

The Chronomancer's Handbook





The Chronomancer's Handbook

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Chapter 1

Introduction

The door opened, and adventurers Malcom and Drath entered the room, a large bundle held in their arms.

Collin," Malcom declared loudly as he entered, "we have the goods!"

Collin didn't bother standing up; he was in the middle of dinner, after all.

"Excellent," Collin said. "Unfortunately, it's of no value to me anymore. The buyer is no longer interested."

Malcom and Drath stared down incredulously at Collin, as if they were unsure if they'd heard him correctly.

"The buyer... isn't interested?"

"I'm sorry, but these things happen," Collin said, shrugging his shoulders and cutting off a piece of steak. "He contacted me just a few hours ago, and apparently his experiment is indefinitely postponed. There's no buyer. Which of course means there's no payment."

As a child prodigy at a wizard's school, Collin was used to having to look up at those he spoke to. He was not, however, used to people picking him up by the scruff of the neck when wanting to speak with him at eye level.

"The deal wasn't with the buyer, it was with you," Drath said, holding Collin up to his eye level. Considering his feet were kicking effortlessly in the air, Collin thought he managed to hold his composure quite well. "Payment in exchange for the seed pod of a magical plant. That was the deal. That was the deal that you made with us just two days ago. Do you have any idea what we went through to get this?"

"I'm sorry," Collin said, his voice cracking slightly. "But I -"

"The plant you wanted was in the center of a nest," Malcom said from behind the boy. "Twenty flesh-eating plants, with the one you wanted right in the middle."

"I understand," Collin said again, "But -"

"In order to get close enough," Malcom continued, a little more loudly, "We had to bait a nearby pack of ogres into the area to serve as cover. When that didn't work, we ended up facing both the plants AND the ogres in a three-way battle for dominance. When one of our allies made it close enough to grab its seed pod, the monstrosity ended up grabbing him instead, and the only way any of us made it out alive was bombarding the entire area with fire flasks and making our escape in the confusion. We haven't even had a chance to bathe yet, because we knew you needed the goods so badly that we came right here!"

Collin made an experimental sniff; they were right, they reeked of plant ooze and smoke.

"We do a job, we get paid," Drath breathed into the boy's face. "Nobody stiffs us out of money, mage-boy. Nobody."

"Think of it from my perspective," Collin tried again. "If I buy that seed pod from you, what am I supposed to do with it? I can't buy goods I have no use for."

The two adventurers were silent for a second.

"Break him," Malcom commanded. Drath slammed Collin into a wall.

"Alright, alright!" Collin cried once his breath had come back, "I'll pay you!"

"Too late, mage boy!" Drath said, his voice hot with rage. "We're taking everything you've got now, and then we take out the difference from your hide!"

Collin reached into his robes and grabbed a handful of the silver dust he kept there for emergencies, flinging it into the face of the large man who held him fast. Drath grunted in pain as the magic went into effect and dropped Collin, but it was only a moment before Malcom was coming towards him, blades drawn.

"You think you can use your tricks to -"

Collin summoned forth his magic and snapped his fingers.

The door opened, and adventurers Malcom and Drath entered the room, a large bundle held in their arms.

Collin," Malcom declared loudly as he entered, "we have the goods!"

"Excellent," Collin said, standing to greet them, "and here is your payment. Pleasure doing business with you!"

Navigating This Book

Section 1 – Archetypes: This section provides new archetypes based around time magic and time manipulation.

Section 2 – Class Options: This section covers new class options dealing with time magic and related effects.

Section 3 – New Talents: Updates to the Time sphere and new talents.

Section 4 – Advanced Talents: Advanced talents for the Time sphere, offering character rebuilding techniques and more.

Section 5 – Casting Traditions and Drawbacks: This section offers new general and sphere-specific drawbacks for time magic users, as well as the Dream Casting casting tradition.

Chapter 2

Archetypes

Martial Traditions

Some of the archetypes presented below feature very simple weapon and armor proficiencies, accompanied by the option to take a martial tradition. Martial traditions were first introduced in the martial companion to Spheres of Power, Spheres of Might. If you do not have access to Spheres of Might, you can instead use these archetypes by keeping the class's original proficiencies and replacing the blended training class feature with the casting progression that corresponds with the base class (for example, the temporal trapper and time knight archetypes would both grant the character a Low-Caster talent progression).

Chronomancer (Symbiat Archetype)

While the power most symbiats gain from bonding with psionic aberrations grants them enhanced mental capabilities, some symbiats attract even stranger and more unusual beings. Granted power over time and space itself, these "chronomancers" have unparalleled power over reality.

Chronomancy: The chronomancer gains the Time and Warp spheres as bonus magic talents. If he has either of these spheres already, he receives instead a bonus talent from that sphere instead.

This replaces mental powers.

Psionics (Su): The chronomancer's powers are fundamentally different than those of most symbiats. The chronomancer does not gain any of the psionic effects normally available to the symbiat, and instead gains access to the following psionic effects-

Rapid Teleportation: Whenever the chronomancer uses the teleport ability of the Warp sphere to transport only himself and up to a light load, he may do so as a move action instead of a standard action. If the chronomancer possesses the Quick Teleport talent, he may instead use the teleport ability as a

swift action, so long as he teleports only himself and up to a medium load. The chronomancer does not need to expend a standard action to activate this ability as normal for a psionic effect, but each use of this ability expends one 1 round from his total psionic effect rounds per day.

Temporal Feedback Loop: The chronomancer may trap one enemy within 60 ft. in a time-altering effect that causes them to experience the same moment during multiple timelines, to the enemy's detriment. The target is allowed a Will saving throw (DC 10 + 1/2 the chronomancer's class level + his Intelligence modifier) to resist this effect. A target who fails their saving throw against this effect must roll twice for every attack roll, saving throw, skill check, or ability check they make while under the effects of this ability, taking the lower result. Regardless of whether the target succeeds or fails at their saving throw, each use of this ability consumes a minimum of 1 round of the chronomancer's psionics. At 13th level, the chronomancer may target and maintain this effect against up to two creatures at once when using this ability. At 19th level, the chronomancer may target up to and maintain this effect against up to three creatures at once.

Warp Dodge: The chronomancer can use their mastery of time and space to help protect himself and his allies from detrimental effects. So long as this effect is active, as an immediate action the chronomancer may grant himself or an ally within 60 ft. a bonus to a single saving throw equal to 1/2 his class level (minimum 1). The chronomancer may use this ability after the roll is made, but must use this ability before the result of the saving throw is known.

Timeline Link: Starting at 3rd level, the chronomancer gains the ability to create a minor temporal paradox that allows him to create a situation where he has already given an ally advice on how to accomplish a task. Choose one ally within 60 feet; whenever that ally makes a skill check using a skill the chronomancer is trained in, he may use the aid another action to assist them with the check as a free action that can be taken even when it's not his turn, and regardless of his current condition (though this ability must be active and the chronomancer must be conscious). The chronomancer may change the target of this ability as part of the free action used to maintain his

psionic effects each round. At 10th level, the chronomancer may share this ability with all allies within 60 feet.

Warp Edge: From 6th level on, the chronomancer gains the ability to apply a spatial distortion to the edge of his weapon, or the weapon of an ally within 60 ft., allowing it to more easily pass through armor and deal grievous blows. Creatures benefiting from this psionic effect gain a +2 circumstance bonus to attack rolls and a +4 bonus to damage rolls with any weapon they wield. At 9th level and every three levels thereafter, the chronomancer may affect one additional target with this ability. Creatures who move more than 60 ft. away from the chronomancer immediately lose all benefits of this ability until they are once more within 60 ft. of the chronomancer.

Temporal Accord: At 7th level, the chronomancer gains the ability to create a special localized time stream around himself and his allies. Whenever the party rolls for initiative, all allies within 30 ft. of the chronomancer may take the highest initiative roll from amongst themselves and add their own modifiers to it (for example, the chronomancer and three of his allies roll initiative and their results are 7, 10, 13, and 16; all affected allies may choose to take 16 and add their own initiative modifiers). Whenever multiple allies within 30 ft. are required to make a Reflex saving throw from the same effect (such as multiple allies being within the area of the same fireball spell) they may all roll their saving throw and take the highest result from amongst themselves, applying their own modifiers.

Improved Rapid Teleportation: At 9th level, the chronomancer gains Group Teleport from the Warp sphere; if he already possesses this talent from another source, he may instead take any Time or Warp talent he qualifies for. In addition, the chronomancer may now use the action economy increases from his rapid teleportation ability even when teleporting multiple creatures, as long as he pays the appropriate costs as detailed in Group Teleport.

Temporal Armor: Upon reaching 11th level, the chronomancer gains the ability to surround himself and nearby allies in a shifting field of broken causality that protects them from harm. While this ability is active, the chronomancer and all allies within 30 ft. gain a +4 insight bonus to their AC and Reflex saving throws.

Chronomantic Mastery: At 16th level, the chronomancer gains Improved Haste from the Time sphere; if he already possesses this talent from another source, he may instead take any Time or Warp talent he qualifies for. In addition, whenever the chronomancer uses the *haste* ability from the Time sphere, he may expend two rounds of his psionics to grant the target an extra move action, 1 additional attack of opportunity, and increases the bonus to attack rolls granted by Improved Haste from +1 to +4 for the duration of the *haste* effect.

Greater Temporal Accord: From 19th level on, the chronomancer may use spells and sphere effects on any target benefiting from either his timeline link or temporal accord abilities, regardless of distance, line of sight, or line of effect.

This alters psionics.

Enhanced Teleportation: Starting at 3rd level, the chronomancer's mastery of time and space begins to become instinctual and inform all his uses of related magic. The chronomancer increases the maximum distance he can travel when using the teleport ability by 10 ft. and extends the duration of all *alter time* effects by 1 round; if an *alter time* effect would normally have a duration measured in minutes or hours, the effect is instead extended by 1 minute or 1 hour, as appropriate. The range of his teleport ability increases by an additional 10 ft. and the duration of his *alter time* effects increase by an additional 1 round for every three chronomancer levels he possesses beyond 3rd.

This replaces pushed movement.

Clockstopper (Gunslinger Archetype)

Bullets, arrows, and crossbows whizzed around her, but she dodged them with ease. Leaning casually to the side to avoid the hail of enemy fire, she calmly reloaded her gun. Her target was just ahead, but the shot should have been impossible to make under the circumstances. She didn't care. There, in that moment, she had all the time in the world.

-An excerpt from Her Majesty's Firearm, by Vinnis Runerider

All gunslingers need speed. That's a simple fact. But there are some that find the more mundane methods of getting faster to be insufficient, and instead turn to the arcane arts to improve their odds. Those who focus on magic that bends time are commonly called clockstoppers. The term is used as a derogatory term by those spellcasters who considered these warriors to be amateurs at best and arrogant upstarts at worst. Most clockstoppers don't care however, stating that their meager mastery of magic is more than enough to finish the job when combined with their mastery of firearms.

Weapon and Armor Proficiency: The clockstopper is proficient with simple weapons and the type of firearm she chooses with the gunsmith class feature (blunderbuss, musket, or pistol), as well as light armor. In addition, if this is her first level in any class, she may select a martial tradition of her choice.

This modifies the gunslinger's normal weapon and armor proficiencies.

Blended Training: The clockstopper gains a talent at 1st level, 2nd level, and every even level thereafter. This talent may be spent on either magic talents or combat talents. The clockstopper is considered a Low-Caster, gains 2 bonus magic talents at 1st level as normal for gaining her first level in a casting class, and uses Wisdom as her casting and practitioner ability modifier.

This replaces the gunslinger's dodge, gunslinger initiative, dead shot, and lightning reload deeds.

Spell Pool: At 1st level, the clockstopper gains a small reservoir of magical energy she can use to create truly wondrous effects, called a spell pool. This pool contains a number of points equal to her level + her Wisdom modifier (minimum 1). This

pool replenishes once per day after roughly 8 hours of rest. The clockstopper may spend spell points as though they were grit points when using any of her deeds. For the purposes of feat prerequisites, the clockstopper satisfies the prerequisites as if she were a grit or panache user.

This replaces grit.

Time Magic: The clockstopper gains the Time sphere as a bonus talent at 1st level; if she already possesses this talent from another source, she may instead may take any Time sphere talent she qualifies for.

Fast-Time Reload (Su): Starting at 3rd level, as long as the clockstopper is under the effects of a *haste* spell or *alter time* effect, she may reload a one-handed firearm as a free action or a two-handed firearm as a swift action.

This replaces the pistol-whip deed.

Leaping Shot: Starting at 7th level, the clockstopper gains Leaping Shot Deed as a bonus feat, even if she would not normally qualify for it. If the clockstopper already has the Leaping Shot Deed feat, she can immediately swap it for another feat for which she qualifies.

This replaces the startling shot deed.

Rewind: At 15th level, the clockstopper gains the Second Chance talent from the Time sphere as a bonus talent; if the clockstopper already possesses the Second Chance talent, they may instead gain any talent from the Time sphere they qualify for. In addition, whenever the clockstopper uses an *alter time* effect on herself, she may choose to have the duration automatically doubled; if the effect normally requires concentration, it instead lasts for a number of rounds equal to

the clockstopper's caster level. These increases only affect the clockstopper if the effect would normally affect multiple targets (such as when using the Group Time talent).

This replaces the slinger's luck deed.

Slow-Time (Su): Upon reaching 20th level, whenever the clockstopper is under the effects of an active *haste* (the spell or the *alter time* effect), she gains a +4 circumstance bonus to attack rolls, damage rolls, and saving throws in addition to the ability's normal effects. The clockstopper also gains these benefits on attacks made against enemies under the effects of *slow* (the spell or the *alter time* effect), and to saving throws against spells and abilities created by such enemies.

This replaces true grit.

Epoch-Walker (Soulknife Archetype)

I am a weapon, forged by aeons. Immortal, deadly, and dangerous, my powers are born from eternity and capable of slaying even immortals. Like time itself, I am inescapable.

Weapon and Armor Proficiency: Epoch-walkers are proficient with simple weapons, light armor, and their own mind blade (regardless of form). In addition, if this is his first level in any class, he may select a martial tradition of his choice.

This modifies the soulknife's normal weapon and armor proficiencies.

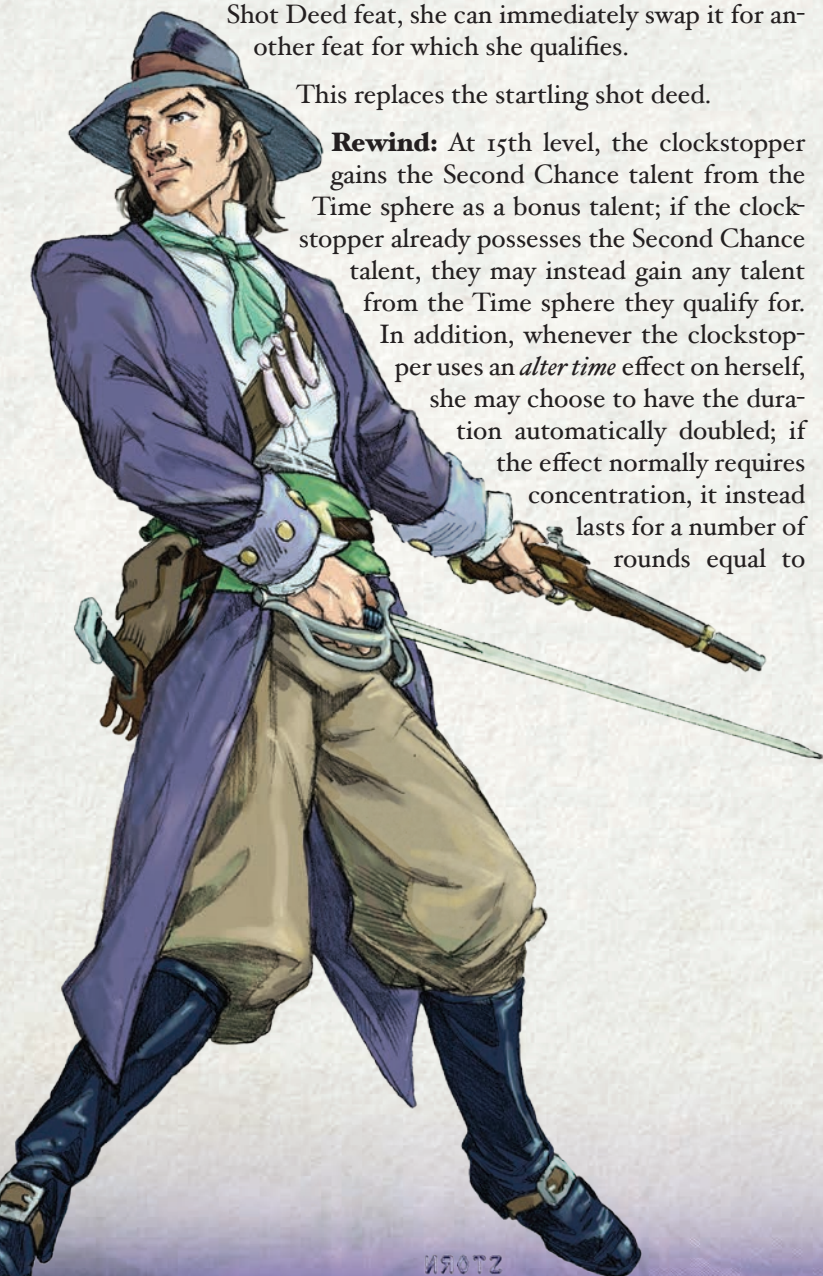
Blended Training: From 1st level on, the epoch-walker gains a talent each time he gains a class level. This talent may be spent on either magic talents or combat talents. The epoch-walker is considered a Low-Caster, gains 2 bonus magic talents at 1st level as normal for gaining his first level in a casting class, and uses Wisdom as his casting and practitioner ability modifier.

This replaces the bonus feat normally gained at 1st level, and the blade skills gained at 4th, 8th, 12th, and 16th level.

Spell Pool: At first level, the epoch-walker gains a small reservoir of magical energy he can use to create truly wondrous effects, called a spell pool. This pool contains a number of points equal to his level + his Wisdom modifier (minimum 1). This pool replenishes once per day after roughly 8 hours of rest.

Time Magic: The epoch-walker gains the Time sphere as a bonus talent at 1st level; if the epoch-walker already possesses this talent from another source, he may instead take any Time talent he qualifies for.

Inevitable Strike (Su): Beginning at 3rd level, the epoch-walker can charge his mind blade with temporal energy as a move action. This effect grants the soulknife a circumstance bonus on his next attack roll equal to half his class level (minimum 1). When the soulknife successfully damages an opponent with this attack, or by touching an ally as a standard action, he creates a link to them that lasts for 1 day per class level and allows him know their current location as long as they are



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on the same plane and within 1 mile per class level the soulknife possesses. As long as the bond created by inevitable strike is in effect and he can use it to sense the target's location, the soulknife can target the affected creature with *alter time* effects regardless of range, line of sight, or line of effect. The soulknife can only have a total number of inevitable strike bonds active equal to his Wisdom modifier (minimum 1); if the soulknife creates an inevitable strike bond against a creature that would increase his total number of bonds beyond this limitation, he must choose a bond to dismiss. The soulknife may dismiss an inevitable strike bond as a free action.

This replaces psychic strike.

Epoch Walker (Su): At 20th level, the epoch-walker becomes immortal. He remains in his current age category forever, though effects that decrease his age or reverse the negative effects of aging can still affect him if he so chooses. Even if the soulknife comes to a violent end, he is spontaneously returned to life (as though by the Resurrection advanced talent from the Life sphere) 24 hours later in a place of his choosing within 20 miles of the place he died. The soulknife must have visited the place in which he returns back to life at least once. In addition, whenever the soulknife forms an inevitable strike bond, it lasts indefinitely, only ending when the soulknife dismisses it or the target of the bond is slain.

This replaces the blade skill normally gained at 20th level.

Fracture (Fighter Archetype)

Anything can be broken, as long as one knows how. Bone, flesh, steel, even time itself shatters when enough pressure is applied in the correct way. Fractures are strange warriors who possess the ability to perceive time differently than most, slipping between the cracks within moments and shattering the temporal limitations that bind most mortals.

Weapon and Armor Proficiency: The fracture does not gain proficiency with heavy armor or tower shields.

Accelerated Learning (Ex): The fracture gains 4 skill points + a number of skill points equal to his Intelligence modifier at each level, instead of the normal 2 skill points + Intelligence modifier at each level. Furthermore, Knowledge (arcana), Knowledge (local), Knowledge (planes), Perception, and Use Magic Device are all class skills for him.

Chronal Reactions (Ex): At 2nd level, the fracture's ability to perceive openings and react to opponents on the battlefield is enhanced to an extraordinary degree. The fracture increases the number of attacks of opportunity he can make in a round by 1, plus an additional 1 at 5th level and every three levels thereafter. In addition, whenever the fracture makes a saving throw, he may expend an attack of opportunity to reroll the result; he must choose to use this ability before he knows the result of the saving throw, and must accept the result even if it is worse than his original roll.

This replaces the bonus feat normally gained at 2nd level.

Time Fracture (Su): Starting at 6th level, the fracture may expend two of his attacks of opportunity for the round as a swift action to enter a state of broken time called a "time fracture" that allows him to accomplish more in a small amount of time than he normally could. When the fracture uses this ability, he may perform either of the following options:

As a standard action, the fracture may move up to his speed and make a single attack action against a target within his reach. This attack action may be taken at any point during this movement.

As a full-round action, the fracture may move up to his speed and make a full attack. Each attack in the full attack may be made against a target within the fracture's reach at any point during the movement (this would allow the fracture to move and make all of his attacks against a single target, or make attacks against multiple targets along the path of his move).

This replaces the bonus feat normally gained at 6th level.

Second Attempt (Su): From 10th level on, the fracture may expend one of his attacks of opportunity for the round as an immediate action to allow himself or an ally within 30 ft. to reroll a to reroll a single failed Strength- or Dexterity-based skill check. The fracture must choose whether or not to use this ability as soon as he knows the result of the failed roll.

This replaces the bonus feat normally gained at 10th level.

Countering Reaction (Su): Starting at 14th level, whenever the fracture provokes an attack of opportunity due to moving out of or through a threatened square, he may expend two of his attacks of opportunity for the round to attempt to counter the attack. The fracture makes a single attack roll at his highest bonus and compares the result to the attack roll for the triggering attack; as long as the result of the fracture's attack roll is equal to or greater than the triggering attack roll, the attack is negated.

This replaces the bonus feat normally gained at 14th level.

Perfect Moment (Su): Upon reaching 20th level, the fracture gains the ability to enter a state of temporal acceleration that allows him to do far more in a narrow frame of time than would normally be possible. As a free action that can only be taken once per turn, the fracture may expend 5 of his attacks of opportunity for the round to gain an extra standard action, an extra move action, and an extra swift action. The fracture may use these additional actions in any order or combination, including to make an additional full attack. Using this ability drastically depletes the fracture's resources, however, and he cannot make or expend attacks of opportunity until the end of his next turn after using this ability.

This replaces weapon mastery.

Hasted Blade (Swashbuckler Archetype)

Time seemed to *slow* almost to a standstill. She could see the ever-so-slight movement of her opponent's chest rising with an inhalation, the slow twist of their wrist as they moved for a block that couldn't possibly stop her attack. As her blade slid into her opponent's chest, time snapped into focus once more. Like time itself, her opponent's life was hers.

Weapon and Armor Proficiency: Hasted blades are proficient with simple weapons, as well as light armor and bucklers. In addition, if this is her first level in any class, she may select a martial tradition of her choice.

This modifies the swashbuckler's normal weapon and armor proficiencies.

Blended Training: From 1st level on, the hasted blade gains a talent each time she gains a class level. This talent may be spent on either magic talents or combat talents. The hasted blade is considered a Low-Caster, gains 2 bonus magic talents at 1st level as normal for gaining her first level in a casting class, and uses Charisma as her casting and practitioner ability modifier.

This replaces the swashbuckler's dodging panache, kip-up, superior feint, and bleeding wound deeds.

Spell Pool: At 1st level, the hasted blade gains a small reservoir of magical energy she can use to create truly wondrous effects, called a spell pool. This pool contains a number of points equal to her level + her Charisma modifier (minimum 1). This pool replenishes once per day after roughly 8 hours of rest. The hasted blade may spend spell points as though they were panache points when using any of her deeds. For the purposes of feat prerequisites, the hasted blade satisfies the prerequisites as if she were a grit, luck, or panache user. Hasted blade levels stack with gunslinger levels for the purpose of satisfying Signature Deed's level requirement.

This replaces panache.

Time Magic: The hasted blade gains the Time sphere as a bonus talent at 1st level; if the hasted blade already possesses this talent from another source, she may instead take any Time talent she qualifies for.

Accelerated Comeback (Su): From 2nd level on, whenever the hasted blade takes damage from an enemy attack, as soon as damage from the attack is resolved she may, as a free action that may be taken even when it is not her turn, spend 2 spell points to activate the *baste* effect from the Time sphere targeting herself. This effect is automatically treated as though the hasted blade had spent a spell point to sustain it without concentration. The hasted blade may use this ability in response to



damage taken during a surprise round, even if she is flat-footed or otherwise unable to act. Drawbacks that prevent the hasted blade from using *haste* also prevent her from using this ability.

This replaces charmed life.

Decelerating Strike (Su): Starting at 3rd level, whenever the hasted blade successfully damages a creature with an attack made as an attack action, she may spend a spell point to target the creature with the *slow* effect from the Time sphere; this effect lasts for a number of rounds equal to 1/2 the hasted blade's class level. The creature is entitled to a saving throw against the *slow* effect as normal. Drawbacks or effects that prevent the hasted blade from using *slow* also prevent her from using this ability.

This replaces the menacing swordplay deed.

Rapid Attacker (Su): From 4th level on, as long as the hasted blade is under the effects of *haste* (either the *alter time* effect or the spell), once per round on her turn she may expend an attack of opportunity to move up to half her speed.

This replaces the bonus feat normally gained at 4th level.

Instantaneous Defenses (Su): At 15th level, the hasted blade gains Improved Haste as a bonus talent; if she already knows this talent she may instead gain any other talent she qualifies for from the Time sphere. In addition, whenever the hasted blade uses *haste* on herself, she increases the dodge bonus to AC and Reflex saving throws granted by Improved Haste to +4; this increase only affects the hasted blade, even if that casting of *haste* would normally affect multiple targets (such as when using Group Time).

This replaces the dizzying defense deed.

Perfect Haste (Su): Upon reaching 20th level, the hasted blade has become permanently imbued with the power of her time magic. The hasted blade benefits from a constant *haste* effect, applying any benefits of her caster level, Time talents, and class features as though she had cast *haste* on herself. As a free action taken at the start of her turn each round, the hasted blade may choose whether to gain an additional attack on a full attack or additional attacks of opportunity (as described in the New Talents section). In addition, the hasted blade is immune to the paralyzed and entangled conditions, and cannot be affected by *slow* (both the *alter time* effect and the spell).

This replaces swashbuckler weapon mastery.

Temporal Trapper (Ranger Archetype)

"It is our responsibility to protect not just a single forest or city, but reality itself. There are creatures out there that cannot be slain by mortal weapons, nor held by even the finest dwarven-forged cage. When you find such a creature, the only bars that will hold it are those of reality itself; you must trap it beyond time and space, in a non-place from which there is no escape."

- Rohabar Gullwing, master trapper, to a group of new recruits.

Weapon and Armor Proficiency: Temporal trappers are proficient with simple weapons, as well as light armor and bucklers. In addition, if this is her first level in any class, she may select a martial tradition of her choice.

This modifies the ranger's normal weapon and armor proficiencies.

Blended Training: From 1st level on, the temporal trapper gains a talent each time he gains a class level. This talent may be spent on either magic talents or combat talents. The temporal trapper is considered a Low-Caster, gains 2 bonus magic talents at 1st level as normal for gaining his first level in a casting class, and uses Wisdom as his casting and practitioner ability modifiers.

This replaces wild empathy and the spellcasting rangers normally gain at 4th level.

Spell Pool: A temporal trapper gains a small reservoir of magical energy he can use to create truly wondrous effects, called a spell pool. This pool contains a number of points equal to his level + his Wisdom modifier (minimum 1). This pool replenishes once per day after roughly 8 hours of rest.

Temporal Trapping: The temporal trapper gains the Time sphere and Trap sphere (presented in Spheres of Might) as bonus talents at 1st level; if the temporal trapper already possesses one or both talents from another source, he instead may replace the duplicate talent or talents with any Time or Trap sphere talent he qualifies for.

Temporal Trappers without Spheres of Might

If you are not using Spheres of Might, you may still use the temporal trapper archetype by using the instructions presented in Sidebar: Martial Traditions and having the temporal trapping class feature grant Learn Ranger Trap as a bonus feat instead of the Trap sphere. Any class features that refer to snares created with the Trap sphere would instead refer to traps created using Learn Ranger Trap. Whenever a class feature refers to darts from the Trap sphere, allow it to apply to ranged attacks made as an attack action (the standard action you take by default when making a single attack).

Charged Trap (Su): From 2nd level on, whenever the temporal trapper places a snare using the Trap sphere, he may spend 1 additional spell point to add an *alter time* effect to the trap. Any creature who triggers the snare activates the *alter time* effect; if it is normally a targeted ability, the creature is immediately affected by that ability, though they are allowed a saving throw if appropriate (though they use the trap DC instead of the sphere DC as normal). If the the *alter time* effect normally creates an area effect, the square itself is used as the center of that effect (even if it would normally be centered on the caster) and all creatures within the area are immediately affected by the ability, making saves as normal if appropriate. Any *alter time* effect with a duration longer than instantaneous lasts for 1 round per caster level, regardless of its normal duration, though the temporal trapper may dismiss it on his turn as a free action.

If the temporal trapper knows the Temporal Trap talent from the Time sphere, he does not need to spend a spell point when using this ability, though he must pay all other costs of the *alter time* effect as normal.

This replaces the combat style feat normally gained at 2nd level.

Charged Dart (Su): Whenever the temporal trapper successfully damages an opponent with a dart made using the Trap sphere, he may, as an immediate action, use a single *alter time* effect against the creature, paying any spell point costs as normal.

This replaces woodland stride.

Temporal Trapping: Beginning at 6th level, whenever the temporal trapper chooses a combat style feat, he may instead choose any talent from the Time or Trap spheres.

Imprisoning Trap (Su): At 20th level, the temporal trapper may spend 5 spell points when placing a snare created with the Trap sphere to imbue it with magical energy capable of imprisoning the creature outside of time itself. Any creature

who fails their Reflex saving throw against the snare must immediately make a Will saving throw (DC 10 + 1/2 the temporal trapper's class level + his Wisdom modifier) or banish the creature outside the flow of time, placing it a state of eternal temporal stasis. 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. The creature cannot return to reality under its own power, and can only be restored by another creature returning it to existence with a miracle, wish, Reclamation or a similar effect.

This replaces master hunter.

Time Knight (Paladin Archetype)

While many paladins serve as guardians and enforcers for goodly gods, time knights serve a more enigmatic power. While discipline and righteousness are important factors to a being's suitability to act as a time knight, they are given much more leeway in how they choose to combat evil forces that disrupt the natural flow of time.

Weapon and Armor Proficiency: Time knights are proficient with simple weapons, as well as light armor and bucklers. In addition, if this is her first level in any class, she may select a martial tradition of her choice.

This modifies the paladin's normal weapon and armor proficiencies.

Blended Training: From 1st level on, the time knight gains a talent each time she gains a class level. This talent may be spent on either magic talents or combat talents. The time knight is considered a Low-Caster, gains 2 bonus magic talents at 1st level as normal for gaining her first level in a casting class, and uses Charisma as her casting and practitioner ability modifier.

This replaces the paladin's aura of good and the spellcasting paladins normally gain at 4th level.

Spell Pool: At 1st level, the time knight gains a small reservoir of magical energy she can use to create truly wondrous effects, called a spell pool. This pool contains a number of points equal to her level + her Charisma modifier (minimum 1). This pool replenishes once per day after roughly 8 hours of rest.

Time's Chosen: The time knight gains the Time sphere as a bonus magic talent.

Detect Chronomancy (Sp): The time knight gains the ability to detect evil creatures who have tampered with the forces of time. This functions as the paladin's detect evil class feature, but the time knight can only detect evil creatures who have powers that affect the natural flow of time; this includes evil creatures who possess the Time sphere or any of its talents, evil creatures that know time magic spells such as *haste*, *slow*, or *time stop*, and evil creatures with abilities that allow them to manipulate time, such as evil time dragons.

This alters but otherwise counts as the detect evil class feature.



Aura of Stable Time (Su): At 3rd level, the time knight is immune to all magical aging effects. The time knight and all allies within 10 ft. of her gain a +4 morale bonus on saving throws against time effects; this includes effects created with the Time sphere or any of its talents, time magic spells such as *slow*, or the shifting breath of a time dragon.

This replaces aura of courage.

Aura of Disruption (Su): At 14th level, a time knight's attacks deliver a jolt of disruptive choral energy that makes it difficult for creatures to cast spells or use spell-like abilities. Any creature struck by the time knight who attempts to cast a spell or use a spell-like ability before the start of the time knight's next turn must succeed at a concentration check (DC 15 + 1/2 the time knight's class level) or have the spell fail, losing any spell points, spell slots, and the action taken to cast the spell. Any attack action made by an ally within 10 ft. of the time knight also benefits from this effect.

This replaces aura of faith.

Choral Imprisonment (Su): At 20th level, a time knight gains the ability to permanently remove temporal threats from the timeline. Whenever she uses smite evil and successfully strikes an evil creature who possess the Time sphere or any of its talents, an evil creature that knows time magic spells such as *haste*, *slow*, or *time stop*, or an evil creature with abilities that allow them to manipulate time, that creature must succeed at a Will saving throw or be instantly erased from the timeline. Creatures slain by this ability cannot be returned to life by *raise dead*, *resurrection*, or similar effects (such as the Resuscitate talent from the Life sphere). Once a creature has succeeded on a saving throw against this ability, they cannot be affected by it again for 24 hours. Whenever the time knight successfully erases a threat to the timeline using this ability, she regains 1 use of her smite evil ability.

This replaces holy champion.

Code of Conduct: The time knight must be of any good alignment and instantly loses all class features except proficiencies, martial traditions, and combat talents if her alignment ever ceases to be good. Additionally the time knight must do her best to slay or imprison any evil creature she encounters who possess the Time sphere or any of its talents, evil creatures that know time magic spells such as *haste*, *slow*, or *time stop*, or evil creatures with abilities that allow them to manipulate time. The time knight can choose to accompany such a creature for a limited time in service to a greater good, but willingly allowing such a creature to go free causes the time knight to suffer the same effects as losing her good alignment until the time knight receives an atonement or brings the creature to justice.

Time Stalker (Slayer Archetype)

"Many killers can find their target no matter where they are, but I can find my target no matter when they are. When I kill a man, it is not to punish him for his crimes, it is to erase his crimes from existence." - Orrin Jax, time stalker.

Weapon and Armor Proficiency: Time stalkers do not gain proficiency with shields of any type.

Rapid Study (Su): From 1st level on, a time stalker may choose to take 1 point of Constitution damage when using his studied target ability to process information at a supernaturally rapid pace, reducing the time need to use studied target by one step (move to swift, swift to free, immediate to a free action that can be taken even when it is not his turn).

Time Stalker (Su): From 13th level on, the time stalker becomes completely immune to the negative effects of temporal magic. He cannot be slowed by the Time sphere's *slow* effect, the *slow* spell, or similar effects, nor can he be magically aged. Any other effect created by the Time sphere only affects the time stalker if he so chooses. Whenever a creature within 100 ft. of the time stalker uses an ability such as Time Freeze from the Time sphere or the time stop spell, he may act freely during rounds of frozen time; he can damage the caster of the spell and the caster of the spell may damage him, but all other restrictions applicable to the caster of the effect apply to the time stalker as well.

This replaces the instance of slayer's advance gained at 13th level; the time stalker may use slayer's advance 1/day at 17th level instead.

Erase From Time (Su): Upon reaching 20th level, the time stalker gains the ability to erase his targets from the timeline, undoing their recent deeds and preventing them from being returned to life. As a standard action, the time stalker may make a single attack at his full attack bonus against a studied target; on a successful attack the target must succeed at a Fortitude saving throw (DC 10 + the time stalker's Intelligence modifier + 1/2 his class level) or be erased completely from the timeline. The target cannot be raised from the dead or resurrected by any means short of a wish or miracle, and any creature they have slain within the last 24 hours is returned to life as though they had never been slain in the first place. At the GM's discretion, other actions the slain target has taken within that same time frame may also be undone.

This replaces master slayer.

Time Thief (Rogue Archetype)

Any thief can steal a bauble, and any bard can steal a heart, but it takes a master to steal a moment from fickle Time herself.

Steal Speed (Su): Starting at 2nd level, the time thief gains the ability to steal a tiny fraction of her opponent's speed and reaction time when making a sneak attack. Once per round when performing a sneak attack on an opponent, the time thief can sacrifice a number of her sneak attack damage dice to steal an action from her opponent, allowing the time thief to take that action and denying her opponent the ability to use that action until the start of the time thief's next turn. An affected target is allowed a Will saving throw (DC $10 + \frac{1}{2}$ the time thief's class level + her Charisma modifier) to negate the effect. The actions the time thief can steal, and the amount of sneak attack dice she must sacrifice to steal them, are as follows-

- *1 sneak attack die*- Attack of opportunity. The time thief steals 1 attack of opportunity from her opponent and increases the number of attacks of opportunity she can make by 1 until the start of her next turn.
- *3 sneak attack dice*- Swift or immediate action. The time thief steals her opponent's swift action and may use an extra swift action on her turn, or an additional immediate action before the start of her next turn.
- *5 sneak attack dice*- Move action. The time thief steals her opponent's move action and may use an extra move action on her turn.
- *7 sneak attack dice*- Standard action. The time thief steals her opponent's standard action and may use an extra standard action on her turn.
- *10 sneak attack dice*- Full round action. The time thief steals her opponent's standard and move actions, and may use an extra standard action and move action on her turn.

This replaces the rogue talent normally gained at 2nd level.

Steal Time (Su): From 10th level on, whenever the time thief reduces an opponent to 0 or fewer hit points with a sneak attack, she may spend an immediate action to instantly slay the opponent unless they succeed at a Fortitude saving throw (DC $10 + \frac{1}{2}$ the time thief's class level + her Charisma modifier). If the target fails their saving throw, the time thief absorbs a portion of the time the creature would have still had left, adding it to her own. The time thief increases her natural life span by a number of years equal to the creature's CR; a creature whose CR is less than 1 provides no benefit. If the time thief is middle aged or older, she may subtract these years from her current age up to her minimum age for adulthood, removing any age-related penalties to physical ability scores while retaining any bonuses to mental ability scores; the time thief cannot gain bonuses for reaching a new age category more than once. In addition, each time the time thief successfully slays a creature whose CR is at least 1 with this ability, she gains a number of temporary hit points equal to twice her class level; these temporary hit points expire after one minute.

This replaces the rogue talent normally gained at 10th level.

Stolen Eternity (Ex): Time thieves who reach 20th level have stolen so much time that it can no longer touch them. The time thief no longer suffers penalties to her physical ability scores due to age and cannot die due to old age, though she still accrues mental bonuses for aging as normal. She cannot be affected by any magical effect which alters her age unless she chooses to be, and any beneficial time effect cast on the time thief, such as a *haste* spell or *alter time* effect, automatically has its duration doubled; this extended duration applies only to the time thief and does not affect the duration of the spell for any other targets. In addition, the vast amounts of stolen time that imbue the time thief's body can help her heal injuries much faster than normal, granting her fast healing 5.

This replaces master strike.

Chapter 3

Class Options

Armiger Prowesses

Clockwork Custom Weapons (Su): You learn how to outfit your weapons with clockwork dials and mechanisms that also act as minor supernatural ritual charms. Whenever you successfully damage an opponent with one of your customized weapons while using a melee attack action, you may expend your martial focus to force the opponent to succeed on a Will saving throw (DC 10 + 1/2 your class level + your practitioner modifier) or be *slowed* (as the Time sphere *alter time* effect) for 1 round.

Hedgewitch Traditions

Temporal Traveler

Class Skills: Disguise, Knowledge (planes), Knowledge (history).

You are a time traveler, or at least have explored time and space through the manipulation of magic and esoteric devices, hiding among the locals through a combination of future insights and clever misdirection.

Tradition Benefit: You gain the Time sphere as bonus magic talent. If you already have this sphere, you may choose any talent you qualify for from the Time sphere in its place.

Tradition Power: At the start of each day you gain an insight pool containing a number of insight points equal to your casting ability modifier (minimum 1). Your insight goes up or down throughout the day, but usually can't exceed your casting ability modifier, though feats and magic items can affect this maximum. You spend insight points to accomplish deeds, and regain one point of insight whenever they spend two or more spell points on a sphere power or class ability.

For the purposes of feat prerequisites, a character with an insight pool satisfies the prerequisites as if she were a grit user, kismet user, luck user, or panache user. Hedgewitch levels for characters with this tradition stack with gunslinger levels for the purpose of satisfying Signature Deed's level requirement. For feats, magic items, and other effects, an insight user can spend and gain insight points in place of grit points and panache points, and vice versa.

In addition, you gain access to the following deeds:

Future Insight (Ex): At 1st level, you can spend 1 insight point when you make a Knowledge or Disable Device check to roll 1d6 and add the result to the check. You can do this after you make the check but before the result is revealed. If the result of the d6 roll is a natural 6, you roll another 1d6 and add it to the check. You can continue to do this as long as you roll natural 6s, up to a number of times equal to your Intelligence modifier (minimum 1).

Traveler's Initiative (Ex): At 5th level, while you have at least 1 insight point, you gain a +2 bonus on initiative checks. In addition, if you have the Quick Draw feat, your hands are free and unrestrained, and you have a light melee weapon, one-handed ranged weapon, or casting focus that's unhidden and ready to draw, you can draw that weapon as part of the initiative check.

Fast Action (Su): At 9th level you may spend 2 insight points to cast a spell with a normal casting time of a standard action, or perform an attack action, as a swift action instead.

Evasive (Ex): At 13th level, while you have at least 1 insight point, you gain the benefits of the evasion, uncanny dodge, and improved uncanny dodge rogue class features. You use your hedgewitch level as your rogue level for improved uncanny dodge. In addition, whenever you fail a Reflex saving throw you may spend 1 insight point to reroll the attempt, though you must take the second result (even if it is lower).

Traveler's Edge (Ex): At 17th level, you may spend a insight point as part of the action used to make the skill check (if any) to take 10 on any skill check, You can use this ability in conjunction with the future insight deed.

Tradition Secrets: A hedgewitch with the temporal traveler tradition adds the following secrets to those she may select:

Grit Feats: Gain a single grit or panache feat you qualify for as a bonus feat. You may select this talent multiple times, gaining a new grit or panache feat each time.

Trapfinding: You gain trapfinding, as the rogue class feature.

Tradition Grand Secrets: A hedgewitch with the temporal traveler tradition adds the following grand secrets to those she may select:

Temporal Mastery: Gain one revelation from the Time mystery from the oracle class. Treat your hedgewitch levels as oracle

levels when determining the effects of the revelation. The revelation cannot have require more than 11 oracle levels as a prerequisite.

Tradition Mastery: Your insights from different times and places let you see all manner of things from all manner of angles. You can take 20 on any Knowledge check, and may do so without spending any increased time.

Hedgewitch Secrets

Amateur Traveler: You gain the temporal traveler tradition benefit. You count as possessing the temporal traveler tradition when qualifying for secrets. You cannot select this secret if you already possess the temporal traveler tradition.

Luchador Stable Talents

Fast-Time Pin (Su): Whenever you succeed on a combat maneuver check to maintain a grapple, you may expend an immediate action to perform a move or damage grapple option against the opponent in addition to the options normally available when maintaining a grapple (for example, this would allow you to damage and pin opponent, damage them twice, or move and damage them each time you maintain a grapple). Using this ability leaves you fatigued for 1 round, and this ability cannot be used while you are fatigued or exhausted.

Mageknight Mystic Combats

Burgeoning Reflexes: Whenever you confirm a critical threat against an opponent, you gain 1 additional attack of opportunity that can be taken at any time before the start of your next turn. In addition, you gain a +2 competence bonus on attack rolls made as part of an attack of opportunity.

Chronomantic Strike: You gain the Time sphere as a bonus talent (or one talent from the Time sphere if you already possess it). Whenever you successfully damage a creature with an attack made using the attack action, you may spend a swift action to subject the target to the effects of one *alter time* ability you know, paying any costs as normal; if the talent requires a melee or ranged touch attack, you are treated as having already successfully made this attack when activating this ability. This must be an *alter time* effect capable of targeting a creature and cannot be an effect that affects an area.



Sage Esoterics

Ponderous Touch (Chakra Disruptor or Infuser):

Whenever a creature is damaged by the sage's chi gong ability, fails a saving throw to resist one of the sage's esoterics or resist a combat maneuver, or when the sage succeeds on a combat maneuver attempt against a creature (including maintaining a grapple) that creature must succeed on a Will saving throw (DC 10 + 1/2 the sage's class level + his practitioner modifier) or be *slowed* (as the Time sphere *alter time* effect) for 1 round.

Scholar Knacks

Amateur Chronomancy: The scholar creates a small mechanical timepiece, similar to a holy symbol, that grants the Time sphere, a spell pool equal to 1 + her Intelligence modifier (minimum 1), uses Intelligence as her casting ability modifier, and treats her caster level as being equal to 1/2 her class level when using the Time sphere for as long as the timepiece is in her possession; this stacks normally with caster levels gained from other sources. If this is the scholar's first time gaining a magic talent from any source, this is treated as the casting class feature and grants the scholar two bonus talents as normal, these talents must be used to gain talents in the Time sphere. The scholar loses these benefits if she loses possession of the timepiece; if the timepiece is lost or stolen, the scholar may assemble a new one during an 8 hour rest. Only the scholar may use this timepiece, and it does not provide any benefit to anyone other than the scholar.

Chronomancy: As long as she has possession of the timepiece created with the amateur chronomancy talent, the scholar gains three additional talents from the Time sphere and is considered a Mid-Caster when determining her caster level with the Time sphere. In addition, her spell pool is now equal to 1/2 her class level + her Intelligence modifier.

The scholar must have the amateur chronomancy knack to take this knack.

Advanced Chronomancy: As long as she has possession of the timepiece created with the amateur chronomancy talent, the scholar gains three additional talents from the Time sphere and treats her class level as her caster level with the Time sphere; this stacks normally with caster levels gained from other sources. In addition, her spell pool is now equal to her class level + her Intelligence modifier.

The scholar must have the amateur chronomancy and chronomancy knacks to take this knack.

Soulknife Blade Skills

Channeling Blade: Whenever you use a standard action to activate any magic sphere ability that requires a touch attack, you can deliver the spell through your mind blade. Instead of making a touch attack to deliver the effect, you can make one free attack with your mind blade (at your highest base attack bonus) as part of activating this ability; this attack is treated as an attack action. If successful, this attack deals its normal damage as well as the effects of the magic sphere ability. This attack uses the mind blade's critical range (20, 19–20, or 18–20 and modified by the keen weapon special ability or similar effects), but the sphere effect only deals ×2 damage on a successful critical hit, while the mind blade damage uses its own critical modifier.

Rogue/Slayer Talents

Slowing Strike (Su): Whenever you deal sneak attack damage to a creature you may, as an immediate action, cause the target to become *slowed* for 1 round as though they had failed a saving throw against the *slow* Time sphere *alter time* effect with a caster level equal to your class level in the class that granted you this talent (this stacks with caster levels gained from other sources normally when determining your total caster level for this effect). You may spend a spell point when using this ability to allow it to last for a number of rounds equal to your effective caster level.

Social Talents (Luchador/Vigilante)

Temporal Shifting (Su): You are surrounded by a weak field of temporal magic that allows you to extend or retract time slightly. You reduce the time to perform Craft, Diplomacy, Intimidate, or Profession skill checks that would normally take at least 1 minute by 50%. When engaged in a conversation or similar social interaction that lasts for at least 1 minute, you may choose to have the conversation or interaction actually last twice as long in real time, though everyone participating in the conversation will believe that time has passed at the perceived rate until they are presented with evidence to the contrary (such as the sun having moved farther through the sky than it reasonably should have for the perceived amount of time).

Chapter 4

Basic Talents

The following is an update to the basic *haste* and *slow* abilities granted by the Time sphere:

Haste: When using the *haste* ability, you may choose to grant the target an extra attack of opportunity instead of an extra attack on their full attack actions. For every 5 caster levels you possess, you grant the target one additional attack of opportunity. All other costs and restrictions of the *haste* ability apply as normal.

Slow: When using the *slow* ability, you may choose to prevent the target from making attacks of opportunity for the duration of the effect instead of causing them to be staggered. All other costs and restrictions of the *slow* ability apply as normal.

New Talents

Age Object

You may touch an object, aging or restoring it. Attended objects are permitted a Will save to negate this ability. Unless noted, the chosen effect persists for as long as you concentrate, or for 1 minute per caster level if you spend an additional spell point. Applications with a duration may be dismissed as an immediate action. Choose from the following effects:

Restore - As an instantaneous effect, you may spend a spell point when targeting an object with the broken condition to restore it to the form it previously had, removing the broken condition. This does not restore any charges to limited use items nor restore expended alchemical items. This option can also be used to counter or dispel the other applications of this talent with requiring a magic skill check.

Rewind Enchantment - You return the object to the state it was in before it was enchanted. Make a magic skill check against the item's magic skill defense. If successful, the object becomes non-magical. This has no effect on artifacts.

Spoilage - As an instantaneous effect, you may cause an amount of food sufficient to feed 1 Medium creature per caster level to spoil or cause an equal amount of spoiled food to return to a palatable state. This does not remove other changes made to

the food, such as adding poison or magical effects unless you spend a spell point and succeed on a magic skill check against the poison or effect's DC. Restoring the food does not prevent future spoilage.

Weather - The object is shifted to its future state, reducing its hardness by your caster level.

If you possess the Group Time talent, you may target multiple objects, but the same effect must be applied to each.

Augment Healing

When you use *haste* or *slow* on a creature (or group of creatures, such as with the Group Time talent), you may spend an extra spell point to augment the natural healing abilities of all affected targets. With *haste*, you can grant them fast healing equal to $1 + 1$ per 5 caster levels you possess for the duration of the effect.

With *slow*, you can suspend the target's natural healing abilities, preventing any fast healing or regeneration they may possess for the duration of the effect. Magical or extraordinary healing from other sources continues to function as normal. A creature whose regeneration can't be suppressed or ignored (such as the tarrasque) is immune to this effect.

Broken Time (time)

You cause time to move at an unnatural pace around the target for as long as you concentrate, jumping and skipping in distorted shudders unless they succeed at a Will saving throw. Targets who fail their saving throw take a penalty on all skill checks equal to $1/2$ your caster level and must succeed on a concentration check against your MSD to cast a spell; failing this concentration check means the spell fails and the effort is wasted. You may spend a spell point to allow this effect to continue for 1 round per caster level without concentration. Creatures affected by this ability may make a new Will saving throw each round to attempt to end its effects.



Causality (time)

You may spend a spell point to pull causality from an alternate timeline, making cause follow effect rather than the other way around. The target or targets must pass a Will save or suffer 8d bludgeoning damage per 2 caster levels and fall prone. The cause of this damage could be a falling rock, the target tripping over something, or any other random occurrence (the details are left to the GM).

Delay Pain

As an immediate action, when an ally or object within your natural reach (or within Time sphere range, if you possess the Ranged Time talent) would take damage or be subject to any effect, you may spend a spell point to delay the onset of that damage and/or effect until the end of the creature's next turn (for creatures and attended objects) or the caster's next turn (for unattended objects). The delayed damage and/or effect is incurred with at this time, though is subject to any changes to immunity, resistances, etc. A given effect or instance of damage cannot be delayed more than once. Unwilling creatures and objects attended by unwilling creatures require a successful touch attack and are allowed a Will save to negate this delay.

If you spend an additional spell point as part of using this ability, you may partially delay ability damage, ability drain, and hit point damage further, causing the creature to receive half (round up) of the damage or drain at the end of its next turn and the remainder at the end of the following turn.

Lethargy (time)

You may spend a spell point and make a melee touch attack (or a ranged touch attack with the Ranged Time talent) to cause a target within reach to experience a massive amount of time in a single instant, rendering them exhausted unless they succeed at a Fortitude saving throw. Targets who are already fatigued or exhausted fall asleep.

Sleeping creatures are helpless. Slapping or wounding awakens a sleeping creature, but normal noise does not. Awaken is a standard action (an application of the aid another action), and unless the target has gotten at least 30 minutes of sleep, they awaken exhausted.

Rapid Response (time)

You grant the target a competence bonus to initiative checks equal to 1/2 your caster level (minimum 1) and the ability to act in the surprise round even if they fail their Perception check to notice the presence of foes. You must concentrate to maintain this effect, but may spend a spell point to allow it to remain for 10 minutes per caster level without concentration.

You may take this talent up to three times; the second time you take this talent, affected targets also gain evasion (or improved evasion if they already have evasion) and a +2 competence bonus on Reflex saving throws. The third time you take this talent, affected targets also gain uncanny dodge (or improved uncanny dodge if they already have uncanny dodge) as a rogue of your caster level and increase the competence bonus on Reflex saving throws to +4.

Retroactive Preparation

As a standard action, you may spend a spell point to edit the past, retroactively obtaining a generic object worth less than 100 gp per caster level. The object immediately appears on your person or in a container or extradimensional space attended by you. The cost of the item is immediately deducted from the wealth (usually coins, but can be nonmagical gemstones or other nonmagical objects used for trade) you currently carry. You cannot obtain an object worth more than you have the wealth to purchase. The object must be one that would have been available in a settlement you have visited within the past 1 week per caster level.

Second Chance

As an immediate action, you may spend a spell point to allow any creature currently benefiting from one of your *alter time* effects to reroll a saving throw they just failed. They must accept the new result even if it is worse than the original roll.

Slow Time (time)

You may spend a spell point to decelerate time within a 10-ft. radius burst, +5 ft. per 5 caster levels.

All effects that are active within this area or on a creature within this area have their duration extended by 1 round per caster level, to a maximum extended duration of twice the effect's normal duration (so an effect that normally only lasts for 1 round could not be extended in this manner for more than 1 additional round). This affects magic (spells, sphere abilities, etc.) poisons, diseases, etc., but does not prevent creatures within the area from taking actions as normal. In the case of effects that target areas, only the portion of the effect contained within *slow* time's area is decelerated. Unwilling targets (including allies if they so choose) are allowed a Will save to negate this effect for themselves or area effects originating from them. You can choose whether or not to affect yourself with your own *slow* time. Slow time counters the effects of fast time within its affected area and vice versa.

Store Time

You may activate this power as a swift action to store actions for future use for the next three rounds, or as long as you concentrate; you may alternatively spend an additional spell point to maintain this effect for 1 round per caster level. On your turn, you may expend a standard, move, or swift action. Before the end of your next turn, you gain an extra action of the stored type as a free action. Stored standard actions may be used for either move or standard actions as normal. Unspent actions are lost at the end of your next turn. If you spend a spell point as part of activating this talent, you may store the action for a number of rounds equal to your casting ability modifier (minimum 2 rounds). You may touch a willing creature as a free action on your turn to grant the stored action to that creature. Ranged Time increases the distance at which this transfer functions.

If you possess Group Time, you may target multiple creatures, granting each of them the benefits of this ability for as long as you concentrate, or for 1 round per caster level if you spend an

additional spell point. You may not store more than one action with this ability at a time.

Temporal Trap

You may spend a spell point to place an *alter time* effect onto an adjacent, unoccupied 5-ft. square. If the *alter time* effect normally requires you to spend 1 or more spell points, that cost is added to the cost to create a temporal trap. Any creature who steps onto the square activates the *alter time* effect; if it is normally a targeted ability, the creature is immediately affected by that ability, though they are allowed a saving throw as normal, if appropriate. If the *alter time* effect normally creates an area effect, the square itself is used as the center of that effect (even if it would normally be centered on the caster) and all creatures within the area are immediately affected by the ability, making saves as normal if appropriate. Any *alter time* effect with a duration longer than instantaneous lasts for 1 round per caster level, regardless of its normal duration, though you may dismiss it on your turn as a free action.

You may only have 1 active temporal trap at a time; placing a second trap deactivates the first. Temporal traps may be made permanent with the permanency spell or ritual; permanent temporal traps do not count against your total number of active traps and automatically reset after their duration expires. When used with an ability that includes a variable cost, such as the Time Clone talent, the cost must be paid up front; if the cost is insufficient to affect the creature that triggers this effect, the trap is not activated. If the variable cost is greater than required to affect the triggering creature, the excess spell points are wasted but the trap and effect otherwise occur as normal.

You may select this talent multiple times, increasing the number of temporal traps you may have active at once by 1 each time you do so.

Time Bubble (time)

You may spend a spell point to create a bubble of distorted time around yourself that extends outward in a 15-ft. radius sphere, +5 ft. per 5 caster levels you possess. This sphere lasts for 1 round per caster level and moves with you, remaining centered around you at all times. Time passing within this sphere moves at a different rate than time outside, granting all creatures within the sphere partial concealment from attacks originating from outside the sphere. If a creature occupies a space both within the sphere and without (such as a Large or larger creature), creatures within the sphere do not gain partial concealment against its attacks, but the creature takes 1d8 damage per two caster levels as its body is torn apart by conflicting temporal forces. This damage occurs when the creature first enters the spaces within and without the time bubble, and at the start of their turn each round they remain within the affected area. Creatures cannot be damaged by this effect more than once per round. You may spend an additional spell point when you create this sphere to apply the effects of the *haste* or *slow* abilities (including the effects from Improved Haste or Improved Slow) to all creatures within the sphere's affected area; you may choose at the time of casting whether or not to subject yourself to these additional effects.

Time Clone (time)

You draw a version of the target from an alternate timeline to assist you on the battlefield by spending a number of spell points equal to $\frac{1}{2}$ the target's total Hit Dice (minimum 1). Activating this ability informs the caster of how many spell points it will cost for their intended target; if they do not have enough spell points, the action is wasted but no spell points are spent.

This copy lasts for a number of rounds equal to $\frac{1}{2}$ your caster level and appears in a square adjacent to the target and acts immediately on your turn, moving and acting as you direct it (a free action). The copy shares all of the target's statistics (including current spell points after the talent is used and other limited-use abilities), movement speeds, and abilities, including equipped items (but not consumable or limited use items such as potions, wands, and scrolls), but its tether to this timeline is tenuous and the copy instantly vanishes if it takes any damage or fails a saving throw against any spell or effect. Any items the time clone may have possessed instantly disappear when the target is destroyed or when the duration of this effect ends. You must succeed on a melee touch attack (or a ranged touch attack if you possess the Ranged Time talent) to use this ability on an unwilling target, and they are allowed a Will saving throw against this effect; on a successful saving throw this ability fails and any spell points spent on it are wasted.

Time clones created with this talent cannot create additional time clones or similar copies of themselves.

Time Strike

As a standard action, you may make a single weapon attack in conjunction with using an *alter time* effect that targets a single creature. Any creature damaged by the attack is also subjected to the *alter time* effect. This attack can be used with the Spell Attack feat (from Champions of the Spheres).

Time Zone

You may target an area with your (time) effects. Choose one of the following shapes:

Globe: Radius of up to 10 ft. + 5 ft. per 2 caster levels centered on you. This effect radiates from a central point, and cannot extend through walls. You may choose to exclude yourself from the effect.

Wall: You may arrange your *alter time* as up to three 10-ft. cubes, +1 cube per caster level. You must be able to perceive all areas your *alter time* will inhabit. You must occupy a space in or adjacent to one of the cubes.

You may imbue this area with a single *alter time* ability that targets creatures. You may not apply (time) talents that target areas. Creatures that enter or begin their turn in this area are affected as if targeted by an *alter time* ability that targets individual creatures. If leaving the area, the effects last until the start of the creature's next turn. If the *alter time* ability allows a saving throw, the creature must make it the first time each round it enters or begins its turn within the area.

You must concentrate to maintain this effect, but may spend a spell point as a free action to allow it to remain for 1 round per caster level without concentration. *Alter time* abilities, such as *haste*, cannot be extended beyond this duration. If you possess the Ranged Time talent, the selected area may be anywhere with range and does not have to be centered on or adjacent to you, but the effect cannot extend beyond your Ranged Time range.

Timeline Bridge (time)

By connecting the target to versions of themselves that exist in alternate timelines, you grant the target an insight bonus on all Knowledge checks equal to $\frac{1}{2}$ your caster level and the ability to make such checks untrained. You must concentrate to maintain this effect, but may spend a spell point to allow it to remain for 1 minute per caster level without concentration. As an immediate action, you may spend a spell point to end this effect on the target and apply the insight bonus to their AC against a single attack or to a single saving throw by giving them a surge of revelation from a version of themselves that has already survived the attack or effect in another timeline.

Chapter 5

Advanced Talents

Complete Reversion

Prerequisites: Time sphere, Reversion, 15th caster level 15th or higher.

When using the Reversion talent, you may allow the target to retrain any and all class levels they possess, choosing a new class, feats, spells, skills, or other class options as appropriate. The target of this ability cannot immediately use limited-use powers gained in this fashion that it did not previously have, and must rest to regain any bardic performance rounds, rage rounds, spell points, spell slots, or other limited use abilities granted by these new class levels.

Improved After Image

Prerequisites: Time sphere, After Image, caster level 9th or higher.

Whenever a target is under the effects of your After Image talent, they gain an increased ability to perceive and act through their state of altered time; each round the target may take 1 additional move or swift action for the duration of the after image effect.

Improved Eject (time)

Prerequisites: Time sphere, Eject, 17th caster level 17th and higher.

You may spend 5 spell points to touch a target and attempt to permanently eject a creature from the space-time continuum unless they succeed on a Will saving throw. The subject remains there in a state of suspended animation unless a freedom spell or Reclamation is cast at the locale where the ejection took place. Magical search by a crystal ball, a locate object spell, or other similar divinations (including most effects from the Divination sphere) does not reveal the fact that a creature is ejected, but the discern location spell or advanced talent does. A wish or miracle spell will not free the recipient, but will reveal where it has been ejected.

Past Sight

Prerequisites: Time sphere, 5th caster level or higher.

You peer not only through space, but through time. You may spend one minute and a spell point to view the past of your present location out to close range, viewing the past hour. You gain full sensory information based on the senses you possess. You may concentrate on this effect, viewing an additional hour for each minute of concentration. You are considering flat-footed while concentrating on this effect.

If you possess the Group Time talent, you may share this sight with a number of willing creatures within your *alter time* range as defined by that talent. Such creatures are also flat-footed for the duration, though they may choose to exit the vision at any time.

If you possess the Ranged Time talent, you increase the area you may view by one step per time it is taken (close to medium, medium to long). If Ranged Time is taken three times, your viewing area increases to line of sight.

At 8th caster level, you may spend an extra spell point to view one day per caster level, each day requiring 10 minutes.

At 16th caster level, you may spend 2 additional spell points to view one year per caster level, each year requiring 1 hour.

Query Self

Prerequisites: Time sphere, 10th caster level or higher.

You may spend 2 spell points to reach through time to contact a possible future self. This future self can be up to 1 hour per caster level into the future. You may ask a future self a single short question, receiving a short, concise answer if your future self is able. You may concentrate on this effect, asking a different future self a different question each round. If the answer must be longer than a few words, your future self may reply over multiple rounds as long as you maintain concentration.

While your future self usually gives honest and accurate information, your new knowledge of events may change the outcome, and therefore render the advice of your future self obsolete at the GMs judgement (such as the case of outcomes tied to random chance, in which case the GM should roll a dice to roughly approximate the chance of success when determining whether a successful or not version of yourself was contacted). Any given question has a 10% chance that no future self will respond. This result is identical to if you try to contact a version of yourself that is dead as a result of the course of action you specified.

Reclamation (time)

Prerequisites: Time sphere, Eject, 17th caster level 17th or higher.

You may spend 5 spell points to return a creature ejected from the space-time continuum using Improved Eject. This ability must be used at the location where the target was first ejected. This talent may also be used to free a creature from the effects of an imprisonment or maze spell, and can be used to instantly dispel any ongoing effect created by the Time sphere, such as a *slow* effect, time bubble, or time clone.

Reversion

Prerequisites: Time sphere, 10th caster level or higher.

You gain the ability to allow a character to completely retrain the last class level they gained by returning them to an earlier point in time. You must spend 10 spell points and remain in physical contact with the target for 1 minute, at the end of which they may immediately retrain the last class level they gained, choosing a new class, feats, spells, skills, or other class options as appropriate. The target of this ability must still rest to regain any bardic performance rounds, rage rounds, spell points, spell slots, or other limited use abilities granted by this new class level.

Reversion and Complete Reversion

The Reversion and Complete Reversion talents presented here offer some very flexible options for players in that they both allow for rapid retraining of a character in the event that a player grows dissatisfied with their character, and in that it allows a character to swap to a different build during a short rest (albeit at some expense of character daily resource). While these abilities can be both interesting and useful, they also have the potential to severely impact play at the table if they are not managed wisely. We strongly encourage any character planning on using Reversion or Complete Reversion during play (such as to change from a symbiati (chronomancer) to a fighter (fracture) when confronted with an opponent who is immune to magic) to have their alternate build put together before they sit down at the table so that they are not trying to rebuild a character while the rest of the party is trying to move forward with the story.

We also encourage players planning to use this ability on themselves to choose alternate builds that still have access to a spell point pool and the Reversion or Complete Reversion in the event that they find they enjoyed their previous build more; once a character has trained away their ability to use these talents, they may find that they cannot easily access them again.

Incantations for the Time Sphere

Transfer Years

Death cannot be cheated, but he can be bribed.

Sphere Time; **Level** 5th

Skill Checks Heal DC 30 2 successes, Knowledge (Arcana) DC 30 1 success

Casting Time 1 hour

Components S, V

Target Two willing or helpless living creatures

Duration instantaneous

Saving Throw none; **SR** yes

DESCRIPTION

This ritual ages the primary target creature by 2 years per point that the lower of the two Heal skill checks exceeds the DC, and decreases the age of the secondary target (either the primary performer or a creature within 30 ft. designated by the primary performer) by half the number of years added to the initial target. The initial target takes ability score penalties (but not bonuses) from aging as normal. The secondary target may reduce ability score penalties from aging, but retains any bonuses. Bonuses do not increase with repeated aging and de-aging. The primary target must have more than half the Hit Dice of the secondary target or else simply turns to dust with not effect on the secondary performer.

BACKLASH

All primary and secondary performers are fatigued. Fatigued creatures are exhausted. Exhausted creatures fall unconscious for 1d4 hours and take 1d6 points of Constitution drain.

FAILURE

All primary and secondary performers age 1d4 x 10 years, taking penalties and gaining bonuses as appropriate. The primary target shifts to the young adult age category, with ability score adjustments as appropriate.

Timeless Tontine

A pact sealed in blood, the target removed from time.

Sphere Time; **Level** 7th

Skill Checks Heal DC 35, 1 success per performer, Knowledge (Arcana) DC 35 1 success

Casting Time 1 hour

Components S, V, M (blood from all performers)

Target One creature or object

Duration see text

Saving Throw none; **SR** yes

DESCRIPTION

All performers shed their blood to form a pact, locking the target away outside of time for as long as they live. The target is removed from time as the Eject Time sphere talent until the death of the last performer.

Extracting the necessary blood inflicts 1 point of Constitution damage on each performer.

Alternatively, a Craft check of an appropriate type may be added, allowing each performer to bind an item as part of the ritual. In this case, the target does not return until all the objects are either reunited or destroyed. Amulets, rings, and swords are examples of appropriate items, though anything the GM believes is suitable may be used.

BACKLASH

Each failure on a Heal skill check inflicts 1 point of Constitution damage to the performer from which the blood was being extracted but fails to produce blood useable for the incantation.

FAILURE

If the target was a creature, for one year and one day the target may, as a standard action, direct the actions of any performers that can hear its directions, as the powerful charm version of the Suggestion ability of the Mind sphere with no saving throw. If the target was an object, the creature (other than one of the performers) that currently possesses the object gains this ability.



Chapter 6

Player Options

Casting Traditions and Drawbacks

The following casting tradition and drawbacks are appropriate for Time sphere-users. The general drawback presented below is available to any character, but was written with Time magic users in mind and should be carefully considered when used with other types of characters.

Casting Traditions

Dream Casting

Dream casters are aloof individuals often viewed as extremely odd by other types of magic users. Wielding strange implements and prone to torporic trances, dream casters typically draw their power from esoteric and poorly understood spheres such as Mind and Time. Walking the far borders of reality, dream casters are able to call upon amazing strength but do so at significant risk. A dream caster gains +1 spell point, +1 per three levels gained in casting classes.

Drawbacks: Focus Casting, Magical Signs, Narcoleptic Casting

Boons: Overcharge

General Drawbacks

Narcoleptic Casting: Your magic has a pacifying effect that can lull you to sleep. At the end of any round in which you spend 1 or more spell points (or the equivalent for characters that qualify for a casting tradition but spend an alternate resource such as ki in place of spell points) you must succeed at a Fortitude saving throw with a DC of $10 + 1/2$ your total levels in casting classes (minimum DC 11) or fall asleep standing up for 1 round. Sleeping creatures are helpless. Slapping or wounding awakens an affected creature, but normal noise does not. Awakening a creature without dealing damage is a standard action (an application of the aid another action). Creatures immune to sleep cannot gain this drawback; if a creature later becomes immune to sleep after gaining this drawback, they may immediately retrain it for another drawback or lose it, recalculating their spell points as appropriate.

This counts as 2 drawbacks when determining the number of spell points gained

Time Drawbacks

The following drawbacks supercede the Altered Time drawback originally presented in Spheres of Power, offering options that are more consistent with the drawbacks presented in other spheres.

Decelerator: You cannot use the *haste alter time* effect. You must select a (time) talent with the bonus talent gained through this drawback.

Accelerator: You cannot use the *slow alter time* effect. You must select a (time) talent with the bonus talent gained through this drawback.

Feats

Spell Capacitor

Prerequisites: Time sphere.

Benefit: You may cast sphere effects into a temporary rift in time, creating a spell capacitor, storing them for a short time before discharging them simultaneously. This casting spends any spell points required at the time it is performed. You may cast sphere effects into this capacitor with total spell point cost not exceeding half of your casting ability modifier (minimum 1) and total caster level not exceed three times your caster level (use the highest caster level for the effects stored if you have multiple caster levels). Once an effect is cast into the capacitor, it dissipates harmlessly after 1 minute. All stored effects may be released as a 1 round action, choosing targets for each stored effect individually within the parameters of that effect.

Swift Warrior (combat)

Prerequisites: Time sphere.

Benefit: When targeting yourself and only yourself with an *alter time* effect, you gain a +1 bonus to your caster level, increasing by +1 at 5 Hit Dice and every 4 Hit Dice thereafter (9, 13, 17). This bonus cannot cause your caster level to exceed your Hit Dice.

Traits

Chronosense

You have an acute innate sense time; you always know the date and time of day. You can automatically sense auras (see the Divination Sphere's divine base ability) left by Time sphere effects (and similar magic, as the GM rules appropriate) within 20 feet.

Equipment

Properties

Capacitance (Staff)

Aura faint Time

Price +2 bonus

DESCRIPTION

You may cast sphere effects into this staff, storing them for a short time before discharging them simultaneously. This casting spends any spell points required at the time it is performed. You may cast sphere effects into the staff with total spell point cost not exceeding the staff's enhancement bonus and total caster level not exceed three times your caster level (use the highest caster level for the effects stored if you have multiple caster levels). Once an effect is cast into the staff, it dissipates harmlessly after 1 minute. All stored effects may be released as a 1 round action, choosing targets for each stored effect individually within the parameters of that effect.

CONSTRUCTION REQUIREMENTS

Craft Staff, Time Sphere

Specific Items

Temporal Capacitor

Aura faint Time; **CL** 4th;

Slot chest; **Price** 10,000 gp, **Weight** 5 lbs.,

DESCRIPTION

This arcane apparatus grants the wearer the benefits of Store Time. The wearer may spend a charge to allow the stored action to remain for 3 rounds, as if spending a spell point. The capacitor possesses three charges per day; spell points may not be spent this way.

If the wearer already possesses Store Time, he may increase the duration of the storage by 1 round. Only the wearer benefits from this increase; actions transferred to other creatures expire as normal.

CONSTRUCTION REQUIREMENTS

Craft Rod, Time sphere, Store Time talent; **Cost** 5,000 gp

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The Chronomancer's Handbook

The Chronomancer's Handbook is an expansion to the Time sphere from the Spheres of Power magic system. Inside these pages you'll find new talents, new feats, new archetypes, and more for making the most of time magic in your games.

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