Holding I (5th), Ring of Temporal Resistance (10th), Tome of Clear Thought +5 (14th) Ring of Wizardry II (15th), Wand of Cure Serious Wounds (18th-30th), Lurn's Wedding Band* (21st), Ring of Protection +5 (21st-30th), Gloves of Dexterity +6 (21st) Headband of Intelligence +12 (22nd), Wand of *teleport without error* (23rd-24th), Wand of *stoneskin* (24th-25th), Dagger +5 (25th), Staff of Power (26th-26th).

*Lurn's Wedding Band does not count towards the number of rings One-Less can wear.

**Epic One-Less**

The epic one-less has a variety of abilities that vary greatly depending on what his interest is at the time. When he has a staff of power, he will not hesitate to break it if doing so would further his cause. He always has some contingency in effect that will assure his survival. By epic levels many versions of One-Less are beyond normal concepts and have trouble even communicating with average, non-epic, persons who have no understanding of time travel. One-Less may do things that are seemly random insane acts, making the most minor of changes to a time stream, the results of which will not manifest for thousands of years. When not focused on a temporal task, One-Less can be perfectly normal.

One-Less often performs tasks for deities by this point so he can expect a lot of assistance should he need it. The epic One-Less can seem positively evil. He wiped out an entire country once, killing every last man himself. Few understand the details of this event, why he could not modify the event earlier or know of the billions of lives he saved, ten thousand years into the future from a plague that would have wiped out all life in the universe.

There are fewer epic versions of One-Less then non-epic versions so encountering them is very rare. Knowing that you have encountered one is unlikely as well because their dress and manor does not change much. Only if he unleashes the full magnitude of his power can you be sure that 'this' One-Less is epic, and there are only a handful of occasions where that has, or is going to, happen.

Deities call upon an epic version One-Less as a last resort to solve temporal problems. Deities of all alignments who find themselves dealing with a problem that their own divine chronomancers can not deal with, are often willing to summon One-Less.

## The Eater of Planes

There are things mortals are not meant to know about. The penalty for such knowledge is often insanity, illness and a shortened lifespan. There exists a struggle between two beings who are as far above the gods as the gods are above mortals. They are the creator and the destroyer. Their struggle was disrupted for only a fraction of a second but the balance was upset and now the destroyer is consuming planes in huge quantities. There are those who seek to stop him, just for a fraction of a second, so that the creator can catch up. One-Less is one of those people and for it he will pay the ultimate price; they, all One-Less's, will be erased from history as if they had never been.

The story of the eater of planes does not end here. One-Less is but a tiny cog in the grand machine that is the multiverse and many plots exist to hinder and assist the eater of planes and his counterpart the creator. Getting involved can destroy you not only in an instant, but faster then that. It is an epic struggle to cause a tiny effect that will save more lives then James has counted.

## The Big Picture

"How many years will your genetic plan take?" Asks the Chronomancer.

"Almost three thousand." Answers the emperor.

"That is what we chronomancers call, 'doing it the hard way.'"

The two stare at each other. There were many things they do not say because both have an understanding of things. The chronomancer does not have to apologize for being rude to an emperor. The emperor does not have to explain the path before him that he has chosen, that he has been forced to take. The chronomancer does not have to agree that he understands. They sit silently for a while, thinking out this bit of the conversation without either being insecure enough to need to speak it.

"Why did you come here?" The emperor asks the chronomancer. The emperor sees past the introduction and determines that the chronomancer will never help him achieve his goal. He sees that the chronomancer must want something valuable indeed to risk his life so coming here. The emperor acknowledges that the chronomancer seems nothing the fool.

"I want you to understand that, with knowledge of the biggest picture, time from dawn to the abyss, your actions here are reduced to inconsequence. Humanity will survive here without you. We can make sure of that with simple manipulation." Explained the chronomancer.

"They would not be what they could."

"No, but I have need of you elsewhere, for a bigger picture with the same goal."

"What makes your perspective any more important or accurate then mine?"

"Your father saw a certain amount and made good choices. You saw further and made better choices. I can see farther and across dimensions hidden to you, into other worlds. Come with me. See and learn my perspective. We may even survive and I shall be able to return you here to finish what you have started with not but a moment spent away."

"You ask without incentive but I can see it behind your trembling lips, an offer so grand that you do not think I can refuse it." The emperor said looking hard at the chronomancer.

"Leave one path for another and for a time, while you accompany me and later here, I can make you what you once were; human."



Michael Short (order #2081358)

Sometimes the future doesn't want you there.



Michael Short (order #2081358)

# Appendix

*Everyone has seen time travel. Most people don't realize how often.*

## Movies About Time Travel

These movies are ranked from 1 to 5 stars based on how relevant they are to time travel. Although commentary is made on how good the movie may be in general, remember that the stars are based entirely on how relevant, how good, their time travel content is.

**Spoiler Warnings:** Although endings are avoided, this commentary may spoil movies for some viewers.

***A Sound of Thunder*** ★★★★

*Cast:* Edward Burns, Catherine McCormack, Ben Kingsley; *Director:* Peter Hyams; *Screenplay:* Gregory Poirier; *Author:* Ray Bradbury; (2005).

[Flexible Paradox] Based on a short story by Ray Bradbury, this is an excellent movie which explores many concepts of time travel. It has some failings in the details but gives one a lot to think about. The movie revisits the now tired themes of the dangers of technology and the inherently corrupt human spirit which were so new when the story was written. The clichés stop however and the movie explores new territory.

The paradox arrives in stages, which is a new concept. Creatures are shown with creative alternate evolutions caused by the paradox – something not greatly explored. The creatures were too strong, a problem of CGI but forgivable. The time machine appeared to have been based on the real concepts of wormhole time travel. Finally, and most refreshingly, the time travelers took extreme care not to alter the past, nor leave or take anything with them. They even used a force field walkway but without guard rails it was seriously flawed.

Several things are left unexplained which generates the most interesting questions about the movie. They visited the same time and place many times without meeting themselves except when they needed to. This could be a feature of the time machine. The wave nature of the paradox was never explained. Memories where also not altered but that made sense as a property of the wave paradox. While I would like to know the answers to these things, often the explanation comes off so badly that it ruins the movie so perhaps they are best left unknown.

***12 Monkeys*** ★★★

*Cast*: Bruce Willis, Brad Pitt, Madeleine Stowe, Christopher Plummer, David Morse, Carol Florence; *Director*: Terry Gilliam; *Screenplay*: Chris Marker, David Webb Peoples, Janet Peoples (1995).

[Non-paradox Submarine Time – disorienting] One gets the impression from some movies that they do not want to advertise the fact that the movie is about time travel and this seems to be the case with 12 Monkeys. This is a gritty movie about the hardships of time travel and apocalypse. The movie is a little confusing at points so we share Bruce Willis's confusion. It concludes by finishing a temporal loop.

***Austin Powers I-III*** ★

*Cast*: staring Mike Myers, Beyonce Knowles, Michael Caine, Seth Green, Michael York, Robert Wagner, Verne Troyer; *Director*: Jay Roach; *Screenplay*: Mike Myers (1997, 1999, 2002).

[Flexible-Paradox Personal Time] Watch his teeth. That may be a funny thing to do but it is the clue as to the form of time in these movies. Austin Powers does not take time travel seriously but certain laws of physics are obeyed throughout the movie. Whenever Austin returns to the past his assumes whatever traits he possessed in that past. It would be curious to see what would happen to Dr. Evil's cat. Further, no time travel in Austin Powers has taken a character further back or forward then their expected lifespan.

***Back to the Future*** ★★★★★

*Cast*: Michael J Fox, Christopher Lloyd, Lea Thompson, Crispen Glover,Thomas F Wilson; *Director*: Robert Zemeckis; *Screenplay*: Robert Zemechis, Bob Gale (1985).

[Non-Paradox, Alternate Reality] The best example of time travel ever created, the *Back to Future* trilogy is a must see for players wishing to be chronomancers. 'Doc' even takes a moment to explain non-paradox alternate reality time lines on a chalkboard.

In the first movie, an example of 5th dimensional time flow (time passing relative to another perspective, the viewer and not the movie) can be seen when Marty starts to vanish near the end of the movie. Certainly, an entire book could be dedicated to the time travels within this trilogy.

***Boogie Man*** ★★

*Cast*: Bill Keiss, Chris Keiss, Willy Laszlo, Danelle Leyshon, Mike; *Director*: Willy Laszlo; *Screenplay*: T.J. Jajodowski, Willy Laszlo (1999).

[Non-Paradox, Fixed Time] This movie might make it hard to sleep at night with the lights off, but it's the risk you take to see a horror-time loop. There is a single time loop in the movie where the main character discovers events that he will later cause (the bathtub scene). The loop indicates that this movie has fixed time—a future event has altered his present.

***Butterfly Effect*** ★★★★

*Cast*: Ashton Kutcher, Melora Walters, Amy Smart, Elden Henson; *Directors*: Eric Bress, J. Mackye Gruber; *Screenplay*: J. Mackye Gruber, Eric Bress (2004).

[Personal Elastic Paradox Time] This movie touched on many important issues defined in this book. The main character is a



Michael Short (order #2081358)

temporal psychic who suffers memory loss. There is a brilliant exploration of alternate memories and the dangers in receiving them! There is a great scene with a Doctor and a cat scan to show the effects. The movies uses well defined personal time with a generally elastic feel to it. When traveling into the past, the character becomes his younger self.

Also this movie uses the fundamental present. Certain events happened in the past and do not affect the future until the character travels back and performs them. This is an example of taking the fundamental present into the past. The script is brilliantly written with the ending already planned out. It's almost fixed time, but the time traveler manages to finally make some permanent changes. Unfortunately there is an underlying tone that time travel is bad.

**Butterfly Effect 2** ★★

*Cast*: Eric Lively, Erica Durance, Dustin Milligan, Gina Holden; *Director*: John R. Leonetti; *Screenplay*: Michael D. Weiss.

[Personal Paradox Time] In this weak spin off, virtually unrelated to the original, another temporal psychic discovers he can time travel. His first effort is to save his three friends, then he gets greedy. He starts traveling into the past to improve his career. Although we get the same crackling brain-gooey sound from the first movie, it is never explained and the character never seems to get the alternate memories. There is no clever elastic time. The main character causes most of his own problems. He cheats on his girlfriend, which doesn't make any sense after all the effort and pain he goes through to save her, and even uses his painful time traveling abilities to seek petty revenge on someone who slighted him. Things do downhill from there. The underlying tone is that time travel is not only very bad but corrupts you as well.

***Deja Vu*** ★★★★

*Cast*: Denzel Washington, Paula Patton, Val Kilmer, James Caviezel; *Director*: Tony Scott; *Screenplay*: Bill Marsilii, Terry Rossio (2006).

[Corridor Alternate Reality] Besides the action and story, this movie teases the viewer. You can not be sure what form of time exists until the very end of the movie. In classic Back to the Future style, a lady scientist gets out a pen and paper and draws the classic timeline to explain how time works.

The corridor is neat. It begins when Denzel takes his clothes off and ends at the end of the movie. Before the corridor, no changes to the past actually occur.

**Donnie Darko** ★★★

*Cast*: Jake Gyllenhaal, Jena Malone, Mary McDonnell, Drew Barrymore, Patrick Swayze, Maggie Gyllenhaal; *Director*: Richard Kelly; *Screenplay*: Richard Kelly (2001).

[Elastic Paradox] This is a fantastic movie with a very alternative feel to it. Some secrets about its nature are revealed by listing it here with the other time travel movies. This movie is more focused on the workings of Donnie Darko's mind, rather then time travel but the huge element of prophecy makes it well worth the watching.

**Final Destination** ★★★

*Cast*: Devon Sawa, Ali Larter, Kerr Smith, Seann W Scott, Amanda Detmer, Tony Todd; *Director*: James Wong; *Screenplay*: Jeffrey Roddick, Glen Morgan, James Wong (2000).

[Elastic Paradox] Time is portrayed as an evil entity that follows the main characters around making sure they meet their end at the appropriate time. One immersed in the study of time could find this movie terrifying, otherwise it is a typical thriller with an odd twist.

**Final Destination II** ★★★★

*Cast*: Ali Larter, AJ Cook, Michael Landes, Terrence Carson, Keegan Connor Tracy, Enid-Raye Adams, Sarah Hattingh; *Director*: David R. Ellis; *Screenplay*: Jeffrey Roddick, J. Mackye Gruber, Eric Bress (2003).

[Elastic Paradox] In the horror movie genre it seems that during the second movie, it is time to find a way to defeat the villain who killed all but one person in the original. Unfortunately, it is attempted here as well. This movie would warrant five stars otherwise.

The continuity with *Final Destination* is absolutely amazing. To appreciate it you need to have seen and understood the original. The chain of effects that starts in the original is brilliantly orchestrated to flow through the sequel. These are the threads that chronomancers play with and they are made obvious. These two movies would make an excellent basis for a time traveling adventure.

**Final Destination III** ★

*Cast*: Mary Elizabeth Winstead, Ryan Merriman, Kris Lemche, Alexz Johnson, Sam Easton, Jesse Moss, Gina Holden, Texas Battle, Texas Battle, Crystal Lowe, Amanda Crew, Maggie Ma, Ecstasia Sanders, Jody Racicot, Patrick Gallagher; *Director*: James Wong; *Screenplay*: Glen Morgan, James Wong, Jeffrey Roddick (2006).

[Elastic Paradox] Once you have seen the first two movies, this movie has no surprises. The only novelty is new and gory deaths. There are no clever connections to the previous movies and all time traveling value is lost.

**Frequency** ★★★★

*Cast*: Dennis Quaid, James Caviezel, Shawn Doyle; *Director*: Gregory Hoblit; *Screenplay*: Toby Emmerich (2000).

[Flexible Paradox] Touching on the heroic and sometimes tragic work of Firefighters, Frequency is an excellent movie about a father and son. It deals with complex paradox issues where information from the future is used in the present. This is an example of using two fundamental presents. Finally, the look of frustration and surprise on the villains face is worth the ticket price. The father confronts the villain several times using information from the future.

**Groundhog Day** ★★

*Cast*: Bill Murray, Andie MacDowell, Chris Elliott; *Director*: Harold Ramis; *Screenplay*: Danny Rubin, Harold Ramis (1993).

[Elastic Paradox Maze Time] A movie that might be overlooked as a time travel movie, this most definitely was. It is standard time with the bizarre twist that the character keeps exploring alternate universes, alternate choices, starting over from the same origin.



Michael Short (order #2081358)

For a chronomancer to keep up with the main character would require some serious time and planeshifting abilities. This is a fun movie that hints at predetermined fate.

**Harry Potter and the Philosopher's Stone** ★

*Cast*: Daniel Radcliffe, Rupert Grint, Emma Watson, Richard Harris, Robbie Coltrane, Maggie Smith, Alan Rickman, Ian Hart, Richard Griffiths; *Director*: Chris Columbus; *Screenplay*: J.K. Rowling, Steven Kloves (2001).

[Crisis Paradox] This book demonstrates fixed time where the past cannot be changed. However, the characters worry that it is crisis paradox time and that the creation of a paradox would be extremely bad.

**Heroes TV Series** ★★★★

*Cast*: David Anders, Santiago Cabrera, Jack Coleman, Tawny Cypress, Dana Davis, Noah Gray-Cabey, Greg Grunberg, Ali Larter, James Kyson Lee, Masi Oka, Hayden Panettiere, Adrian Pasdar, Zachary Quinto, Sendhil Ramamurthy, Dania Ramirez, Leonard Roberts, Milo Ventimiglia; *Screenplay*: Tim Kring (2006-2007).

[Flexible Paradox] Heroes offers a lot of firsts. This is the first time a time traveller has been a hero because he could travel through time, rather than just because of something he did in that time period. There is discussion about causing problems but after a catastrophic paradox is created at the end of the first season, it does not seem logical the time is crisis paradox, unless it is only crisis paradox in regards past events relative to the fundamental present.

**Hitchhiker's Guide to the Galaxy** ★★

*Cast*: Bill Bailey, Anna Chancellor, Warwick Davis, Mos Def, Zooey Deschanel, Su Elliot, Martin Freeman; *Director*: Garth Jennings; *Screenplay*: Douglas Adams, Karey Kirkpatrick (2005).

[Non-Paradox, Fixed] This series of books demonstrate an immortal future, among many other incidents involving time travel including getting stuck in the past and finding the end of time. Besides time travel this is an incredible comedy.

**Kate and Leopold** ★★★

*Cast*: Meg Ryan, Hugh Jackman, Liev Schreiber, Breckin Meyer, Natasha Lyonne, Bradley Whitford, Paxton Whitehead; *Director*: James Mangold; *Screenplay*: James Mangold (2002).

[Elastic Paradox] While this movie deals little with the principles of time travel it has a remarkably realistic portrayal of a man brought out of the past trying to deal with the present. He suffers from culture shock and a misunderstanding of technology. Thankfully, the movie does not resort to the cliché of turning the man from the past into a buffoon magnetically attracted to toilets and dog food.

There is the classic concern that the "whole space-time continuum" will be destroyed but it is mentioned only once and then wisely forgotten as the chronomancer "realizes" everything was supposed to happen. This is a fantastic movie for those chronomancers who travel to the future and have to deal with the modern world for the first time.

**The Last Mimzy** ★★★★★

*Cast:* Rhiannon Leigh Wryn, Chris O'Neil, Timothy Hutton, Joely Richardson, Michael Clarke Duncan, Rainn Wilson, Kathryn Hahn; *Director:* Bob Shaye; *Screenplay:* Bruce Joel Rubin and Toby Emmerich, based on the short story "Mimsy Were the Borogoves" by Lewis Padgett (2007).

[Flexible Paradox]: At first I was going to give this feel good child's tale a single star for its involvement with time travel. Then it struck me that this was a perfect time travel move. There were no major paradoxes created, no car chase, no shoot out with future tech, no explosions and no one ever sat down and explained how if event X met event Y the entire universe would come to an end (because to understand time travel you have to be terrified of it). This was an example of stealth time travel and it was executed magnificently.

In fact, everything about this movie smacked of realism. The police were nervous but ultimately understanding. The kids were secretive and curious. The baby sitter couldn't handle it. The convenient psychic knew she sounded crazy without being told and was ready to leave. The time travel, ultimately, left no clues. The only problem was the role reversal that occurred between the two main adult couples (the kids parents and their teacher and his fiancé). One would believe and the other would criticize and show doubt and then visa versa. The Intel logo was another clue but perhaps left out of desperation. Certainly the 1800's Mimzy would never have been discovered.

**Lord of the Rings: The Fellowship of the Ring** ★

*Cast*: Sean Astin, Sean Bean, Cate Blanchett, Orlando Bloom, Christopher Lee, Viggo Mortensen, Elijah Wood; *Director*: Peter Jackson; *Screenplay*: J.R.R. Tolkien (novel), Fran Walsh, Philippa Boyens, Peter Jackson (2001).

[Unknown] The foundation of modern fantasy must be included here as a tribute to the diversity of the novels. There are clues about time in this series in the prophecies which are not always correct and in the nature of every character having a role to play that seems predestined. The time seems fixed but there are two futures, victory or failure. This lends itself to alternate reality but feels more like elastic paradox.

**Millennium** ★★★★★

*Cast*: Cheryl Ladd, David McIlwraith, Kris Kristofferson, Robert Joy; *Director*: Michael Anderson; *Screenplay*: John Varley (1989).

[Crisis Paradox] Crisis Paradox time is rare in movies. *Millennium* does a superb job with crisis. From the beginning of this movie it is shown how devastating even minor changes are upon the future. Where usually the main character narrowly averts the creation of a paradox, thus "saving" the universe, this movie has a more hard-core attitude towards the damaging effects of change.

**Minority Report** ★

*Cast*: Tom Cruise, Colin Farrell, Samantha Morton, Max von Sydow, Neal McDonough, Lois Smith, Tim Blake Nelson, Kathryn Morris; *Director*: Steven Spielberg; *Screenplay*: Scott



Michael Short (order #2081358)

Frank (2002).

[Flexible Paradox] Psychic's can tell the future. By keeping them drugged they can watch for crimes constantly. A special team of officers arrest criminals before they commit crimes. This movie focuses on the roller coaster of a chase with jetpacks and doctors who replace eyes and wraps up by using a loophole.

The characters, the court and the public ignore the fact that the foreseen future can be changed when it suits the story. It is suggested that criminals are nice, innocent people, up until several seconds before they commit a crime and therefore punishment for future crimes is wrong.

The police force wants to go national with their new law enforcement program. Since the movie's only 3 psychics are unique drug-related accidents it is left unexplained how the program would go national (and presumably plunge society into a tyrannical, government enforced paradise).

**Mr. Destiny** ★

*Cast*: James Belushi, Michael Caine, Linda Hamilton, Rene Russo; *Director*: James Orr; *Screenplay*: James Orr, Jim Cruickshank (1990).

[Alternate Reality Non-Paradox] In this movie a single event in a man's past is changed and he is forced to deal with a new present reality. The movie is more about personal development then time travel but it is well thought out and portrays an interesting chronomancer figure. It looks like flexible paradox time at first but because of memory retention it is much more likely that the time was alternate reality.

**Paycheck** ★★

*Cast*: Ben Affleck, Aaron Eckhart, Uma Thurman, Paul Giamatti, Colm Feore; *Director*: John Woo;
*Screenplay*: Dean Georgaris, Philip K. Dick (2004).

[Flexible Paradox] A movie about foresight, rather then time travel, paycheck explores the entrapping effect future knowledge has on the present. In this capacity it is similar to Dune and Minority Report. Ben Affleck and Uma Thurman's characters must race to stop future knowledge from destroying everything. A Pandora's box movie, one good explosion solves all the problems, kills all the 'demons' and erases knowledge of them forever. Not believable but convenient. (Many digital and hard backup copies of the pre-publication Chronomancer, kept in different locations, make destroying it with a single special effect impossible.)

What makes this show so amazing is the use of the 20 items Ben Afflect's character sends himself. One might cry 'unrealistic' but knowledge of the future grants power limited only by the amount of time available to prepare for that future. He had three years. Although progressively harder to believe this is a fine example of a present-only chronomancy.

Wrapping up in a similar fashion to Minority Report, they do a much less believable loophole solution.

**Premonition** ★★★★

*Cast:* Sandra Bullock, Julian McMahon, Shyann McClure, Courtney Taylor Burness, Nia Long; *Director:* Mennan Yapo; *Screenplay:* Bill Kelly.

[Pattern Flexible Paradox] Reminding me of Final Destination and, to a lesser extent, Groundhog Day, this is a classically put together time travel movie. Cause and effect are carefully explored from different points in the past and future. The brilliance of the movie is in the carefully planned sequences of cause and effect that blend together by the end of the movie into a whole. My disappointment is in the strong non-paradox feeling of the movie.

The form of time is very hard to see. As poor Sandra Bullock's character is being shuttled back and forth in time, certain minor future events do not resolve until we see her perform them when she is in the past. For the most part, the movie is fixed time but these seemly inconsequential details demonstrate that time in this movie is, in fact, flexible and changes just subtly.

**Red Dwarf TV Series** ★★★★★

*Cast*: Craig Charles, Danny John-Jules, Chris Barrie, Robert Llewellyn, Norman Lovett, Hattie Hayridge, Chloë Annett, Clare Grogan, David Ross; *Director*: Ed Bye, Andy DeEmmony, Rob Grant, Juliet May, Doug Naylor; *Created By:* Rob Grant, Doug Naylor (1992-1999)

[Elastic Paradox] This series demonstrates elastic paradox time. No matter how strange or impacting the character's many journeys through time are, the series always comes back to a similar present. A no more typical example can be made then of Rimmer having changed his past so that he was not dead; Things immediately go back to normal.

Determining the future in elastic time can make it feel like fixed time. It is very hard to avoid your fate and often trying to only leads you more directly towards it. One gets the feeling they might have wanted fixed time for the show, but the many major paradoxes rule this out. This is an excellent television program and there are educated discussions on time travel in the related episodes.

**Sliders** ★

*Cast*: Cleavant Derricks, Jerry O'Connell, Kari Wuhrer, Sabrina Lloyd, John Rhys-Davies; *Director*: Richard Compton; *Created By:* Tracy Tormé, Robert K. Weiss, Nan Hagan (1995-2000).

[Unknown] This TV series deserves honorable mention. While they do not deal directly with time travel, they do deal with dimensional travel, which is another aspect of time travel. The many alternate realties they travel through are fascinating and demonstrated the kind of different realities that can exist and situations chronomancers who travel the planes can encounter.

**Simpsons, Treehouse of Horror V: Time and Punishment** ★★★

*Cast*: Dan Castellaneta, Julie Kavner, Nancy Cartwright, Yeardley Smith, Hank Azaria, Harry Shearer, Pamela Hayden, Tress MacNeille; *Created by:* Matt Groening (1989-2007)

[Corridor Parallel Universe] This is an adaptation of Ray Bradbury's short story "A Sound of Thunder". It is hard to say what kind of time rules the Simpson's Halloween episodes but One-Less would sure like to get his hands on that toaster! It looks like flexible paradox, but Homer's memory of the time travel would make it alternate reality time. He is moving from alternate universe to alternate universe. Since the new past is the same as



Michael Short (order #2081358)

before he visited it, it must actually be corridor parallel universe time.

**Spaceballs** ★★★

*Cast*: Mel Brooks, Rick Moranis, Bill Pullman, Daphne Zuniga, John Candy, George Wyner, Joan Rivers; *Director*: Mel Brooks; *Writers:* Mel Brooks, Thomas Meehan (1987).

[unknown] Spaceballs is a hilarious movie in it's own right. Although no time travel occurs there is one bright shining moment for time travel, when Darth Helmet and President Skroob look at a video of the movie they are currently in. Comedy or not, this moment describes the Fundamental Present and was influential in developing the concept of a proper "now".

**Star Trek: Enterprise** ★★

*Cast*: Scott Bakula, John Billingsley, Dominic Keating, Anthony Montgomery, Linda Park, Connor Trinneer, Jolene Blalock; *Director*: David Livingston, Allan Kroeker, Michael Vejar, Roxann Dawson, David Straiton; *Created by*: Rick Berman, Brannon Braga (2001-2005).

[Flexible Paradox] This series follows true to the quality and temporal rules of the other *Star Trek* series of shows. *Enterprise* is only disappointing because they are using the lowest technology level featured in *Star Trek* and constantly struggle, and win, against the most advance technology ever featured in *Star Trek*. Often time travelers also appear in a linear fashion with the most recent arrivals being the ones from the most distant future. With such a rich history to draw from, their time traveling could have been so much more interesting and clever.

**Star Trek: The Motion Picture** ★★★★

*Cast*: William Shatner, Leonard Nimoy, DeForest Kelley, Stephen Collins, Persis Khambatta, James Doohan, George Takei, Nichelle Nichols, Walter Koenig; *Director*: Robert Wise; *Screenplay*: Gene Roddenberry, Alan Dean Foster (1979).

[Flexible Paradox] It is funny to see a movie set in the future, and filmed in the present, about travel to the past. Using a bit of unusual science the crew arrives in the past (present) and proceed to create a good number of paradoxes that change their past but help them out in the long run. A better movie today then when it was made because the past in the movie (the 80's) is actually now the past. This movie demonstrates a brilliant use of time travel.

**Star Trek: The Next Generation (Season 5, Episode 18: Cause and Effect)** ★★★★

*Cast*: Patrick Stewart, Jonathan Frakes, LeVar Burton, Marina Sirtis, Brent Spiner, Michael Dorn, Gates McFadden, Majel Barrett, Wil Wheaton; *Director*: Cliff Bole, Les Landau, Winrich Kolbe, Rob Bowman; *Screenplay*: Gene Roddenberry (1987-1994).

[Flexible Paradox Loop] The crew is stuck in a fatal time loop. If every scene must be shot between 10 and 14 times to get it correct, then pity must be felt for the actors involved in this episode of looping time as scenes are repeated many times. A fantastic solution to the temporal problem is developed which makes it unique among the examples of looping time. Intelligence, rather then some unexplained, silly pacification of fate, is responsible for the outcome.

**Star Trek: The Next Generation (Season 7, Episode 25: All Good Things)** ★★★★

*Cast*: Patrick Stewart, Jonathan Frakes, LeVar Burton, Marina Sirtis, Brent Spiner, Michael Dorn, Gates McFadden, Majel Barrett, Wil Wheaton; *Director*: Cliff Bole, Les Landau, Winrich Kolbe, Rob Bowman; *Screenplay*: Gene Roddenberry (1987-1994).

[Flexible Paradox] This last episode of *Star Trek: The Next Generation* TV series demonstrates a fantastic form of flexible paradox time. It would normally be alternate reality, because the main character retains his memory of all the events and changes, but it is specifically explained that the events occur within a single universe. The only conclusion is that Q has protected Captain Picard in some manor. (This is even hinted at in one of the concluding logs.) The use of temporal perspective makes this episode a must-see for Game Master's wanting to play with temporal perspective. More so than most movies, this one highlights the fundamental present spectacularly by using three different ones.

**Star Trek: First Contact** ★★★★

*Cast*: Patrick Stewart, Brent Spiner, Alfre Woodard, James Cromwell, Gates McFadden, Jonathan Frakes, Marina Sirtis, Michael Dorn, Alice Krige, LeVar Burton; *Director*: Jonathan Frakes; *Screenplay*: Gene Roddenberry (1996).

[Flexible Paradox] This movie has a fantastic scene where the characters witness changes to their past and wonder why they retain their memories of the original past, and then explain why. This demonstrated flexible paradox time. This, most certainly, is the time Star Trek really wants but often cannot achieve because, to satisfy the story, they do not want to strip the main characters of their memories.

**The One** ★

*Cast*: Jet Li, Delroy Lindo, Jason Statham, Carla Gugino, James Morrison, Dylan Bruno

*Director*: James Wong; *Screenplay*: Glen Morgan, James Wong (2002).

[Flexible Paradox] While not mentioned in the final version, it remains clear that this movie involves time travel, in addition to travel through alternate realities. The few alternate realities in the movie make alternate reality time unlikely as they were radically different from each other. Characters travel into the past and make changes. The time must be flexible paradox.

**The Terminator** ★★

*Cast*: Arnold Schwarzenegger, Linda Hamilton, Michael Biehn, Paul Winfield, Lance Henriksen, Rick Rossovich; *Director*: James Cameron; *Screenplay*: James Cameron, Gale Anne Hurd (2001).

[Fixed Time] Although there are only two trips through time in the movie, they are pivotal to the story and complete an important loop (we find out later). A great movie in its own right, the focus of *Terminator* is not time travel but uses time travel very effectively.



Michael Short (order #2081358)

**Terminator II, III, IV, V** ★★

*T2 Cast*: Arnold Schwarzenegger, Linda Hamilton, Edward Furlong, Robert Patrick; *Director*: James Cameron; *Screenplay*: James Cameron, William Wisher Jr.;
T3: *Cast:* Arnold Schwarzenegger, Nick Stahl, Claire Danes, Kristanna Loken; *Director:* Jonathan Mostow; *Screenplay:* James Cameron, Gale Anne Hurd (2003).

[Elastic Paradox] Up until early in the 2nd *Terminator*, the time could be said to be fixed, but then established history is changed with dramatic explosions and as each sequel appears it becomes more evident that the time is elastic, always returning to the status quo. This is explained by Arnold's comment, "Judgment day is inevitable", although like Time Machine 2002, this is never thoroughly tested.

Terminator is unique because it removes a paradox by the third movie, rather then just causing new ones. By the third movie, time has returned to the way it would have been if no time traveling had occurred at all. Of course, skynet tries to introduce a new paradox by terminating the main character or his subordinates. This is unlike Arnold's character in the 3rd movie who has caused only confusion by having going to terminated the main character.

**Timeline** ★★

*Cast*: Ethan Embry, Anna Friel, Neal McDonough, Paul Walker, Frances O'Connor, Billy Connolly
*Director*: Richard Donner; *Screenplay*: Michael Crichton, Jeff Maguire (2003).

[Elastic Paradox] Like many movies, this one was a lot of fun to watch but would have been more rewarding on an intellectual level if better effort had been spent on the logistics.

A group of young archeologists are virtually kidnapped by some secret government project and sent back in time with barely an explanation of why (to rescue one character's father, 'the professor'). Half the group is killed almost immediately. This forces the question; why is rescuing this professor worth it? There is no answer.

There are some neat time-traveling Easter eggs, such as materials left behind by characters, found hundreds of years later by themselves. In a classic mistake, they demonstrate both fixed time and flexible time. Time is fixed because they find evidence of themselves (the stone coffin) before they go back. Time is flexible because they change history (they change the outcome of a famous death). This error could have been easily fixed (perhaps in a cut scene) by suggesting this event was recorded incorrectly by historians.

The movie hurts itself. They make a point of bringing someone who could 'speak the right language' but everyone speaks modern English. They brag about being about to use their superior "21st century" skills but had trouble escaping from an attic with a straw roof. The professor is forced to make "Greek fire" to survive and is worried it might change the outcome of the battle against the French who are clearly using dynamite – their trebuchet rounds are blasting 10 foot thick stone castle walls apart.

**Time Machine** ★★★★

*Cast*: Guy Pearce, Samantha Mumba, Jeremy Irons, Omero Mumba, Mark Addy, Phyllida Law, Orlando Jones; *Director*: Simon Wells; *Screenplay*: H.G. Wells, David Duncan, John Logan (2002).

[Elastic Paradox] This is another adaptation of H.G. Wells most famous *Time Machine* novel. Very clearly an elastic paradox time, not greatly explored, but explained. Visually, this is an amazing movie with some very interesting ideas about the future. A good example of certain design flaws inherent to 1800's time machines and things not to do with your time machine. As the father of time travel stories, every Game Master using *Chronomancer* should watch or read the original *H.G. Wells Time Machine* book.

**Time Squad** ★★★

*Cast*: Mark Hamill, Michael Gough, Daran Norris, Rob Paulsen; *Created by*: David Wasson (2001).

[Chaotic Time]: This comical cartoon series sees a band of misfit time-cops traveling back in time and ensuring that famous historical figures do what it is that made them famous. At first I despised this show's lackadaisical observation of the laws of physics and the blatant and continuous paradoxes. Then I saw the beginning of the show for the first time. It explained that the past in this world spontaneously changes and, to preserve history as they know it, the time cops must go back and make interventions. This simple explanation allowed me to enjoy the show because I understood it and eventually drew me in to love the show. These are not morons going back and rampaging through time destroying it, they are morons going back in time and through sheer luck, being able to maintain it. It is a great show.

That is what Chronomancer is about; changing opposition to time travel by providing rules and explanations about time travel so that everyone can understand what is going on. Like my first opinion of *Time Squad*, the worst time travel stories and games, are those where the players feel helpless or lost because they do not understand what is going on.

**X-Files – (Redrum)** ★★★

*Cast*: Gillian Anderson, David Duchovny, Mitch Pileggi, William B. Davis; *Director*: Kim Manners, Rob Bowman, David Nutter; *Created by*: Chris Carter (1993-2002).

[Flexible Paradox Maze Time] In this episode, a character travels backwards in time, in so much, as his days are in reverse order but time flows forward otherwise. This is an interesting example of maze time but perhaps a stronger example of fate manipulating time to its ends. He seeks to find out why he has been convicted of his wife's murder.

**X-Files – (Monday)** ★★★

*Cast*: Gillian Anderson, David Duchovny, Mitch Pileggi, William B. Davis; *Director*: Kim Manners, Rob Bowman, David Nutter; *Created by*: Chris Carter (1993-2002).

[Flexible Paradox Maze Time] In this cruel maze the girlfriend of a bank robber must escape from a fatal loop and, besides herself, only Mulder has any clue what is happening.



Michael Short (order #2081358)

## Appendix: Glossary

**Absolute:** For certain. Everything else is relative. An absolute is the same, no matter how it is viewed. It is an absolute that 1+1 = 2.

**Alternate Universe:** A universe that is similar to yours. Choices may have been made differently in the past, or certain laws of physics may be different but there remain parallels between the two universes.

**Chrono:** Latin for time.

**Chronomancer:** Anyone who studies time. For the purposes of this book a character who has taken levels in chronomancer, chronomancer sorcerer, divine chronomancer or temporal psychic.

**Déjà vu:** The feeling that you have done or experienced the same event before. Also occurs if you barely failed a resist temporal change check.

**Distant Future:** For the purposes of this book, the distant future is at least 100 years after the characters probably time of death, if he lives to an average age for his race.

**Distant Past:** For the purposes of this book, the distant past is at least 100 years before the character was born.

**Fate's Fee:** A cost for creating paradoxes which essentially change Fate's plan. The cost is 100xp for minor paradoxes, 500xp for medium paradoxes, 1000xp for major paradoxes and 10 000xp for catastrophic paradoxes.

**Flexible Paradox:** Time which is not damaged at all by the creation of paradoxes. Time traveler's favorite time.

**Future:** That which has not happened yet. Normally this is taken from your perspective but time travelers can move into the future and past. The future is time after the fundamental present.

**Fundamental Present:** The proper present. This present usually moves from the dawn of time to the end of time at the same rate as time and represents an absolute time. Free will may only exist at this instant.

**Historical Momentum:** Past events that are changed tend to resolve in the same way. It is like diverting a river, it tends to keep going in the same direction.

**Home Block:** The group of planes most closely associate with your own. May include thousands or millions of planes. Deities within a homeblock are usually the same across all those planes.

**Infinity:** That which exists without end or beginning.

**Lifeline:** A white line that represents the path someone's life has taken. Visible only on the Temporal Horizon or with magics. Cutting your lifeline is fatal.

**Looping:** This is a time loop where an event takes you back in time. When you arrive at the event again, it takes you back in time again. Loops are often the result of a curse. (See Temporal Loops)

**Memory Item:** A ghost-like item that makes real materials assume its shape and function. Created by psionics.

**Multiverse:** All of the planes, including all the alternated universes, parallel dimensions, demi-planes and other places.

**Non-Paradox:** A time where paradoxes can not occur.

**Paradox:** An event which can not happen. For example going back in time and killing your father before you were born. Paradox time is time where paradoxes can occur.

**Past:** Time that has passed. Normally this is taken from your perspective but time travelers can move into the future and past. The past is before the fundamental present.

**Plane:** A universe.

**Plank:** The smallest unit of measurement.

**Present:** Now. The fundamental present.

**Quanta:** The smallest unit of time.

**Quantum:** With regard to, related to, motion.

**Spells and Powers:** This is not a reference to the 2nd edition *Spells and Powers* manual but, rather, a shortened reference to 'arcane and/or divine spells and psionic powers'. Some prestige classes can be taken either by an arcane and/or divine spellcaster or psionicist and this is where the reference is most commonly found.

**Reducto Ad Absurdum:** *Latin* for repeated to absurdity. This is a common statement made in regards infinite or very long temporal loops. The loop repeats until it is absurd.

**Temporal:** Relating to Time, of-time.

**Temporal Bonus:** This is a bonus granted because of the accelerating, slowing or distorting of time or knowledge of future, past or alternative events. A temporal bonus to armor class is always granted regardless of the subject's being flat-footed and is applied against touch attacks. Temporal bonuses do not stack with Insight bonuses and may not stack with Circumstance bonuses at the Game Master's discretion.

**Temporal Loops:** (See Looping)

**Tempus:** *Latin* for time.

**Tempus Fugit:** *Latin* for time flies.

**Tempus Somnus:** Latin for time

**Time:** That which differentiates one moment from the next or previous, the passage of which is required to achieve motion.

**Time Machine:** A mechanical device that can transport one or more persons or objects into the past and/or future. This book includes the possibility of a time machine that moves to alternate or "lost" time lines (5th dimensional time travel).

**Time Travel:** Moving forward or backward through time. For the purposes of this book, does not normally include the normal travel through time that natives of any time experience.

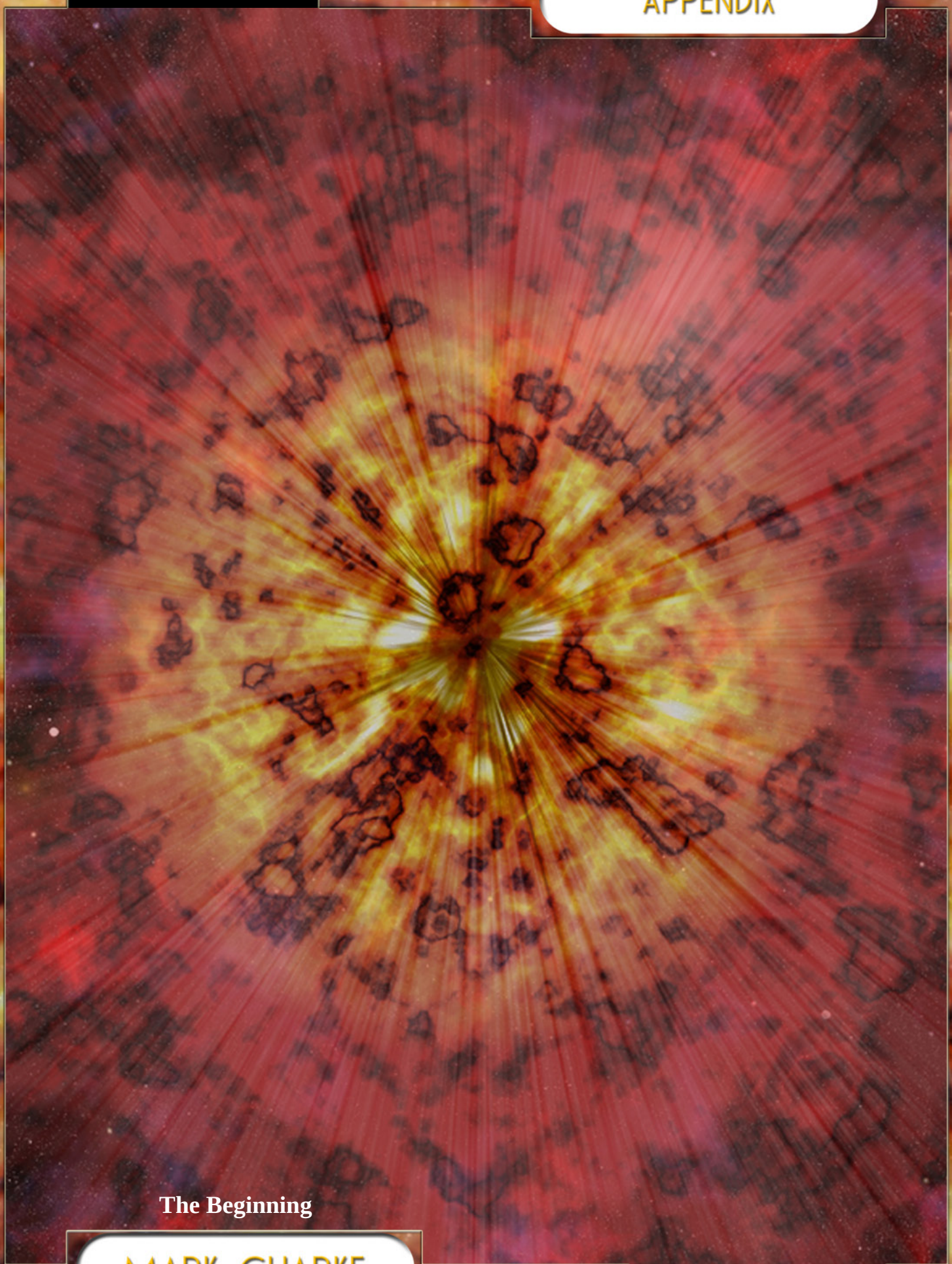
**Universe:** A plane of existence most commonly containing stars, planets made into solar systems which make up galaxies. Separated from other universes and often infinite in size. Divide into inner and outer planes, the outer planes being less earth-like and more unusual and varied.

$$0 \Delta 1 = 1 \Delta \infty$$

*The difference between zero and one is the same as the difference between one and infinity.*
*The effort to begin the universe is the same as the sum of the events that occur afterwards.*
- Mark Charke



Michael Short (order #2081358)



The Beginning



Michael Short (order #2081358)

# Index


## A

Absolute Chaos 118
Absolute, The 165
AEG 37
Algon 263, 264
Alternate Reality 90, 102, 110
Attack 142

## B

Bank of Temporal Horizon 172
Betsy 270
Bryan Fowler 5

## C

Characters
  Existing Characters 152
Chronomancer
  Defending Against 115
  Future 36
  Game Breaking 113
  Locking 115
  Old Age 114
  Past 36
  Present 36
  Secrets 113
Chronomasters
  Meeting Hall 166
Classes
  Ancient Barbarian 13
  Arcane Chronomancer 16
  Chronomancer Sorcerer 21
  Divine Chronomancer 23
  Nega-Psychic 27
  Quantum Mechanic 31
  Temporal Psychic 33
Combat
  Backwards 144
  Temporal 142
Convergence Magic 169
Count James 162

## D

Déjà vu 112, 114
Determinism 114
Dimensions 95
Disease and Viruses 167
Dragons and Time 169

## E

El-Carpedium 162
Elidathanar Tizen 163
End of Time 102
Epic
  Epic Adept of Luck 286
  Epic Ancient Barbarian 286
  Epic Arcane Chronomancer 287
  Epic Chronomancer Sorcerer 288
  Epic Divine Chronomancer 288
  Epic Dying Star 289
  Epic Edgewhen 290
  Epic Eternal Guardian 290
  Epic Forgotten Monk 291
  Epic Magic Items 302
  Epic Master of the Shuriken 292
  Epic Metamage 292
  Epic National Defender 293
  Epic Necronomancer 293
  Epic Nega-Psychic 294
  Epic NPCs 304
  Epic Paradox Master 295
  Epic Quantum Mechanic 295
  Epic Rage Caster 296
  Epic Shard 296
  Epic Soul of Hatred 297
  Epic Telekineticist 297
  Epic Temporal Psychic 298
  Epic Temporal Rogue 298
  Epic Time Guardian 299
  Epic Time Singer 299
  Epic Wanderer 300
  Epic Western Gunslinger 301
  Master of Movement 301
Equipment 137
  Armor 138
  Backwards Items 137
  Goods and Services 138

## F

Familiars 20
Fate's Fee
  Once Again with Feeling 111
  Who Pays Fate's Fee 85
Fate's Fee 85
Feat
  Heroic Surge 147
Feats
  A Little Bit More 77
  Automatic Spell Piercing 77
  Banned Spell 77
  Channel Spell 77
  Combat Skill 77
  Craft Time Machine 77
  Creationist 78
  Creative Flair 77
  Cross Craft 78
  Doubleday's Fire 78
  Eccentric 78
  Extra Cantrips 78
  Feat Shift 78
  Foresight Dodge 78
  Fountain of Youth 78
  Improved Creationist 79
  Improved Metamage 79
  Improved Metapsi 79
  Internal Clock 79
  Item Supercharger 79
  Lifetime in a Second 79
  Like a Rock 80
  Like the Mountain 80
  Like the Planet 80
  Metamage 80
  Metapsi 80
  Moment 80
  Movement 81
  Power of Form 81
  Pride in Self 81
  Prodigal Chronomancer 81
  Responsive Spell 81
  Retired 81
  Severed Lifeline 81
  Sharper then Wider 81
  Shuriken Mastery 50
  Skilled 82
  Slow Spell 82
  Spell Piercing 82
  Technologically Versed 82
  Temporal Resistance 82
  The Next Moment 83
  Time Flies 83
  Tough As 83
  Wait Until They Blink 83
Fire Powers 41
Freedom 114
Free Will 114
Fundamental Present 97
  Complex Time 97
  Free Will 98
  Multiple 100

## G

Gaffer's Chaos
  Gods 130
Gaffer's Chaos 128
  Cake World 131
  Changing Places 131
  Dead Line 132
  Hiccup 132
  Motion 132
  Myth 132
  Pain 134
  Snow Ball 134
Gods 170
Going Back One Round 142
Grey Steel 239
Guilds 167

## H

Haste
  All About 147
Hiding 117
Hit Points for Wood Houses 70
Home Block 102
  Membranes 96

## I

Immortal Future 112
Introducing Rock and Roll 172

## K

Kand 163
Knowledge (Future History) 71
Knowledge (temporal) 72

## L

Lich and Time 167
Locking A Time Traveler 148
Looping 110
Luck 39
  System 111

## M

Math
  Triangles and Squares 118
Maximum Bonuses 144
Maximum Weapons and Armor 147
Misunderstanding 119
Money 112
Moving Between Times 100
Multiclassing 36
Multicorp 170
Multiverse 102

## N

Negativity 29
NPCs 153
  The Bad NPC Chronomancer 172

## O

Old Age 40
One-Less 161
Organization of the Multiverse 102




Michael Short (order #2081358)

**P**

Paradox
- Future 109
- Major 106
- Medium 106
- Minor 106
- Natural Memory Retention 116
- Specific 108
- What if he can 117

Paradoxes 86
- Resolving 106
- When do they Happen 116

Perspective 102
Planes
- Abyss 165
- Heavens 166
- Outer 166

Prerequisites 38
Prestige Classes
- Adept of Luck 38
- Dying Star 39
- Edgewhen 41
- Educated Adept 42
- Eternal Guardian 43
- Forgotten Monk 45
- Forgotten Ninja 47
- Master of the Shuriken 49
- Metamage 50
- National Defender 51
- Necronomancer 52
- Paradox Master 53
- Rage Caster 54
- Shard 55
- Soul of Hatred 56
- Telekineticist 58
- Temporal Rogue 59
- Time Guardian 60
- Time Singer 61
- Wanderer 63
- Western Gunslinger 64

Prophecy 72
Psionics
- Descriptions 210
- Powers Lists 208

**R**

Real Time 87
Research and Rewards 113
Resist Temporal Change 105
Rookta Chirrup 164
Running Different Times 166

**S**

Severed Lifeline 118
Shael Silverson 164
Shards 96
- Bit 97
- Broken Glass 97
- Curled 96
- Glass Drip 97
- Sliver 97
- Snow Flake 97
- Sphere 97
- The Soul 97

Sneak Attack 47
Spell
- Algon's Fire 266

Spells
- Description 178
- Jerry Rigging Teleport 174
- Power Spells 232
- Touch the Divine 130

Spontaneous Change to the Past 116

**T**

Technology 31
Technology (Power Source) 31
Temporal Bonus 147
Temporal Horizon
- Air 120
- Doubling Your Lifeline 121

Temporal Perspective 101
Temporal Traits 90
- Dot Time 90
- Drift 90
- Elastic 91
- Incorporeal Time Travel 92
- Loop Time 92
- Lost Time 92
- Maze Time 92
- Personal Time 92
- Psychosis Time 93
- Putty Time 93
- Repetition Time 93
- Shared Energy 94
- Strict Time 94
- Switchback Time 95

Time
- Beginning 165
- Choosing a Form of 84
- Complex Non-Paradox 90
- Complex Paradox 90
- Corridor Alternate Reality 90
- Creating a Form of 101
- Crisis Paradox 90
- Damaging 118
- End 164
- Final Time 91
- Fixed Time 91
- Flexible Paradox 91
- Flow 95
- Getting Extra 144
- Interaction Between Two Forms of Time 101
- Means of Time Travel Defining Form of Time 102
- Moderate 88
- Non-Paradox 88
- Non-Sequester Time 92
- Paradox 88
- Passage of 87
- Point Time 93
- Simple 85

Time Cubes 186
Time Flow 90
- Chaotic Time 95
- Linear Time 95
- Non-Linear Time 95
- Non-Time 95
- Pattern Time 95
- Shattered Time 95

Time Guardians 169
Time Machines
- Constructing 256
- Epic 303

Time Stop 174
Time Travel
- Disorientation 117
- How 86

**U**

Unknown 47, 53

**V**

Vampires 132, 168

**W**

White Steel 238
Wormhole 88

**Y**

Yesterday Computer 139




Michael Short (order #2081358)

An ancient barbarian has
**Fun with Chainsaws**



Michael Short (order #2081358)

Michael Short (order #2081358)

**OPEN GAME LICENSE Version 1.0a**

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a)"Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b)"Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d)"Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3.Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5.Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6.Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10 Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12 Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13 Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.



Michael Short (order #2081358)

14 Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.\

15 COPYRIGHT NOTICE
Open Game License v 1.0 Copyright 2000, Wizards of the Coast, Inc.

"Requires the use of the Dungeons & Dragons(R), Third Edition Core Books, and the Psionics Handbook, published by Wizards of the Coast(R)"
The Epic Level Handbook, published by Wizards of the Coast(R), is also required for characters above 20th level.

'D20 System' and the 'D20 System' logo are Trademarks owned by Wizards of the Coast and are used according to the terms of the D20 System License version 3.0. A copy of this License can be found at www.wizards.com/d20.

**Product Identification:**
- The following is a listing of Open Game Content: All game mechanics, not including flavor text.
- PI includes, but is not limited to, character and place names, flavor text and stories.
- This document contains no clip art. No art in this product may be reproduced without permission. Permission is granted to print this document for personal use.

**©*Chronomancer* is the property of Mark Charke**
The new materials presented herein are the property of Mark Charke as per Canadian and American copyright laws. This specifically includes the following; The characters Algon, Count James, El-Carpedium, Elidathanar Tizen, Elvinshire, Lurn Chaotica, One-Less and Shael Silverson. The new concepts and labels of and for time which make up the bulk of Chapter's 5: Time and 6: Troubled Time. This new material is not open gaming content and may not be used in other products without permision. This material is intended to conform to the Open Gaming License.

**Mark Charke**
Charke Publishing
www.Charke.ca

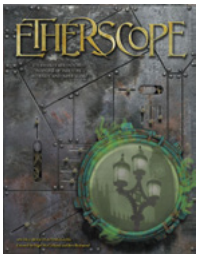


Michael Short (order #2081358)

## Works by
# Mark Charke

### www.GoodmanGames.Com

The Complete Guide to Vampires



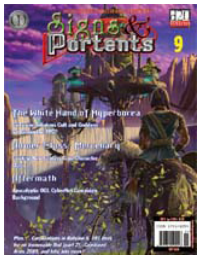
Etherscope

Etherscope: Just a Delivery

DragonMech: Steam Warriors

### www.MongoosePublishing.com

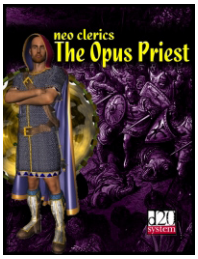
Signs and Portents #2



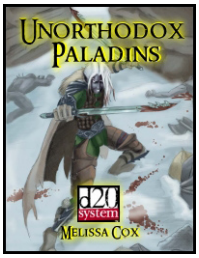
Signs and Portents #9

Signs and Portents #13

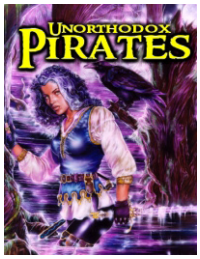
### www.TheLeGames.com



Neo Clerics: The Opus Priest



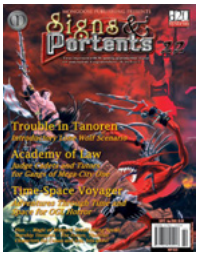
Unorthodox Paladins



Unorthodox Pirates

Unorthodox Sorcerers

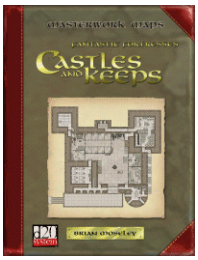
Signs and Portents #20



Signs and Portents #22

Signs and Portents #41

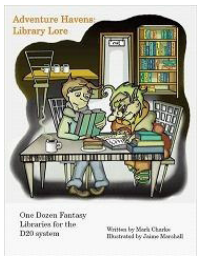
### www.DarkFuries.Com



Fantastic Fortresses: Castles and Keeps

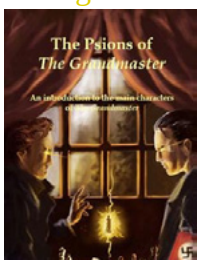
Brok's Blood Pits

### www.BardsandSages.com

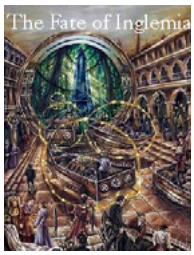


Adventure Havens: Library Lore

### Red Anvil Prod



The Psions of The Grandmaster



The Fate of Inglemia

### SkortchedUrfStudios.com

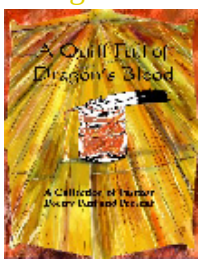
Adventurer Essentials Bastard Sword

Talislanta: The Menagerie

### www.BardsandSages.com

Karmic Races: Elves

A Quill full of Shadows



A Quill full of Dragon's Blood

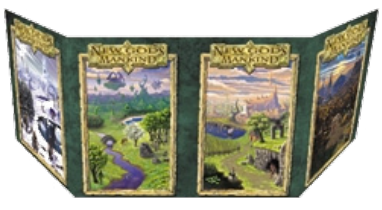
A Quill full of Stardust

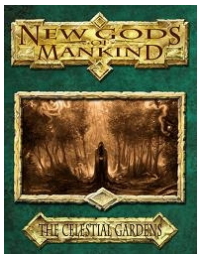
### www.Enworld.org

Heroes of Hope

En World Gamer #2

### www.darkskullstudios.com


New Gods of Mankind: Fates Screen

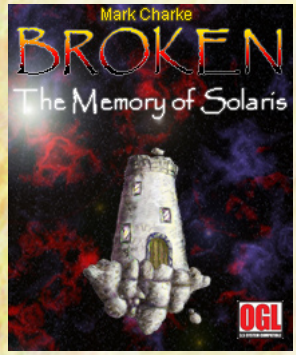


New Gods of Mankind The Celestial Gardens



Michael Short (order #2081358)

# Is your campaign BROKEN yet?

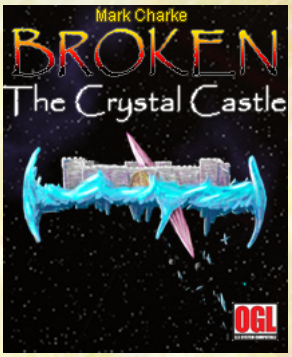



Broken:
The Memory of Solaris

Broken:
The Multicorp

Broken:
The Lost Moon

Broken:
The Oldest Goblin




Broken:
The Crystal Castle

Broken:
The Pipedream

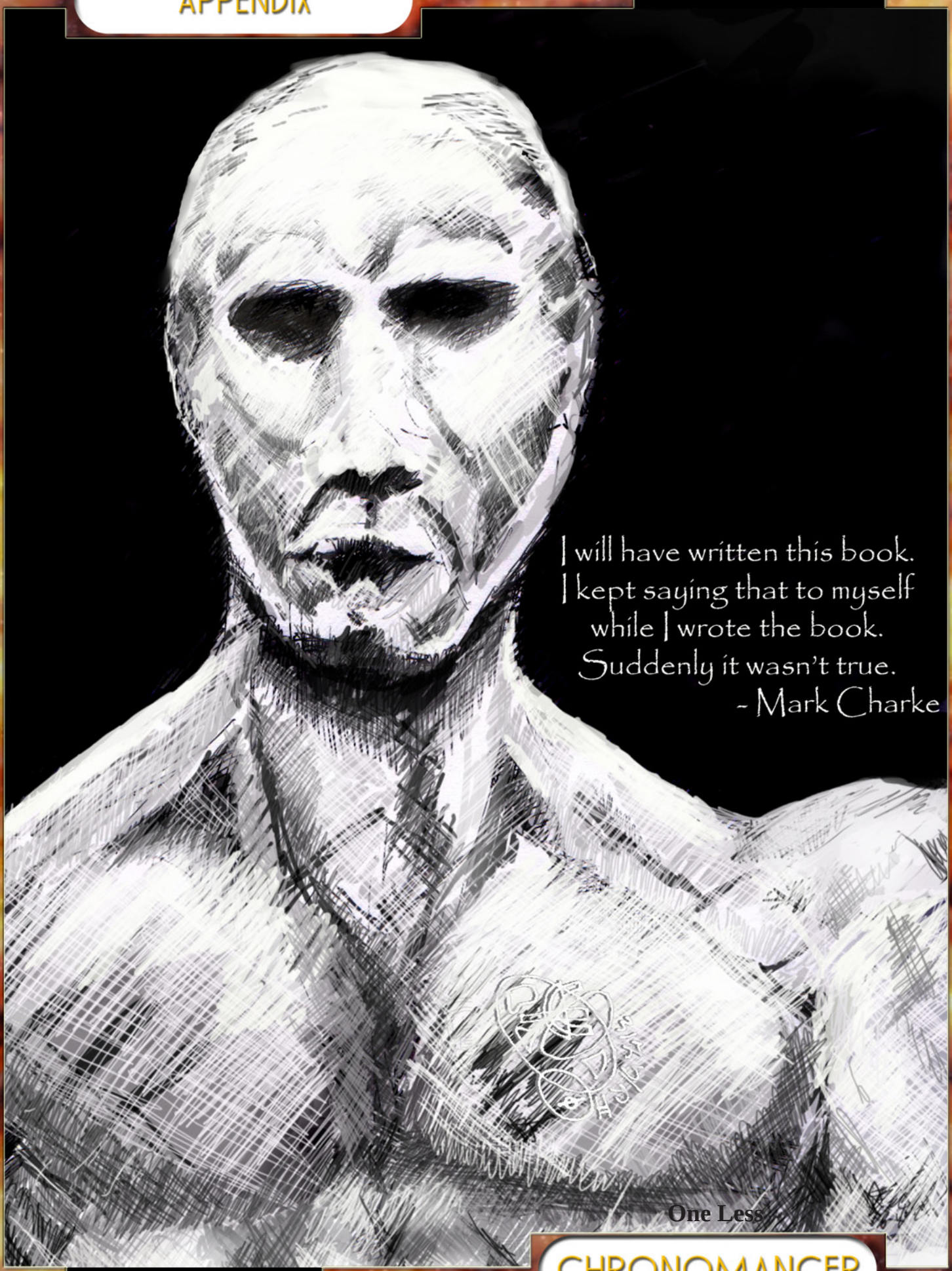
Broken:
The White Ghost

Brought to you by Charke Publishing

www.Charke.ca



Michael Short (order #2081358)




One Less



Michael Short (order #2081358)

# Something for Everyone

Time travel is a topic of much apprehension and dread for many Game Masters. From re-writing campaign history, to bringing back automatic weapons, saving themselves and killing arch-villains when they were toddlers, chronomancers have not found a welcome home in medieval role playing.

This book provides, not all the solutions to time travel, but many of those solutions and the tools to craft the rest of the solutions. Beginning with Fate's fee, and stretching across the multitude of times and laws of physics, every Game Master should be able to craft the campaign setting she wants and allow chronomancers without the fear of losing control.

For the players, there are new classes, feats, spells and a new attitude towards time travel. You have much to explore that has been and will be. You WILL be able to time travel and, at your GM's discretion, you will be able to create paradoxes.

Time travel has long been a part of fantasy. A no more classical example can be made than of Merlin, from King Arthur, who lives time backwards in exchange for immortality. Chronomancer exists for those who have been waiting to explore time past, present and future.

Time for something new

115 new spells

88 new psionic powers

29 new classes and prestige classes

22 new feats

One new attitude

OGL
3.5 SYSTEM COMPATIBLE

Charke Publishing

1066 1274 BC 2 7000 000 000 BC 5 000 000 000 BC

80 AD 65 000 000 BC 3 850 000 000 BC

Michael Short (order #2081358)