



GENIUS OPTIONS

MASTERS OF TIME

EXPANDED POWERS FOR
TIME THIEVES & TIME WARDENS



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PATHFINDER
ROLEPLAYING GAME COMPATIBLE

GENIUS OPTIONS: MASTERS OF TIME

Beings with powers that manipulate time itself, chronothurges, first appeared in *The Genius Guide to the Time Thief* and *The Genius Guide to the Time Warden*. Each of those books presented a new base class (time thief and time warden, respectively) that had access to two new powers sources, “motes of time” and “aevum.” They also offered hints of a world where a war waged through multiple, linked, parallel timelines and time itself could be stolen, damaged, or even destroyed.

The classes immediately garnered a large following, and requests for additional material quickly began making their way to Super Genius Games. The first book to offer additional support for them was Rite Publishing’s *101 Renegade Class Feats*, which includes 7 feats designed specifically for use by the time thief, as well as feats for numerous other classes created by Super Genius Games and other publishers. Later we released *Mythic Menagerie: Ravagers of Time*, presenting 7 time-themed critters to give a GM a range of choral allies and opponents for a campaign with temporal elements, and #1 *With a Bullet Point: 7 time Thief/Time Warden Feats*, which gave a few expanded options.

Now *Genius Options: Masters of Time* expands the classes and time-themed powers even further, with new ideas for chronothurges of many different types and classes, an outline on how timelines work (adapted from *Ravagers of Time*), rules for using chronothurge abilities to create temporal monsters, new ways for characters with non-chronothurge classes to gain some temporal powers, and feats for time-manipulators of any type.

HOW TO USE THIS BOOK

The easiest way to use the material in *Genius Options: Masters of Time* is as additional options for the two chronothurge classes found in *The Genius Guide to the Time Thief* and *The Genius Guide to Time Warden*, as well as the monsters in *Mythic Menagerie: Ravagers of Time*. The material in this book is fully compatible with all of those products, which introduce the idea of two new classes of time-manipulating characters who are balanced against the other base classes. The mote of time powers, aevum powers, and new feats found in this book are designed to directly expand the options for these time-themed classes and creatures.

However, even without those three products, it's possible to add material from *Genius Options: Masters of Time* into a campaign. For player characters, a range of options exist to pick up some chronothurge powers with feats from the **New Feats** section, or to take advantage of one of the new archetypes presented in the **Temporal Options for Base and Core Classes** section. Nor are all the chronothurge options restricted to player characters. The **Temporal Threats** section provides rules for GMs who wish to add time-based dangers or monsters with time manipulation abilities to their campaign (including a sample temporal monster, the temporal labyrinthian).

Actually introducing new character and monster options to a campaign is generally

fairly easy. Once a GM has decided to allow material from *Genius Options: Masters of Time* into his campaign, it's a simple matter to give players a list of the new feats, powers, and archetypes they may select from at future levels. The GM may opt to allow characters an opportunity to re-write their characters to incorporate feats they would have wanted earlier, but did not know existed. However, sometimes limiting availability somewhat can actually make new options significantly more interesting to players. Such material can be used to distinguish various organizations within a campaign by making membership in those groups an additional prerequisite, or stating that certain options can only be learned from specific instructors. Perhaps only the legendary Harem Assassins can train a young time thief in the use of the Unspoken Words power, or only by drinking a potion made from the crushed carapaces of leap insects (from *Mythic Menagerie: Ravagers of Time*) can a powerful time reaver gain the Temporal Doppelganger aevum power.

If a Game Master enjoys building campaign-specific prestige classes, new temporal powers may not be generally available at all, instead becoming powers for specific prestige classes. Players aren't likely to complain if the Retrocast power is actually a class feature in the Temporalancer prestige class (designed by the GM to fill a specific role in a campaign), since the players had no expectation of being able to take the power anyway.

CHRONOTHURGES

For these rules, the term "chronothurge" is used to refer to any character able to manipulate time through the use of motes of time and aevum. It's the time-manipulating equivalent to the term "spellcaster," and can be used in the same ways. If the rules refer to what a chronothurge can do or options available to them, it is specifically referring to things possible for characters that have class features, feats, or archetypes that allow them to manipulate time. The time thief and time warden classes are considered chronothurges, but so is a magus with the tempus archetype (see **Temporal Options for Base and Core Classes**, below).

There are four types of chronothurges (much as spellcasters are divided into arcane and divine types) – time master, time thief, time ravager, and time warden. Time masters are the most basic form of chronothurges, able to manipulate time to a small degree but lacking the depth and focus of other time manipulators. Time reavers are chronothurges who gain most of their abilities by attacking the fabric of time itself, often resulting in a form of temporal damage known as chrontal dissonance. Time thieves literally steal small pieces of time from where they are least likely to be needed, and reuse the temporal power to aid themselves. Time wardens work to heal damaged time and avoid chrontal dissonance, using the energy gathered from such work to create effects that bend, but do not break, the timestream.

For the most part the differences between these four types of chronothurgy are simply background flavor and prerequisites – a character that counts as a time reaver has a different set of powers available than a time warden. The time thief and time warden classes automatically qualify as chronothurges of the same type as their class names, while other types are defined by feats, archetypes, and similar options.

If a feat or option lists a chronothurge level as a prerequisite, this is the same as caster level being a requirement.

Similarly, a prerequisite that requires a type of chronothurge level (such as “time reaver chronothurge level 7”) only counts levels of that chronothurge type (just as some prerequisites require arcane or divine spellcasting levels, rather than any spellcasting ability). Levels in a class that grants access to motes of time or aevum (even if it’s as a result of an archetype), count toward a character’s chronothurge level and define what type of chronothurge the character is. Other sources of motes and aevum (such as magic items and feats) do not grant a character a chronothurge level unless they specifically state that they do so.

THE TIMESTREAM

One concept mentioned more than once within *Genius Options: Masters of Time* is that of the “timestream.” The timestream is a space outside normal time, often described by choral scholars as the sea through which the waters of time flow. The timestream is a place where the past, all possible futures, and numerous alternate presents can be accessed, each known as a timeline. Normally, even powerful mortal time travelers cannot change timelines, and few can directly access the timestream (though most draw on it to fuel their temporal powers). However, just as the outer planes have their own inhabitants and can

be accessed with powerful magic, some creatures and adventurers are able to move through and manipulate the timestream.

For purposes of a campaign, much of what happens in the timestream is just beyond the reach of player characters, and not likely to be either comprehensible or relevant. It makes little difference to a band of adventures what is happening in possible futures or alternate pasts – what matters to them is how those temporal realms can be called on to their own benefit. However, a basic understanding of what the timestream is, and how temporal powers interact with it, can be useful to GM and players both when using chronothurgy.

Because things seen in the timestream are all possibilities, probabilities, and potentials, magic designed to determine the accuracy of statements about or divinations regarding it aren’t relevant. Everything said about the timestream is true, and it’s all lies, and there is no difference between the alternate past and the potential future. Only creatures native to the timestream believe they can gain useful information from observing its eddies and flows and they are worried about affecting likelihoods, not about what is actually going to occur in just one timeline.

Obviously, this makes them difficult to understand or negotiate with. All mote of time and aevum powers define their function in specific terms, describing their impact on the material world rather than depending on a GM to adjudicate any action a player might take in the timestream. If a GM does wish to allow timestream travel, it can be treated as a variant version of the ethereal plane, but one that can only be entered with spells and abilities that



specifically state they can do so. Creatures in the timestream can see vaguely into timelines around them much as creatures in the ethereal plane can see vaguely into the material plane. Creatures in the timestream are invisible and intangible just as creatures in the ethereal are, and creatures in the timestream can be affected by force effects. Since the timestream connects to many possible timelines, creatures within the timestream can “move away” from the timeline of the PCs to enter other timelines, much as creatures on the ethereal plane can move to the shadow plane.

Defined as a plane of existence, the timestream has subjective directional gravity, erratic time, infinite size, and is divinely morphic. The constant leak and flow of time energies into and through the timestream makes it a plane of wild magic to most creatures, but one of enhanced magic for creatures with powers fueled by aevum or motes of time.

MOTES OF TIME

A mote is a tiny split-second of time gathered by a chronothurge through various means to subtly alter the normal flow of time. Time masters gather motes of time through complex formulas and mental exercises often learned in dank tomes, while time reavers break the edges of time itself to gather up shattered motes for their own use. Time thieves generally steal motes of time from their own futures, while time wardens gather motes left over from lost timelines. Specific groups of chronothurges may save unused motes of time from their past, cannibalize motes of time from friends

and foes, or even slice the last seconds of a dying man’s life into useable motes (as determined by the GM and flavor text of various abilities). Regardless of their source motes of time are used the same way.

Once a round a chronothurge can expend a mote to create a minor temporal effect. Each source of chronothurge power details what effects are available at what level. When the effect grants a “mote bonus” to a roll or check, the bonus is equal to +1d4. This increases to +2d4 at 8th level, and +3d4 at 16th level. A character can decide to add this bonus immediately after seeing the result of the original die roll.

BASIC MOTE POWERS

The two base chronothurge classes – time thief and time warden – can use motes of time for a number of basic abilities, listed below. The two classes use motes in slightly different ways. Each of the basic powers list which class receives it (and both classes also list these powers in their own write-ups). Characters that gain access to motes through a feat, item, or archetype may be more limited in their selection of basic powers, as outlined in each specific option.

Using a basic mote power is a free action unless it specifies otherwise.

Crack In Time (Su) (time reaver)

The chronothurge can draw raw temporal energy from the timestream and add it to an attack, granting it the power of attacks made in days, years, and centuries past. The character may spend a mote to gain a mote bonus to

the damage dealt by one weapon attack, natural attack, or unarmed attack. This decision must be made before an attack roll is made, and if the attack misses the mote is wasted.

Defensive Retry (Su) (time master, time reaver, time thief, time warden)

The character may spend a mote to gain a mote bonus to one saving throw. The roll must represent a single action that occurs entirely within a single round. (A character could use a mote to add a bonus to a saving throw against a *fireball*, but not to resist madness brought on by spending too much time in a mad god’s lair.)

Detailed Retry (Su) (time thief, time warden)

The character may spend a mote to gain a mote bonus to one skill check or ability check. The roll must represent a single action that occurs entirely within a single round. (A character could use a mote to add a bonus to an Acrobatics check to leap over a chasm, but not to a Craft check made to determine how much progress was made after a day of work.)

Eldritch Retry (Su) (time warden)

The character may spend a mote to gain a mote bonus to one caster level check. The roll must represent a single action that occurs entirely within a single round. (Unless a GM rules otherwise, all caster level checks occur entirely within one round.)

Offensive Retry (Su) (time reaver, time thief)

The character may spend a mote to gain a mote bonus to one attack roll. The roll must represent a single action that occurs entirely within a single round. (Unless a GM rules otherwise, all attack rolls occur entirely within one round.)

TIME THIEVES AND TIME WARDENS CAN'T DO THAT! CAN THEY?

Both the time thief and the time warden list a number of different ways they can use motes of time in their descriptions of that class feature. As presented in *The Genius Guide to the Time Thief* and *The Genius Guide to the Time Warden*, those different powers aren't named separately. Instead, each class has a single power (motes of time), and notes what different ways each class may use that power as they gain levels. That's fine when only those two classes have access to motes, but with new chronothurgy options being offered for other classes, it's much easier to track who can do what if each different mote of time power is given its own name.

Thus the time thief already has basic mote powers defensive retry, detailed retry, offensive retry, spare second, and take two – they just aren't given those names in the class description. The same is true for some of the powers listed in **Advanced Mote Powers** – if the power originally came from the time warden or time thief it has been given a new name and the class is listed after the power name. For all purposes, including prerequisites, the time thief and time warden are considered to already have these powers when they reach the listed level.

A GM may run the time thief and time warden exactly as they are presented in their own books, even when using the material from this product. Alternatively, the time thief and time warden can be considered to have the class feature advanced mote power at levels when they normally gain a new way to use motes of time (3rd, 7th, 11th, 15th, and 19th level for the time thief – 2nd, 5th, 8th, 11th, 14th, and 17th for the time warden). Rather than automatically gain the new option listed with the mote of time class feature, at those levels a character of that class may take any advanced mote power he meets the prerequisites for (including being the correct type of chronothurge listed with each power).

Ready For Anything (Su) (time master, time warden)

The character may spend a mote to gain a mote bonus to a single initiative roll.

Spare Second (Su) (time reaver, time thief, time warden)

The character may spend a mote of time to take a swift action that does not count against his normal limit of one swift action per round.

Take Two (Su) (time master, time thief)

The character may spend a mote of time to act in the surprise round when he would not normally be able to do so.

Timeless Burden (Su) (time master, time reaver)

The character can briefly suspend in time any equipment carried on his body, ripping its presence loose from the timestream so its weight and mass can't impact the actions of the chronothurge. The character may spend a mote of time to suspend any armor check penalty or encumbrance penalty he is suffering for one round. This does allow a chronothurge in heavy armor to move at a full movement rate (for example), but does not increase the maximum weight the character may carry.

ADVANCED MOTE POWERS

In addition to the basic mote powers automatically available to all four types of chronothurges, some chronothurges learn to use motes of time to fuel new effects gained through an archetype, class, talent, or feat. Unlike basic mote powers, some advanced mote powers are not free or immediate actions (as detailed in their entries). A character is still limited to spending a single mote each round, regardless of the type of action required or power used.

Different types of chronothurgy give access to different ways to manipulate time, and thus not all chronothurges may access all advanced mote powers. Each power lists if it may be accessed by any chronothurge, or only by those that qualify as time masters, time reavers, time thieves, or time wardens. Members of the time thief and time warden class normally qualify as the same type as their class name (though some archetypes can alter that), while various feats and other options may allow other creatures to qualify as one or more form of chronothurge, as mentioned in each option.

Alter Outcome (Su) (time master, time reaver, time thief)

The character may spend a mote to rewind time by a split second, to see if a random event has a different result the second time around. The character may force a percentile die to be rerolled. The percentile roll must represent something the chronothurge is aware of, can immediately determine the outcome of, and that occurs entirely within one round. For example, the chronothurge could reroll an attack that missed as a result of *blink* or *displacement*, but not a ranged attack made against a target with full concealment that the chronothurge can't see (since the chronothurge has no way to immediately determine the outcome of the attack).

Anchored in Time (Su) (time warden)

Some chronothurges are anchored in their current timelines, making it very difficult to kill them. Whenever a character with this power is killed, he may spend all his remaining motes of time as a free action (which may be taken even when it is not his turn) to force whatever effect killed him to be rerolled (if an attack roll was required that roll is rerolled, if a failed saving throw killed him he may reroll the save, if damage from neither an attack roll or a failed save killed him, the damage is rerolled). If the effect targeted more than one creature, only the chronothurge's result is rerolled. The chronothurge must abide by the second result, even if it is worse.

Extend Time (Su) (time master, time thief, time warden)

As a standard action the chronothurge can add a mote of time to the timeline of a specific effect he can see. This may be a spell, condition, affliction, spell-like effect or supernatural effect. The duration of the selected effect is extended by 1 round.

Fast Suffering (Su) (time reaver, time thief)

The character may spend a mote to reduce the duration of any negative condition or effect she is suffering. Only effects with a duration of 1 round or more (not instant or permanent), and that naturally ends after a span of time (and thus not things such as being entangled by a net or grappled by a foe, which could last forever) are affected by this ability. By accelerating the speed with which only the negative influences on her travel through time, the chronothurge can reduce the duration of any one condition, affliction, or spell effect by 1d6 rounds (to a minimum of 0). This increases to a 2d6 round reduction at 15th level.

A chronothurge must be 7th level to select this advanced mote power.

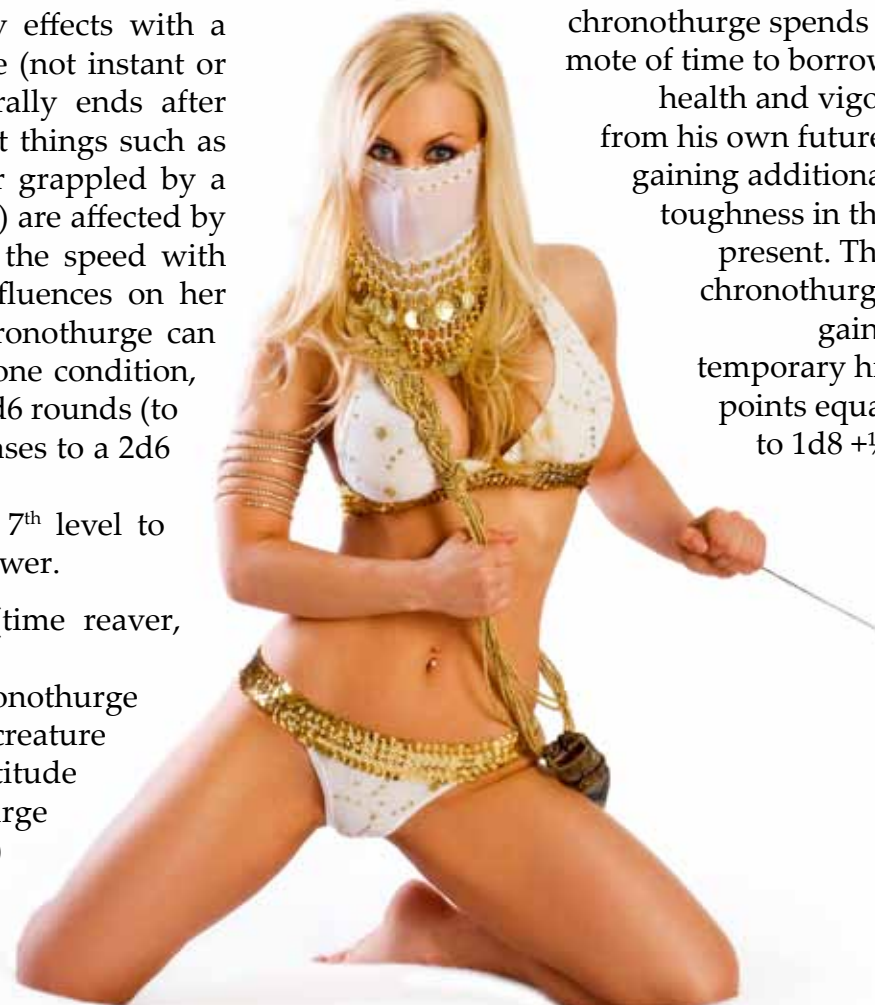
Future Infirmary (Su) (time reaver, time thief)

As a standard action, the chronothurge can spend a mote to force one creature within 60 feet to make a Fortitude save (DC 10 + 1/2 chronothurge level + Charisma modifier) or be afflicted with the physical infirmity of its future, aged body. On a

failed save the subject takes a -2 penalty to Strength, Dexterity, and Constitution for 10 minutes per chronothurge level. Creatures that do not age are immune to this ability. Creatures of the dragon type take penalties only to their Dexterity, and actually gain a +2 enhancement bonus to their Str, Con, and Int if they fail their save.

Future Vitality (Su) (time master, time thief, time warden)

As a swift action, the chronothurge spends a mote of time to borrow health and vigor from his own future, gaining additional toughness in the present. The chronothurge gains temporary hit points equal to 1d8 + 1/2



his chronothurge level. Any temporary hit points remaining when the chronothurge regains uses of his daily abilities immediately fade.

Future Vitality, Improved (Su) (time master, time thief, time warden)

As Future Vitality, but the chronothurge may target a creature touched to be the recipient of the temporary hit points.

Glimpse of the Future (Su) (any)

As a standard action the chronothurge may spend a mote of time to look forward into the timestream, trying to view the most likely result of a specific action. This acts as an *augury* spell. Such efforts are difficult, as the more often a chronothurge looks into the timestream the more his own divination makes it unlikely his timeline will match that of nearby timelines. Each time after the first a chronothurge uses this power in a 24-hour period, the chance of an accurate answer goes down by 10%.

Lost Time (Su) (time reaver)

As a move action, the chronothurge can spend a mote to slice time away from any target he can see within 60 feet. The target must make a Will or Fortitude save (whichever the target prefers, DC 10 + $\frac{1}{2}$ chronothurge level + chronothurge Charisma bonus) or be unable to take swift actions for 1 round/2 chronothurge levels. A target suffering this effect may take a move action once per round to do something that is normally a swift action.

Old Wounds (Su) (time reaver, time thief)

As a standard action, the character can channel time into a wound with a touch, causing it to experience rapid healing, as if

many days had passed. The wounds heal for 1d8 damage, +1 per chronothurge level.

Partial Stasis (Su) (any)

The chronothurge can spend a mote of time as a swift action to suppress the effects of any one detrimental condition affecting him. Only specific conditions (such as dazzled, fatigued, shaken, staggered, and so on) can be suppressed, and they can't be the result of combat maneuvers. For example a chronothurge could not suppress the effect of a *charm spell*, damage from an ongoing poison, or the grappled condition if it is the result of a grapple maneuver.

The effect is suspended, having no impact on the chronothurge, for a number of rounds equal to half the chronothurge's level. If the effect is not removed or cured during that time, and its duration continues beyond the rounds of suspension, it returns in full force.

A chronothurge must be 7th level to select this advanced mote power.

Personal Action (Su) (time thief)

The chronothurge may spend a mote to take a move action as a swift action.

A chronothurge must be 11th level to select this advanced mote power.

Personal Casting Time (Su) (time warden)

The character can spend a mote to cast a spell with a casting time of 1 standard action or less as a swift action. The character cannot cast any other spell on the same round this ability is used.

A chronothurge must be 11th level to select this advanced mote power.

Personal Timeline (Su) (time reaver, time warden)

The character can spend a mote of time to alter his personal timeline to one in which he received different training.

This requires 1 hour of uninterrupted meditation. At the end of this time, the character can remove skill points from one skill and add them to a different skill, or exchange one feat for another feat, or exchange one spell known for a different spell known. In all cases the selection must meet all normal restrictions (cannot exceed maximum skill points in a skill, select a feat for which the time warden does not qualify or exchange one being used to qualify for other feats, spells must be exchanged for other spells of the same level on the same class list, and so on).

Any change made remains in effect for 24 hours. A character cannot have more than 1 total change per three class levels in effect at the same time. Any attempt to make additional changes to his timeline of training fail.

A chronothurge must be 8th level to select this advanced mote power.

Retrocast (Su) (time master, time warden)

The chronothurge can spend motes of time as a standard action to restore a prepared spell or spell slot used by an allied spellcaster. The chronothurge must touch the subject. To restore a prepared spell the chronothurge must be intimately familiar with the spell (by knowing the spell himself, having been a target of the spell, or successfully identifying the spell

with a Spellcraft check – DC 15 + double spell level). To restore a spell slot for a spontaneous spellcaster, the chronothurge must be able to identify at least one spell of that level the spellcaster has used during the day. The chronothurge must spend a number of motes equal to the spell's level +1, and cannot restore a spell with a level greater than double his chronothurge level.

A chronothurge must be 9th level to select this advanced mote power.

Second Thought (Su) (time master, time thief, time warden)

As a swift action or immediate action the character can spend a mote to refresh memories of the past to review everything he has ever learned on a specific subject. This allows the character to reroll one failed Knowledge check with a bonus equal to half his chronothurge level. This also allows the character to make unskilled Knowledge checks for questions with a DC as high as 15 (rather than the normal limit of DC 10 for unskilled Knowledge checks).

Slow Spell (Su) (time master, time warden)

At any time during the duration of a spell he has cast, the character can spend a mote to extend the spell's duration. By slowing the speed with which the spell's magic travels through time, the chronothurge can increase the duration of any spell he has cast that already has a duration of at least 7 rounds. The chronothurge adds a number of rounds equal to his mote bonus to the spell's duration.

A chronothurge must be 5th level to select this advanced mote power.

Sphere of Calm Time (Su) (time warden)

The character may spend a mote to grant his mote bonus to any one ability check or skill check made by an ally the chronothurge can see. The skill check or ability check must occur entirely within 1 round.

A chronothurge must be 17th level to select this advanced mote power.

Steady Hand (Su) (time master, time thief)

The character can rewind time by small amounts to erase any minor mistakes she makes as a result of distraction around her. By spending a mote, the chronothurge may use skills reliably even under adverse conditions. Once she spends the mote, she may take 10 on any single skill check made before the end of her next round, even if stress and distractions would normally prevent her from doing so.

Sudden Action (time reaver, time thief)

The chronothurge may spend a mote to allow an ally within 60 feet to take an additional move action on the ally's next turn.

A chronothurge must be 16th level to select this advanced mote power.

Time of Battle (Su) (time reaver, time thief)

The character can add the bonus from spending a mote of time to his Armor Class (as a dodge bonus) until the beginning of his next turn. Alternatively, he may spend a mote to add his mote bonus to the result of a single attack roll. This decision must be made prior to knowing the result of the attack roll.

A chronothurge must be 3rd level to select this advanced mote power.

Time of War (Su) (time warden)

The character can add the bonus from spending a mote of time to his Armor Class (as a dodge bonus) until the beginning of his next turn. Alternatively, he may spend a mote to gain proficiency in a single weapon or type of armor for 24 hours.

A chronothurge must be 2nd level to select this advanced mote power.

Time Sense (Su) (any)

The chronothurge can spend a mote of time to sense disturbances within the local timestream for ten minutes per chronothurge level. This acts as scent, but it can be used only to locate and track creatures with the temporal powers, including all archetypes from this book, monsters with temporal powers, and characters with mote of time or aevum abilities.

Unspoken Words (Ex, Su – See Text) (time master, time thief, time warden)

This advanced mote power allows a chronothurge to repeatedly engage in minor social banter with a subject and then step backward in time to before the conversation occurred. The chronothurge remembers how the subject reacted to various overtures and what (if anything) was learned during the exchange, but for the subject the conversation never took place.

The chronothurge may make a Bluff, Diplomacy, or Intimidate check with a DC of 10 + subject's Intimidate bonus, 10 + subject's Sense Motive bonus, or 15 + the subject's hit dice (whichever is highest). On a successful check the chronothurge learns how the

subject would respond to 1 specific question. The answer is one the subject would give to a creature it has an attitude of friendly towards (see the Diplomacy skill for more information on attitudes). For every 5 by which the chronothurge's skill check exceeds the DC, the chronothurge gains the answer to another question. The chronothurge may not

spend a mote to affect the result of the skill check used in conjunction with this effect. This effect is a supernatural ability.

Additionally, whether the chronothurge successfully learns an answer to the question or not, the chronothurge gains a +2 circumstance bonus to all Bluff, Diplomacy, Intimidate and Sense Motive checks made regarding the subject for the next 24 hours, as the chronothurge applies what he learned about the subject's response to various topics. These bonuses are extraordinary, and continue even if the chronothurge moves into an area where magic does not function.

Weave Time (Su)

(time warden)

A time warden with this power can weave multiple motes of time together to form an aevum. This process takes ten minutes, and consumes 6 motes of time. If a point of aevum created this way is used to fuel any power that generates motes of time (such as Divide Time), that power cannot create more motes of time than were used to weave together the aevum.

A time warden must be at least 5th level and have the aevum class feature to select this advanced mote power.

AEVUM POWERS

The following powers are available only to characters with the aevum class feature, including time thieves and time wardens, or archetypes that specify they grant aevum powers. A character may select these in place of the aevum powers listed in the aevum class feature, when the character's class grants a new aevum power. Some new aevum powers also have other listed prerequisites the character must meet before the power can be selected.

Ageless (Su) (any)

The character does not physically age. This requires the character to permanently lose one point of aevum, which is used to hold all physical effects of aging at bay. The character may choose to age normally, but this is entirely optional. The character still receives the positive adjustments to Int, Wis, and Cha for aging when he reaches the appropriate age categories. The character is immune to spells and effects based on causing aging (such as the Future Infirmary advanced mote power).

A chronothurge must be at least 10th level to select this aevum power.

Alternate Self (Su) (any)

When a chronothurge with this power is killed or destroyed, he has a chance of being replaced by an exact duplicate of himself from an alternate timeline. This power can only be used while the original character is dead. If the player decides to invoke this power, the chance it works is 50%, plus a percentage equal to the character's Charisma score. If the power fails,



it cannot be attempted again until the original character is restored to life (and then dies again). If the power is successful the original character ceases to exist (and cannot be raised or restored by any power short of direct deific intervention). Instead, a new version of the same character comes into existence from an alternate timeline. This character has the same memories and history as the original character, and is game-mechanically identical (and is played by the same player as the original).

If the body of the original character still exists and is in a location and situation that the new character would find acceptable, the new character appears in that place (wearing whatever the original character's body was wearing). If not, the new character appears as close to the original character's body as possible with equipment appropriate for a starting character. Taking up an empty slot in a new timeline reduces the new character's total aevum by one. This reduction is permanent, and can only be removed by the same effects (and costs) that can remove negative levels gained as a result of a *raise dead* spell.

Alter Probabilities (Su) (any)

The character may spend an aevum to bend future timelines towards a preferred set of results. The character may skew by 25% the chance of something happening that is determined by a percentile die roll. The percentile roll must represent something the chronothurge is aware of, can immediately determine the outcome of, and that occurs entirely within one round. For example the chronothurge could cause the chance

of a creature being missed due to *blink* or *displacement* to 25% or 75%, but could not affect the chance ranged attacks made against a target with full concealment, that the chronothurge can't see, will hit (since the chronothurge has no way to immediately determine the outcome of the attack).

If the percentile roll applies to an ongoing condition or effect, the skewed percentile lasts for 1 round per chronothurge level. This ability cannot reduce the chance of something happening below 10%, nor increase it above 90%.

A chronothurge must have the Alter Outcome advanced mote power before selecting the Alter Probabilities aevum power.

Back Order (Su) (time master, time thief)

The character is capable of adjusting his past so he would have bought something when it was available, to possess it now. The character may spend an aevum to establish a community he is currently in as his Back Order focus. A character may only have one community as a Back Order focus at a time – if a new community is selected as a focus, any previous community focus is lost.

When the character does this, he may “spend” up to 100 gp per chronothurge level to create a pool of Back Order value. The character must define a container that carries his value pool. If that container is stolen or lost, all value in it is also stolen or lost. Once per day, the character may spend an aevum to convert gp from his pool of Back Order value into items of the same value he could have bought at his Back Order focus community. This transformation is instant.

The character must pay full value for this item (even if he has some ability that reduces the cost of purchased equipment). A character may always spend the gp in his value pool as normal gp, but gp can only be added to the pool when physically at a community and when spending an aevum to establish it as a focus.

Bolt Time (Su) (time master, time reaver, time thief)

By spending an aevum, the chronothurge can accelerate her movements to a speed that allows her to easily see and react to the movement of a crossbow bolt or other projectile as it flies toward her. The chronothurge remains in Bolt Time for one round per level. This ability counts as a *haste* effect. While in Bolt Time, the chronothurge gains the following benefits:

- When making a full attack action, the chronothurge may make one extra attack with any weapon she is holding. The attack is made using her full base attack bonus, plus any modifiers appropriate to the situation. (This effect is not cumulative with similar effects, such as that provided by *haste* or a speed weapon, 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.)
- The chronothurge gains a +1 bonus on attack rolls and a +1 dodge bonus to AC and Reflex saves.
- All of the chronothurge's modes of movement (including land movement, burrow, climb, fly, and swim) increase by 30 feet, to a maximum of twice her normal speed using that form of movement. This

increase counts as an enhancement bonus and it affects the chronothurge's jumping distance as normal for increased speed.

- Each round, the chronothurge may automatically dodge the first ranged attack she is aware of that would otherwise strike her.

Divide Time (Su) (time master, time warden)
The chronothurge can break up the bigger, more important moments of fated time under his control into smaller, more easily manipulated pieces. By spending an aevum as a standard action, the chronothurge can recharge his daily uses of motes. He regains a number of motes of time equal to 1d6 + his Charisma modifier. This cannot increase his number of motes available over his normal mote maximum.

Do Over (Su) (time thief, time warden)
As a swift action the chronothurge may spend 1 aevum to mark a moment as a restore point. All changes made during the next turn (damage dealt, resources spent, movement taken) should be noted by players and GM alike.

At the beginning of the chronothurge's next turn, before taking any other actions, as a full-round action the chronothurge may spend two additional aevum to jump back in time to his restore point. This undoes everything that has happened in the past turn, since he marked a restore point. Creatures within 60 feet of the chronothurge remember the events of the now-erased round of action, while creatures further away are oblivious to the brief time jaunt.

A chronothurge must be 17th level and have selected the Personal Time aevum power to select this aevum power.

Enforce Dissonance (Su) (time warden)
The chronothurge can spend an aevum to negate the effect of any ability that creates choral dissonance, which includes any ability that requires the expenditure of motes or aevum, and spells and spell-like abilities with "time" in the title. This acts as a *greater dispel magic* spell, but can affect (or counterspell) spell-like and supernatural abilities that meet the description of creating choral dissonance.

Entropy (Su) (time reaver, time thief)
The chronothurge can force a target to suddenly feel the effects of aging, which damages and weakens it. She spends an aevum and makes a ranged touch attack as a standard action. If she hits the target, it takes 1d8 points of damage per class level of the chronothurge (to a maximum of 15d8). This damage bypasses hardness and DR.

Maximize Dissonance (Su) (time reaver)
The chronothurge can spend an aevum to boost the dissonance created by any temporal power within 60 feet, which includes any ability that requires the expenditure of motes or aevum, and spells and spell-like abilities with "time" in the title. The field of Maximized Dissonance lasts for ten minutes per chronothurge level.

For the duration, within this area, anyone who creates or benefits from temporal effects, and effects that create a *haste* or *slow* effect (including any magic item or spell that specifies it does not stack with or can negate either *haste* or *slow*) must make a Fortitude save (DC 10 + ½ chronothurge level, + chronothurge's Cha modifier) or be

confused for 1 round/2 chronothurge levels. Creatures merely benefiting from effects that trigger this power (such as the recipients of *haste*) are instinctively aware of the threat using those bonuses pose, and may choose to not use them while within the dissonance field. Creatures that create triggering effects receive no such warning.

A chronothurge must be at least 7th level to select this aevum power.

Personal Time (Su) (time thief, time warden)
The chronothurge can take risky actions and, if things go badly, simply reverse her personal timeline to before she made the effort. At the beginning of her turn, the chronothurge spends an aevum as a free action. She then takes one normal round of actions, with all results noted temporarily. After her turn begins, the chronothurge must decide if she is going to keep the round of activity she just took, or rewind herself. If she keeps the round of activity, any changes made to any character during her turn become permanent. If she decides to reverse her timeline, she goes back to the moment she spent the aevum, and all changes that occurred during her round are erased from all creatures and items. The chronothurge is left with a standard action, but is considered to have spent an aevum and made use of her move action already.

No one but the chronothurge remembers actions that took place during a round of time she reverses, and only divination spells of 6th level or higher can reveal such events. If the chronothurge is killed or knocked unconscious during a round of Personal Time, she automatically reverses back to the beginning of her turn.

Preferred Timeline (Su) (time master, time warden)

The chronothurge can rewind time by small amounts to erase any minor mistakes he makes as a result of distraction around him. By spending an aevum, the chronothurge can use skills reliably even under adverse conditions. Once he spends the aevum, he can take 10 on any skill check made over the next hour, even if stress and distractions would normally prevent him from doing so.

Repeat (Su) (time master, time warden)

The chronothurge can cause successful actions to be repeated in the immediate future. As a swift action, the chronothurge may mark one round of action taken by himself or an ally within 30 feet. Whatever creature is marked should note the die result of any attack roll, ability check, skill check, or saving throw made in the next round. On the following round, if the marked character makes a d20 roll of the same type as one made in the marked round of action, he may take the result of the marked round's roll. Only a single roll may be repeated in this way, and only on the turn immediately following the round of marked actions.

Reverse Timeline (Su) (time master, time warden)

By spending an aevum, a chronothurge can draw information from his future or past, allowing him to instantly gain the benefits of considerable study and reflection. He can also peer briefly into the future to see how others react to his various attempts at negotiation or subterfuge. The time warden

can make a single ability check or skill check with a result equal to 20 + his total ability or skill bonus.

Shatter Time (Su) (time reaver, time thief)

The chronothurge can slice up the bigger, more important moments of time under her control into smaller, more easily manipulated pieces. By spending an aevum as a swift action, the chronothurge can gain additional motes of time to use for the day. She gains a number of motes of time equal to 1d4 + her Charisma modifier. This can increase the number of motes available to more than her daily mote total. Any unused motes above her daily maximum are lost when she next regains use of her daily abilities.

Swap (Su) (any)

The chronothurge may spend 1 aevum as a swift action to stop time and trade places with a creature within 60 feet before restoring the flow of time. The creature must be one the chronothurge could reach with the movement available to him at the time the power is used (a typical chronothurge could only use this to Swap with a target he could reach by walking, while a flying chronothurge could use it to Swap with targets he could reach with that movement). The creature must also be one the chronothurge could lift and carry (neither too heavy for the chronothurge to move at all, nor grappled, entangled, or otherwise anchored in place).

If the chronothurge readies to use this power in response to an attack, he may make the Swap after the attack is announced, but before the roll is made. The attack cannot

be aborted (because the chronothurge waits until it is already begun), and the attack roll is made against the new target.

A chronothurge of 10th level or higher may spend 2 aevum to use this ability as an immediate action (which normally functions as if the chronothurge has readied to use the power).

Temporal Doppelganger (Su) (time reaver, time thief)

The chronothurge spends 1 aevum to call a duplicate of himself from some time in the near past or future, from a time when the chronothurge wouldn't have been doing anything important. The duplicate is controlled by the chronothurge as his own body, and the chronothurge can hear and act in both bodies (which use a single initiative check in combat). The duplicate lasts for 1 hour, and must remain on the same plane as the original chronothurge, or it dissipates (as if the duration of the ability had ended). The chronothurge may extend the duration for a second hour by spending two more aevum, extend it to a third hour by spending three more aevum, and so on.

Although the chronothurge is literally in two places at once, his split mental attention means he can't operate both timeline's bodies at full efficiency. All actions taken by either body counts against the chronothurge's total action for a round. For example the chronothurge could have one body take a move action and the other take a move action and a swift action, or he could have one body take a full-round action and the other just a 5-foot step. Similarly, any attacks

of opportunity made by either body count against the chronothurge's maximum number of attacks of opportunity per round. However, the chronothurge may take as many free actions as each body is capable of, rather than be limited to the number of free actions the GM considers reasonable for a single body to take.

Also, since both bodies are the same physical form, just from two points in time, any damage dealt to either (including ability damage and ability drains) count against both. However, any effect suffered by one body affects only it as long as the two bodies are separate, but all effects still active on both bodies are added to the chronothurge's single form when the Temporal Doppelganger ends.

For example, Veronica is a 9th level time thief with Temporal Doppelganger. Having infiltrated a caliph's harem, she decides to call upon a Temporal Doppelganger from her future to explore the caliph's palace, while she herself plays cards with other women in the harem. Splitting into Veronica-A and Veronica-B while out of sight on a balcony, she has Veronica-B continue to hide while Veronica-A finds some women to play cards with, and settles comfortably into some cushions. Once Veronica-A is settled, she needs only take up free actions to converse with other women, and occasionally a move action when it is her turn to shuffle the cards.



Meanwhile, Veronica-B can sneak off of the balcony, taking full-round actions to look for the caliph's vault of treasures.

Unfortunately, Veronica-B is spotted dashing across a hallway, and a guard alerts the caliph. Furious, the caliph orders his guards to capture the intruder, whoever she is. When the caliph bursts into the harem and sees Veronica-A playing cards, he demands an explanation. At the same time guards find Veronica-B, and attack her. Veronica now must split her actions between Veronica-A trying to calm the caliph and Veronica-B fighting the guards. If Veronica-A takes a round to make a Bluff check to convince the caliph she couldn't be raiding his palace while sitting in his harem with 20 witnesses (a fairly easy Bluff), on that round Veronica-B can only take a swift action, a 5-foot step, and free actions.

If a chronothurge using Temporal Doppelganger is questioned using magic, the exact nature of the questions asked and answers given are very important. For example if Veronica was later questioned about whether she was searching through the caliph's palace, she would have to admit she was. But if she said she was playing cards with other women in the harem during the time the intruder was seen, that would not be revealed as a lie by divination magics.

A chronothurge must be at least 9th level to select this aevum power.

Temporal Stasis (Sp) (time master, time thief, time warden)

Once per day, the chronothurge can spend an aevum to attempt to inflict *temporal stasis* (as the spell of the same name) on one touched creature. The chronothurge uses his chronothurge level as his caster level for this ability. If the initial touch attack fails, the chronothurge can attempt this again as a standard action until he succeeds or six rounds pass. Once he successfully touches a target he loses the ability to try again, even if the target makes its Fortitude save.

A chronothurge must be at least 16th level to select this aevum ability.

Time Cross (Su) (time thief)

The chronothurge can focus her timeline-stealing powers on a target, and steal from it a moment of success. She spends an aevum to make a ranged touch attack against any target she can see within 100 ft. + 10 ft./chronothurge level. If the chronothurge misses with this ranged attack she can try again (with each new attempt being its own standard action) for up to one minute per level. Once a target is hit, as an immediate reaction, the chronothurge can force the target to re-roll a single attack roll, damage roll, skill check, or saving throw she is aware of that occurs while the Time Cross is active (a time period equal to one minute per chronothurge level). The target must take the result of the second roll. After the target re-rolls once, the ability is discharged regardless of the outcome of the re-roll.

Time Jaunt (Su) (time reaver, time warden)

By spending one aevum, the chronothurge can take himself, and up to one touched creature per three levels, in a short hop through time. The time travelers can go a maximum number of years into the future or the past equal to the chronothurge's level x the chronothurge's level, but this theoretical maximum is almost never achieved. Because of the pressure of choral dissonance, there are severe limitations to how far a Time Jaunt can go.

The Time Jaunt cannot go any farther back in time than when the chronothurge and those traveling with him last interacted with another creature with an Int, Wis or Cha of at least 1 or interacted with the world in any major way (including any change to any character's status, or acquisition of any material or item worth at least 1 gp). It cannot go any further forward in time than the earliest point at which a creature with an Int, Wis or Cha of at least 1 would observe. As a result of this limitation, the Time Jaunt can only take the chronothurge when no one is observing him (except those traveling with him), and only to an area that is unobserved. Time Jaunt can be used only once per day.

A chronothurge must be at least 13th level to select this aevum power.

Time Stop, Lesser (Su) (any)

By spending an aevum as a swift action, the chronothurge can pause his own timeline to engage in activity that occurs outside the normal timeline. This acts as the *time stop* spell, but the chronothurge gains only 1d3 rounds of activity during the Time Stop.

A chronothurge must be at least 16th level to select this aevum power.

TEMPORAL FEATS

While most temporal powers are special abilities fueled by motes of time or aevum, some feats also exist that deal with chronothurgy. These represent techniques and abilities used by chronothurges to gain access to new powers, or to use powers in more complex ways.

AEVUM MASTERY

You have learned a new way to use the powerful chunks of temporal energy known as aevum.

Prerequisite: Chronothurge 7, aevum class feature.

Benefit: You gain one additional aevum power. You must meet this power's prerequisites.

Special: You may select this feat more than once, but not more than once per 7 chronothurge levels.

AEVUM SPECIALIZATION

You have learned new techniques for using the powerful chunks of temporal energy known as aevum.

Prerequisite: Mote Mastery, chronothurge level 7, aevum class feature, mote of time class feature.

Benefit: When you select aevum powers, you may qualify as both your normal chronothurge type (time master, time reaver, time thief, or time warden) or the type you selected with the Mote Mastery feat.

AMATEUR CHRONOTHURGE

You dabble in the powers of temporal magic.

Prerequisites: Cha 13, no levels in a class that grants motes of time or aevum.

Benefit: You gain the basic mote powers available to a time master, and qualify as the time master chronothurge type for feat prerequisites. You gain a pool of motes of time with three motes in it. You treat your hit dice as your chronothurge level.

Special: If you take levels in a class that grants motes of time or aevum, you may swap this feat for the Mote Mastery or Spare Time feats, even if you do not meet their prerequisites.

LAST-SECOND SAVE

You can change the results of a particularly damaging blow to you so it has less effect.

Prerequisites: Chronothurge level 5, Dex 13.

Benefit: You have the power to rewind time right after you have been struck by a sneak attack or critical hit, giving you just enough time to make the blow less damaging (but not quite enough to avoid the attack entirely). As an immediate action you may spend one mote to turn a critical hit or sneak attack that has successfully hit you into a normal attack (dealing its base damage, rather than critical or sneak attack damage).

MOTE MASTERY

You have learned new techniques for using motes of time.

Prerequisite: Chronothurge level 3, mote of time class feature.

Benefit: You gain all the basic mote powers of one chronothurge type (time master, time reaver, time thief, or time warden) other than your own. Once this selection is made it cannot be changed. However, if you take a level in a class that would give you the selected basic

mote powers (such as a time thief who had used this feat to gain access to the time warden basic mote powers then taking a level in time warden), you may exchange this feat for any 1 other feat for which you meet the prerequisites.

MOTE SPECIALIZATION

You have learned new ways to use motes of time.

Prerequisite: Chronothurge level 3, motes of time pool.

Benefit: Select one advanced mote power available to a chronothurge of your type. You now have access to this advanced mote power.

Special: You may select this feat more than once, but not more often than once per three levels.

MOTE OF TIME FOCUS

Your dedication to the study of time knows no limit.

Prerequisite: Mote of time pool.

Benefit: When you roll your mote of time bonus, add +1 to the result.

OPPORTUNE BLOW

You can adjust your perceptions to find vulnerable spots to strike foes.

Prerequisites: Time reaver or time thief chronothurge level 3, Dex 13.

Benefit: By accelerating your perception speed when you make an attack, you can search for particularly vulnerable targets for attacks you make. You may spend 1 mote to gain sneak attack (as the rogue class ability of the same name) for 1 minute. You have a +1d6 sneak attack (this increases to +2d6 for 8th level chronothurges, and +3d6 for 16th level chronothurges). If you have sneak attack dice

from another class, they stack with those gained by spending a mote.

PRECOGNITION

You receive messages of warning sent from your future self.

Prerequisites: Chronothurge level 7, Int 13, aevum class feature.

Benefit: You periodically receive information sent back in time from near-future versions of yourself. Such messages are, of necessity, brief and often vague, as your future self wrote them in such a way as to not invalidate the warnings they contain while at the same time minimizing their negative impact on the future timestream.

As a standard action you may spend one aevum to gain the benefits of a *divination* spell with 90% effectiveness.

SPARE TIME

You have learned how to store more motes of time.

Prerequisite: Motes of time pool.

Benefit: Your pool of motes of time increases by 3 mote points.

Special: You can gain this feat multiple times. Its effects stack, granting you an increase to your pool of motes of time, each time you take this feat.

TIMELY DETONATION

You adjust the exact time your spell goes off to maximize its effectiveness.

Prerequisites: Chronothurge level 5, Cha 13.

Benefit: You may spend 1 mote to add your mote bonus to the damage total dealt by a spell you cast.

NEW OPTIONS FOR CHRONOTHURGE BASE CLASSES

While most of the new options available to the time thief and time warden classes come in the form of new advanced mote powers and aevum powers, each class has a few additional options available only to it presented below.

TIME REAVER ARCHETYPE

Both time thieves and time wardens can be used to represent time reavers, ruthless chronothurges that don't care how much damage they do to the timestream as they use their powers. Time thieves and time wardens that take this archetype receive time reaver basic mote powers rather than those native to their own class, and must select advanced mote powers and aevum available to time reavers when they gain new options for those powers. A time reaver can never gain access to powers available to a time warden unless they are available to all chronothurges, even if the time reaver selects a feat or gains an item that would normally grant such powers. The time reaver's disregard for the impact his temporal rampages has upon the fabric of the timestream make it impossible for him to ever master the more careful and shepherding powers of a time warden.

Twist Time (Su): An outlander's most effective tool is the ability to twist the timeline of

a target so that the target loses access to memories, training, and techniques that form an important part of the target's past. At 2nd level, as a swift action, the time reaver can add a time twist to any one attack made or spell cast. A single target hit by the attack, or that fails a save against the spell, must make a Fortitude or Will save (whichever the target prefers) with a DC of 10 + ½ time reaver's level + time reaver's Charisma modifier. Twist time cannot be added to actions that do not require attack rolls or spells that do not require saving throws, and can never affect more than a single target. On a successful save, the time twist has no additional effect and the mote is lost. On a failed save, the target loses bits of his past as they are temporarily ripped loose and replaced with random, meaningless memories of other histories from the timestream. The target loses access to one feat. If the time reaver has seen the target use a specific feat (that the GM determines is easily identified visually, including most feats that affect attack options such as Cleave or Power Attack), or has successfully identified feats the target has with an appropriate Knowledge check, the time reaver may select the feat to be affected. Otherwise, one random feat is affected. For a duration of 1 round, +1 round per 4 time reaver levels, the target cannot use the feat. If it gives a flat bonus (such as the additional hit points from Toughness) that bonus is temporarily lost. If the feat grants a new option (such as Cleave), that option cannot be used. Feats that

cause new objects or loyalties to exist (such as Leadership) are unaffected by twist time.

While the target loses access to the feat, he does not lose access to other feats that have the "lost" feat as a prerequisite. While this does cause minor paradoxes (as the target remembers training for advance techniques with



no idea how he learned the basics), the fact the change in the target's history is temporary prevents this from being a major issue.

For time thieves, twist time replaces the temporal talent gained at 2nd level. For time wardens, it replaces one 1st level spell known and one 1st level spell slot at 2nd level (reducing the number of 1st level spells known and 1st level spell slots for all levels after 2nd as well).

TIME THIEF

Time thieves are fully detailed in *The Genius Guide to the Time Thief*. Most time thief abilities are focused on stealth and misdirection, and their chronal powers represent their ability to steal minor, unimportant moments of time from their own futures (and in some cases, those of others). In addition to motes of time and aevum, time thieves have access to temporal talents, representing special techniques they pick up over the course of their careers.

NEW TIME THIEF TALENTS

The following talents may be selected by a time thief when she gains new talents.

Advanced Mote Power: The time thief may select an advanced mote power (see **Advanced Mote Powers**, earlier in this product) if she meets its prerequisites.

Steal Mote (Su): The time thief may attempt to steal motes of time directly from other chronothurges. As a standard action the time thief may make a single melee attack (or ranged attack, if the target is within 30 feet). If the target is denied its Dex bonus to AC against the time thief's attack, or if it is flanked (even if

the time thief is not herself flanking it), she may attempt to steal motes of time (if the target has any) in addition to her attack's normal damage. The target must make a Will save (DC 10 + ½ the time thief's level + her Charisma bonus). If it fails this save, it loses 1d4 motes of time and the time thief gains the same number. A time thief cannot steal more total motes in a day than her Charisma bonus. If a time thief has more motes of time than her normal maximum when she regains uses of her daily powers, any excess above the maximum are lost.

NEW ADVANCED TIME THIEF TALENTS

Steal Future (Su): When the time thief uses her steal mote talent on a target with no motes of time, on a failed save the target is restricted to a partial action on its next turn, and the time thief gains a single mote of time. A time thief must have selected the steal time talent to select this advanced talent. A time thief is still limited to gaining no more motes of time per day than her Charisma modifier from these two talents.

TIME WARDEN

Time wardens are fully detailed in *The Genius Guide to the Time Warden*. Time wardens are skilled spellcasters in addition to being powerful chronothurges, and can augment their time-manipulating powers with more traditional magics.

NEW TIME WARDEN SPELLS

Chronal Maestro

School: transmutation; **Level:** time warden 5
Casting Time: 10 minutes
Components: V, S

Range: touch

Target: you

Duration: 10 minutes/level

You call upon arcane energies to temporarily expand your power to manipulate time. Select one time master basic mote power, or time master or time warden advanced mote power for which you meet the prerequisites. You gain access to this mote power. At the end of the spell's duration any ongoing effect of the mote power also ends (though instant effects are not reversed).

Saved Time

School: transmutation; **Level:** time warden 4

Casting Time: 10 minutes

Components: V, S

Range: touch

Target: you

Duration: instantaneous

You gather loose and unused fragments of chronal energy from the timestream, both cleansing it of chronal dissonance and replenishing your own temporal powers. You regain up to 4 motes of time, or a single aevum. This spell cannot cause you to have motes of time or aevum in excess of your daily maximum.

TIME WARDEN ARCHETYPE: WARP WARDEN

The warp warden knows that time and space are, at a deep level, essentially the same. Rather than deal with just temporal concerns, the warp warden watches over the fabric of spacetime, trying to monitor and protect the integrity of reality.

Longshot (Su): The warp warden can spend a mote to increase the effective distance between himself and any creature that is not threatening him. Any creature that does not have the warp warden within its reach must add a distance equal to the warden's mote bonus x 5 ft. to any range calculation when determining range increments or determining if the warp warden is in range of some ability. The warp warden rolls his bonus dice once to determine the additional effective range when the ability is used, and the effect lasts for one round per warp warden level. The warp warden may end the effect early, but must spend an additional mote of time to do so.

This ability is treated as a basic mote power available only to the warp warden, and it replaces the Defensive Retry basic mote power.

May Be Closer Than It Appears: A warp warden can touch a creature and spend a mote of time to shorten the distance between the touched creature and targets out of that creature's reach. For any ranged attack or effect, the affected creature treats all ranges as half their true distance for one round per level of the warp warden. This never allows the creature to make melee attacks, melee touch attacks, normal combat maneuvers (or any other effect that only works on adjacent foes) against a creature beyond its normal reach.

This ability is treated as a basic mote power available only to the warp warden, and it replaces the Spare Second basic mote power.

Dimensional Portals (Su): Once per day, a warp warden can create a set of linked dimensional

portals. This causes two 5-foot-diameter circles to become the same point in space. Both spaces must be within line of sight and line of effect of the warp warden when created, and the portals last for 1 round per warp warden level. A warp warden with aevum may spend one to extend the dimensional portal's duration to one minute per level. The dimensional portals act as a doorway between the two spaces. Creatures able to fit through them (all medium creatures, and large creatures who can squeeze) can step through a portal (moving from one space to the other) as part of normal movement. Creatures with reach can make melee attacks through the portals. Ranged attacks and spells can be fired through the doorway, ignoring any distance between them. However, only acts of will can move items between the portals. Any attack, spell, effect, or item a creature decides to pass through the portal travels normally. Even unthinking creatures (such as constructs and vermin) are capable of enough volition to move things through the portals. Inanimate matter does not pass through the portals unless grabbed and moved by a creature. Thus, if a portal was opened at the bottom of a lake, and the other end above a pit, the water does not naturally flow through the portal to fill the pit. A creature could move handfuls of water through the portal, but this is no more efficient than scooping it out of a pool.

This ability replaces the aevum power the time warden gains at 4th level. The warp warden gains his first aevum at 7th level.

TEMPORAL OPTIONS FOR BASE AND CORE CLASSES

While the time thief and time warden are the true masters of time, there's no special reason why other classes can't learn a little chronothurgy. Characters with these options are most likely to be common in areas where full chronothurges are common. If time thieves are a major presence in the Emirate of Tarse, it makes sense that spellcasters and sages within Tarse are more likely to spend some effort to understand and master temporal magics themselves.

BARBARIAN

Barbarians normally aren't just uninterested in the idea of chronothurgy, they're actively annoyed by it. It flies in the face of their instinctive preference to things they can taste, touch, and hear. Even other forms of magic are preferable to chronothurgy, as at least those are common enough to be well-understood threats.

The exceptions to this attitude are barbarians from lands that have been ravaged by temporal threats. Savages from shattered apocalyptic futures where chronothurges have warped time itself and split the moon take choral powers seriously, as do primitive warriors native to lands filled with temporal monsters and zones of broken time.

BARBARIAN ARCHETYPE: OUTLANDER

An outlander is a warrior who has been exposed to powerful choral dissonance and warped by its timestream-twisting powers. Outlanders are not scholars of time, but instead have unwillingly become temporal creatures carrying damaged choral energy in the fabric of their flesh. The history and potential futures of an outlander are constantly shifting, as the choral dissonance within them endlessly alters their place within the timestream.

Slow Aging (Su): The endless exposure to supernatural time allows an outlander to build an immunity to other forms of aging and temporal powers. The outlander gains a +2 bonus to all saving throws against mote of time powers, aevum powers, and chronomancy spells (spells with the chronomancy descriptor, and any spell with “age” or “time” in the name). Additionally upon reaching maturity, the outlander ages at only 1/3 of the normal rate (one year aged for every three years lived), extending his maximum lifespan accordingly.

This ability replaces fast movement.

Ravage (Su): The choral dissonance imbued in the outlander allows him to instinctively rip small slices of time apart to assist him in felling his foes. At 2nd level the outlander gains a number of motes of time equal to half his level, and has a time reaver chronothurge level equal to half his class level. He does not receive the time reaver basic mote powers, but may select

one advanced mote power he qualifies for. He gains additional advanced mote powers at 6th, 10th, 14th, and 18th level.

This ability replaces the rage power gained at 2nd level (but the outlander gains rage powers normally at 4th and later levels).

Child of Dissonance (Ex): The constantly changing history of an outlander makes it difficult to learn anything about him. At 3rd level, the DC of any Knowledge check regarding an outlander is increased by an amount equal to the outlander’s level, and divination spells with a percent chance to determine the outcome of an outlander’s actions have that chance reduced by a percentage equal to the outlander’s level.

Additionally, the outlander’s familiarity with what it feels like to have your entire life change makes him more alert to other kinds of influence over him, and less likely to be frightened by more mundane magic. The outlander adds half his level to Perception checks made to notice the sensors created by divination (scrying) spells, and to saving throws against fear effects.

This ability replaces the trap sense class feature.

CAVALIER

While few cavaliers worry about such esoteric and lofty questions as the nature of time, as dedicated combatants they certainly take notice when a temporal enemy seems to know their every move, is able to avoid any surprise, and acts as if everything the cavalier attempts is predictable.

OUTLANDERS AS OTHER CLASSES

While the idea of a warrior who has been infused with damaging choral energy was designed specifically for the barbarian, it could be adapted to other classes that don’t normally have magic powers, such as the fighter, gunslinger, and rogue. Some notes for adapting the archetype for those classes are given below.

*The fighter outlander loses bravery rather than fast movement to gain slow aging, loses the bonus feat gained at 2nd level rather than a rage power to gain ravage (but still receives bonus feats at 4th and subsequent levels), and loses the armor training at 3rd level rather than trap sense to gain child of dissonance (but still gains armor training at 7th and higher levels).

*The gunslinger outlander loses the quick clear deed ability rather than fast movement to gain slow aging, loses nimble rather than a rage power to gain ravage, and loses the gunslinger initiative deed ability at 3rd level rather than trap sense to gain child of dissonance.

*The rogue outlander loses trapfinding rather than fast movement to gain slow aging, loses the talent gained at 2nd level rather than a rage power to gain ravage (but still receives talents at 4th and subsequent levels), and loses the +1d6 sneak attack die gained at 3rd level rather than trap sense to gain child of dissonance (but still gains additional sneak attack dice at 5th and higher levels).

ORDER OF FINALITY

Cavaliers who join the order of finality dedicate themselves to fighting threats from alternate timelines and opposing incursions from the distant past or far-flung future. Cavaliers of this order tend to have strong religious convictions and be proponents of free will and fairness, and feel that the “natural order of things” precludes creatures being allowed to “cheat” by jumping forward, backward, or sideways through time. They believe the ability to constantly revisit and rearrange the events of a life make each moment less valuable, and focus on working to make every moment of their lives count for something. Though often suspicious of chronothurges, they appreciate the lore provided by time masters and the defensive temporal abilities of time wardens.

Edicts: The cavalier must accept the result of his own history, and cannot allow temporal powers to grant him bonuses as a result of moving through time. He must oppose all threats from different timelines however he best can, and may not associate with creatures who wish to change the past or who have come from alternate timelines.

Challenge: Whenever an order of finality cavalier issues a challenge he gains a +1 bonus to his attack rolls and damage on any round in which he takes a single attack as a standard action against the target of his challenge.

Skills: An order of finality cavalier adds Knowledge (arcana) and Knowledge (planes) to his list of class skills. The cavalier adds half his class level (minimum +1) to any Knowledge



check to identify the abilities and weaknesses of creatures with temporal powers (including all archetypes from this book, monsters with temporal powers, and characters with mote of time or aevum abilities).

Order Abilities: A cavalier of the order of finality gains the following abilities as he increases in level.

Unchanging (Su): At 2nd level, once per day, the cavalier's convictions actually give him the power to influence the timestream and bypass effects that could invalidate the cavalier's efforts. As an immediate action the cavalier can negate a power, spell, or effect that forces him to reroll any one attack roll, damage roll, or saving throw. Alternatively, he can ignore a single condition or effect that gives him a random chance for one attack to miss (such as *concealment*, *mirror image*, *blur*, and *blink*). He may use this ability twice per day at 6th level, and one additional time per day for every 4 levels thereafter.

Determined Effort (Ex): At 8th level the cavalier can call upon his resolve to make every moment count to increase his chances of success. He gains a pool of determination points equal to 1 + ½ his cavalier level. Once per round as a free action, the cavalier may spend a point of determination to gain a +1d4 bonus to a single attack roll, damage roll, saving throw, ability check, or skill check he makes. The decision to add this bonus must be made before the success or failure of the roll is determined.

Time Bane (Su): At 15th level, the cavalier of finality gains a +2 bonus to any attack or

combat maneuver made against a temporal foe (including all archetypes from this book, monsters with temporal powers, and characters with mote of time or aevum abilities), and deals an additional 2d6 damage against such foes on successful attacks.

CLERIC

Few religions concern themselves with the nature of time or the timestream, as such issues generally have little impact on the goals of their gods. Some religions take a much more repressive approach, actively denying the existence of alternate timelines (in which their god might not be worshiped at all). The general exceptions to this are churches that revere gods of time, or those that deal in knowledge, history, or the mysteries of other planes. While chronothurges are extremely rare, even within those organizations, clerics with some access to temporal powers do exist in small numbers.

TEMPORAL DOMAIN

The temporal domain gives a cleric minor abilities to control and understand time. It is most commonly granted by gods with time as a specific part of their divine portfolio, but may also be available to priests of gods who grant the Knowledge, Law, and Travel domains.

Granted Powers: You gain a limited ability to adjust time to serve you and your allies.

Time Manipulation (Su): You gain access to powers that match the basic mote powers available to time masters. You do not actually gain motes of time, and cannot gain additional mote powers.

You treat your cleric level as your chronothurge level for determining the effectiveness of these powers (and your effective mote bonus dice). You may use your time manipulation powers a total number of times per day equal to 3 + your Wisdom modifier.

Time Control (Su): At 8th level you may select one aevum power available to a time master chronothurge of 8th level. Once this selection is made, it cannot be changed. You treat your cleric level as your chronothurge level for determining the effectiveness of this power. You may use this power once per day. At 15th level, you may use it twice per day.

Domain Spells: 1st—*deathwatch*, 2nd—*mirror image*, 3rd—*haste*, 4th—*lesser age resistance*, 5th—*hold monster*, 6th—*contingency*, 7th—*greater age resistance*, 8th—*temporal stasis*, 9th—*time stop*.

DRUID

Though most druids give it no particular thought, time is one of the most powerful forces of nature. The effects of time in nature are obvious – the passing of the seasons, the cycle of life, the phases of the moon, and even the endless alternating of night and day are well-known druidic concerns – but few worry about the nature of time itself. Nevertheless, if the natural progression of time is damaged, it is nature that suffers. Only a few druids focus on the temporal aspects of nature rather than more typical elements such as animals, plants, and weather, and those that do are often seen as more than a bit odd by their brethren. But when winter comes directly

after summer, or hawks revert into eggs, it is the druids of time who can understand the true nature of that threat.

NATURE'S BOND: TEMPORAL DOMAIN

Though such druids should be fairly rare, a GM may decide to allow some druids to take the temporal domain (see above) as their nature's bond. Because such druids are defenders of the natural order of time, they should receive the Basic Mote Powers appropriate to time wardens rather than those for time masters, and be restricted to time warden powers when they select their aevum ability.

DRUID ARCHETYPE: TEMPORAL DADUCHOS

Druids who focus their studies on the nature of time (and the time of nature) are not common. In many druid communities only a single druid ever takes such a role, doing so specifically to be able to advise other druids on how to handle threats to or from the timestream. Such druids are known as temporal daduchos, with the term "daduchos" literally meaning "torch bearer," and used in this context to indicate an expert who lights the way to understanding a specific subject. Temporal daduchos are rare not only because their concerns exist on the edge of druidic philosophy, but also because as defenders of time, even master druids who follow this route suffer the ravages of time more deeply than other druids.

Temporal Knowledge: Knowledge (arcana) and Knowledge (planes) are class skills for a temporal daduchos. The temporal daduchos does not gain Climb or Handle Animal as class skills.

Time Sense (Su): At first level, the temporal daduchos can sense disturbances in the natural flow of time. This acts as scent, but it can be used only to locate and track creatures with the temporal powers, including all archetypes from this book, monsters with temporal powers, and characters with mote of time or aevum abilities.

This ability replaces wild empathy.

Wild Time (Su): At 4th level, a temporal daduchos' understanding of the place time has in the natural order of things allows him to gather tiny bits of time that leak into the material plane from the timestream in particularly ancient or primitive natural places. The character gains a pool of motes of time, with a number of motes equal to 3 + his class level. He is considered a chronothurge of all types, and has a chronothurge level equal to his class level -3. He also gains four basic mote powers of his choice. Once these choices have been made, they cannot be changed. The temporal daduchos is considered to have the mote of time class feature for purposes of prerequisites.

At 6th level, and every 2 levels thereafter, the temporal daduchos gains either an additional basic mote power, or an advanced mote power he qualifies for.

This ability replaces the wild shape class feature, and all improvements and expansions of that feature.

Maintain Timeline (Su): At 9th level the temporal daduchos gains the ability to use maintain timeline (as the aevum power, see above) as a standard action a number of times per day equal to his Wisdom bonus. At 15th level he may do this as a swift or immediate action. This ability replaces venom immunity and timeless body.

MAGUS

Magi already work to blend martial and magical abilities, giving them a tradition of flexibility and creative thinking that applies well to learning a little chronothurgy. Even in lands where other chronothurges are rare, many magi at least dabble in time magics. In realms with a large time thief and time warden presence, some magi focus on chronothurgy to a degree that makes them nearly the equal of dedicated chronothurges.

TEMPORAL MAGUS ARCANAS

The follow magus arcana are available to magi in games including chronothurgy.

Arcane Motes (Su)

The magus can use points from his arcane pool as motes of time (see **Motes of Time**, earlier in this product) and receives all the time master basic mote powers. The magus treats his magus level as his time warden chronothurge level for this, and any other mote powers he receives through other means. (If the character already has a chronothurge level from another source, he adds his magus level to it to determine his final chronothurge level.)

Skilled Chronothurge

The magus may select one advanced mote power for which he meets the prerequisites (see **Advanced Mote Powers**, earlier in this product). A magus must have the Arcane Motes arcana before he may select this arcana. The magus may select from time master and time warden advanced mote powers.

A magus may select this arcana more than once. Its effects do not stack. Each time it is selected, the magus may select one advanced mote power he does not already possess.

MAGUS ARCHETYPE: THE TEMPUS

While many magi dabble in chronothurgy, the tempus is a full chronothurge on par with time thieves and time wardens. Also known as temporal knights, tempus see their powers as arising from a triangle of sources – arcane magic, skill-at-arms, and time manipulation.

Chronothurge

At 1st level, the tempus receives the arcane motes arcana as bonus arcana. Unlike traditional magi, the tempus cannot use his arcane pool to grant a weapon he is holding enhancement bonuses or special properties. He can use his arcane pool for any other purpose for which a magus can normally use it. The tempus is considered to have the mote of time class feature for purposes of prerequisites.

Aevum

At 5th level a tempus gains a single point of aevum, and selects one time master or time warden aevum power he meets the prerequisites for (see **Aevum Powers**,



earlier in the product). The tempus treats his magus level as his chronothurge level for these powers. The tempus gains one additional point of aevum, and an additional aevum power, at 11th level and every 6 levels thereafter. The tempus is considered to have the aevum class feature for purposes of prerequisites.

This ability replaces the bonus feats a magus normally gains at these levels.

Greater Time Access

At 19th level, the tempus gains access to an expanded spell list. He learns and places 14 spells from the time warden's spell list (see *The Genius Guide to the Time Warden*) into his spell book as magus spells of their time warden level. He gains two of each of the following time warden spells not on the magus spell list:

0-level, 1st-level, 2nd-level, 3rd-level, 4th-level, 5th-level, and 6th-level.

He can ignore the somatic component of these spells, casting them without the normal chance of spell failure.

This ability replaces greater spell access.

SORCERER

It is just as likely for a Sorcerer's powers to come from some temporal effect on their ancestry as from any other supernatural heredity. In most cases, this is the result of one of more parents or grandparents traveling through the timestream or somehow making a major trip through time (from the past, future, or an alternate present) rather than actual interbreeding with a

species native to time travel, but families with strong natural chronothurgy are nevertheless generally referred to as having a “wampuscat bloodline,” in reference to one of the better-known creatures of the timestream.

WAMPUS BLOODLINE

Class Skill: Knowledge (planes)

Bonus Spells: *adjuring step* (3rd), *retrieve item* (5th), *displacement* (7th), *dimensional anchor* (9th), *permanency* (11th), *getaway* (13th), *temporary resurrection* (15th), *moment of prescience* (17th), *time stop* (19th).

Bonus Feats: Amateur Chronothurge*, Breadth of Experience**, Eclectic**, Extend Spell, Mote Mastery*, Mote Specialization*, Spare Time*, Taunt**, Timely Detonation*.

*Represents a feat introduced in this product.

**This feat is found in the *Advanced Player's Guide*. You do not have to meet its prerequisites, as it represents knowledge gained by viewing the lives of alternate versions of yourself in alternate timelines.

Bloodline Arcana: You add your Charisma bonus to your caster level when determining the duration of sorcerer spells you cast.

Bloodline Powers: The infusion of temporal energy into your heritage grants you a few innate time-manipulating powers, most of which focus on using time and your arcane spells together.

Short Time (Su): When you fail a saving throw against a spell with a duration of two rounds or more, it affects you for only half its normal duration. This has no impact on its duration against other targets. This ability does not

apply to spells notated as harmless in the saving throw entry.

Suspend Spell (Su): At 3rd level, once per day you may, as a swift action, suspend in time one spell you cast that is still active and has a duration of at least one round per level. The effect of the spell disappears, and any remaining duration is preserved. As a move action you can recall the spell, and use any remaining spell duration. You may use this ability twice per day at 8th level, and three times per day at 16th level. You can only suspend a particular casting of a spell once.

Improved Short Time (Su): At 9th level, whenever you are affected by an affliction, condition, spell, spell-like ability, or supernatural ability with a duration of two rounds or more, it affects you for only half its normal duration. This has no impact on its duration against other targets. This benefit replaces short time. This ability does not apply to spells notated as harmless in the saving throw entry.

Innate Extension (Su): at 15th level whenever you cast a spell that could benefit from having the Extend Spell metamagic feat applied, its duration is automatically doubled. If you do apply the Extend Spell metamagic feat to such a spell, its duration is actually tripled.

Temporal Transformation (Su): At 20th level, your body surges with temporal power. Select a number of aevum powers equal to your Charisma bonus. You do not need to meet the prerequisites for these powers. You may use each power once per day by expending a spell slot of 3rd level or higher, using your class level as your chronothurge level.

WITCH

A witch that focuses on time will almost always work to prevent or reverse the effects of time, or use the powers of the timestream to further the witch's more mundane concerns.

NEW HEXES

The following hexes are available to witches in a campaign that allows temporal powers.

Ageless (Su): A witch with this hex no longer takes ability score penalties for aging and cannot be magically aged. Any penalties she may have already incurred, however, remain in place. Bonuses still accrue, and the witch still dies of old age when her time is up.

At 5th level the witch may alter her apparent age from a teenager to a crone at will, though this has no impact on her actual age or age-based penalties. At 8th level, any age-based penalties the witch has suffered are reversed, and she no longer accrues age-based penalties.

Alternate Memory (Su): This hex allows a witch to call on memories from alternate timelines to change how the target remembers a single event. Alternate Memory may only be used on a target able to hear and understand the witch, and that is friendly toward the witch (whether that is the result of a naturally friendly nature, a Diplomacy check, or some form of magic). The target must make a Will save (DC 10 + ½ witch level + the witch's Int modifier) or instantly have one memory changed in a way defined by the witch. If the target makes its save, it is immune to alternate memory until the witch gains another level.

On a failed save, the witch may modify one memory of a specific event. The memory must be of an event the witch has witnessed, or that the witch has intimate knowledge of (as the result of an appropriate divination spell of 3rd level or higher, extensive research, or lengthy conversation with a witness to the event). The witch can change the memory in whatever way she wishes, but an alternate memory does not necessarily affect the subject's actions, particularly if it contradicts the creature's natural inclinations. An illogical alternate memory is dismissed by the creature as a bad dream, too much wine, or another similar excuse. The memory remains altered unless restored with a *modify memory* spell, *restoration*, *heal*, or similar magic.

Past Stab (Su): The witch can make an attack through the timestream, to wound a target at some point in its past, causing the effects of that wound to appear in the present. This is a ranged touch attack (as the attack finds a moment in the past when the target was vulnerable and unprotected). The witch can only make an unarmed, natural, or light melee attack through the timestream, and only the weapon's base damage is dealt (not any magical effect, poison, or effect caused by a feat or maneuver). The total amount of damage a target may have on it from a witch's past stab at one time cannot exceed the attack's maximum critical hit damage. The witch may make multiple attacks to reach this amount of damage, and may make additional attacks if the target is healed, but no attack can result in the target having more than the weapon's maximum critical damage dealt to it at once.

WIZARD

The wizard is the non-chronothurge class most likely to take an interest in matters of time, the timestream, and choral dissonance. Most wizards see magic of all types as falling within their purview. Arcane magic already overlaps with chronothurgy in its ability to see into the past and future, speed or slow creature's movement through time and, at the highest level, even stop time itself. Many wizards see specializing in temporal magic no different from specializing in abjuration, or flame spells, or crafting magic items.

SPECIALTY SCHOOL: CHRONOTHURGY

At 1st level, rather than specialize in a typical school of magic or in an element, a wizard may specialize in the study of chronothurgy. The wizard must select 2 schools to be opposition schools, as with normal school specialization, but does not receive any bonus spell slots or other bonuses for a specialized school. Instead he gains limited access to chronothurgy (as detailed below) as specialty school powers.

Chronothurgy (Su): You treat your class levels as time master chronothurge levels. You gain a pool of motes of time equal to your Intelligence bonus (minimum 1), and all the time master basic mote powers. You gain an advanced mote power you meet the prerequisites for at 3rd level, and every 3 levels thereafter. You are considered to have the mote of time class feature for purposes of prerequisites.

Always Prepared (Su): As a standard action you may spend a mote of time to change a spell you have prepared for another spell you know that could be prepared in the same level spell slot.

Aevum (Su): At 8th level you gain one point of aevum, and may select one aevum power you qualify for. You are considered to have the aevum class feature for purposes of prerequisites.

TEMPORAL THREATS

GMs running campaigns with chronothurge player characters may want to add new time-themed threats to match those characters' time-themed abilities. This certainly isn't necessary – the vast majority of chronothurge powers work just fine when facing the traditional threats of goblin acquisition groups, multistory undead-infested sub-basements, and obsessive-compulsive fire-breathing lizards. But one way to blend new chronothurge options into a game is to link them to a place or group within the campaign. And if the Desert of No Dawn is a renowned source of temporal oddities, it can be useful to have unique hazards and monsters native to it.

ZONE OF BROKEN TIME EFFECTS

One of the oft-mentioned potential dangers of chronothurgy is "choral dissonance," a kind of temporal feedback that damages the timestream when time magic is used wrongly,

or too often, to create paradox. However beyond lip service in new powers, there are (intentionally) no rules for exactly what happens when choral dissonance grows to be too great. This is much like what happens if a cult of demon-worshippers grows too big, or if two gods try to kill each other – the answer is whatever best supports the needs of the campaign and the ongoing adventure. However, to give a GM an option he can pull out of his toolkit if he wants *some* kind of major time disaster, but doesn't want to have to design one from scratch, a disastrous end result of a badly damaged timestream, a zone of broken time, is presented below.

A zone of broken time is much like a wild magic or null-magic zone, an area where the normal laws of the universe aren't properly operating. Generally caused by major misuse of temporal powers (or the most powerful of conflicts within the timestream), a zone of broken time represents a section of the material plane where the timestream isn't flowing properly. This causes time to run too fast, or erratically, or (rarely) not at all. Such a zone can be temporary or last until fixed, be as small as a single 5-foot square or as large as an entire desert, as dictated by the needs of the GM.

When creatures first enter a zone of broken time, roll on the table below to see what effect it is having. You may use this effect for the entire time a group is within the zone, or change it periodically (every subjective day a group is within the zone, or even at the beginning of every encounter).

ZONE OF BROKEN TIME EFFECTS (ROLL 1D00)	
01-08.	The duration of all spells, spell-like abilities and supernatural abilities is halved within the zone.
09-18.	The duration of all spells, spell-like abilities and supernatural is increased by 50% within the zone.
19-27.	The duration of all extraordinary abilities is halved within the zone.
28-37.	The duration of all extraordinary abilities is increased by 50% within the zone.
38-49.	At the beginning of each creature's turn, there is a 20% chance it is surrounded by images of what it did a split second ago, and what it is about to do in just a moment. This acts as a <i>mirror image</i> spell cast using the creature's HD as the caster level. If a creature has an existing <i>mirror image</i> (from this effect or the actual spell) when this effect is triggered, the new <i>mirror image</i> replaces the old one.
50-59.	At the beginning of each creature's turn, there is a 20% chance its appearance is shifted to show where it was a split second ago, or where it is about to be in just a moment. This acts as a <i>displacement</i> spell cast using the creature's HD as the caster level. If a creature has an existing <i>displacement</i> (from this effect or the actual spell) when this effect is triggered, the new <i>displacement</i> replaces the old one.
60-69.	All creatures in the area gain moments of prescience. Each round a creature may reroll one of its attack rolls or saving throws, or force an attacker to reroll an attack roll made against the creature. These rolls are made after the result of the original roll is known, and the creature must abide by the result of the second roll, even if it is worse.
70-79.	All creatures in the area are affected as if they had <i>blessing of fervor</i> or <i>haste</i> (determined randomly). These effects are persistent and cannot be dispelled as long as the zone exists.
80-88.	For every minute that passes within the zone, a day passes outside of it.
89-98.	For every day that passes within the zone, a minute passes outside of it.
99.	Time flows backwards within the zone. When creatures leave it they are at a point in time as much earlier than their own entry into it as the duration spent within. Such creatures never encounter themselves during the period they should be in two places at once, though anyone they run into does remember them doing whatever they did during the same time period prior to entering the zone originally.
100.	No matter how much time is spent within the zone, when creatures leave the zone it is one second after their entrance into it.

TEMPORAL MONSTERS

Not all the masters of time are humanoid, as indeed not all are even native to the true timeline. Chronothurgical creatures ranging from aberrations from alternate histories, to sole mutants affected by exposure to time rifts at an early age, can exist (and cease to exist with little explanation) to meet the needs of a campaign's plotline. A GM may choose to use temporal monsters as unusual threats unique to a specific region to give it more color, or use foes from potential futures or dying timelines to create compelling foes with bases of operation well and truly beyond the PCs' reach. Perhaps it is well known that the Prismatic Wastes are home to variant goblins that can hop forward and backward through time, or that purple-robed spellcasters periodically appear from the Neverwhen Academy, a magic school that will exist in 500 years and teach time magics then that are unknown now.

Temporal monsters treat their racial hit dice as chronothurge levels for purposes of feat and power prerequisites, and for determining the effectiveness of such abilities. If a GM wishes to keep the time powers of a specific monster to a set theme, he may wish to restrict each monster to mote powers accessible to time masters, time reavers, time thieves, or time wardens. When determining what kind of time powers a monster should access, look at the monster's role (as defined in the *Bestiary*). Monsters with a role of *any* or *special* should

access only time master powers. Monsters with a *combat* role should access time reaver powers, monsters with a *skill* role access time thief powers, and monsters with a *spell* role access time warden powers.

Adding temporal powers can also be a good way to keep monsters with additional hit dice competitive with threats designed for higher-level adventures. While this is less of an issue for monsters with spellcasting abilities or extensive special abilities, monsters that depend on brute force for most of their threat often come up short when they are advanced to higher CRs. No matter how many hit dice an advanced minotaur has, for example, even with bonus feats and ability score advancement, it runs short of options to threaten characters by the time it's raised to CR 9 and up. Adding time reaver powers not only gives it new options, it makes the minotaur a more interesting and customized foe.

MONSTERS WITH MOTES

Temporal monsters can be created by replacing some of a creature's feats with motes of time and/or aevum powers. Monsters may replace one feat with a mote of time pool (3 +1/HD) and all the basic mote powers of one type of chronothurge. Additional feats may be spent to gain +1 point in the monster's mote pool, and one advanced mote power of the same chronothurge type as was selected for its basic power. Such monsters treat their HD as their chronothurge level, and do not alter their CR. A monster should never get a mote of time power that requires a chronothurge level higher than its hit dice.

If a GM wishes to give a temporal monster bonus mote powers without trading in existing feats, this increases the monster's CR. Up to 3 additional mote powers can be granted for an additional +1 CR, or up to 6 for an additional +2 CR. In most cases, it's a bad idea to give a monster more than 6 additional mote powers, and normally you don't want to more than double a monster's CR through this method.

MONSTERS WITH AEVUM

Aevum powers are generally more powerful than mote abilities, and aren't available until higher levels. Rather than spend feats to gain aevum powers, it's simpler to grant them as bonuses to a monster and then increase the creature's CR. A monster should not gain access to aevum powers that require a higher chronothurge level than the monster's CR (rather than hits hit dice), should only receive aevum from a single type of chronothurge (which should match its mote powers, if any), and uses its hit dice as its chronothurge level when determining the effect of its aevum powers.

A monster of CR 4 or less should never be given aevum powers. A monster with a base CR of 5 to 9 can be given a single aevum power, and two aevum with which to use it. Monsters from CR 10 to 14 can be given two aevum powers and three points of aevum, monsters of CR 15 to 19 three aevum powers and four points of aevum, and monsters of CR 20 or more, four aevum powers and five points of aevum. Using this system, any such creature's CR is increased by +2.

EXAMPLE TEMPORAL MONSTER

Temporal Labyrinthian

The large bovine eyes of this bull-headed humanoid burn with shifting, glowing colors.

Temporal Minotaur Elder CR 11

CE Large monstrous humanoid

Init +0(+4 in mazes); **Senses** darkvision 60 ft.; **Perception** +22

DEFENSE

AC 22, touch 9, flat-footed — (see natural cunning) (+5 armor, +8 natural, -1 size)

hp 114 (12d10+48)

Fort +10, **Ref** +8, **Will** +11

Defensive Abilities mote of time (Defensive Retry), natural cunning

OFFENSE

Speed 20 ft.

Melee +1 greataxe +19/+14/+9 (3d6+12/x3) and gore +13 (1d8+3)

Power Attack +1 greataxe +15/+10/+5 (3d6+24/x3) and gore +9 (1d8+11)

Ranged crossbow +10 (4d8; 19–20/x2; 120 ft.)

Space 10 ft.; **Reach** 10 ft.

Special Attacks entropy (ray +11, 12d8), mote of time (Crack in Time, Offensive Retry), powerful charge (gore +15, 4d6+10)

Spell-Like Abilities (CL 9th):

3/day—*fog cloud*, *glyph of warding* (blast 15' radius; 4d8 fire damage; Reflex DC 16 for half), *stone shape*

1/day—*maze*, *wall of stone*

STATISTICS

Str 24, **Dex** 10, **Con** 19, **Int** 9, **Wis** 16, **Cha** 10

Base Atk +12; **CMB** +20 (+22 bull rush); **CMD** 30 (32 vs. bull rush)

Feats Great Fortitude, Impaling Charge, Improved Bull Rush, Power Attack, Vital Strike

Skills Intimidate +8 (+12 vs. Medium or smaller), Perception +22, Stealth +3 (+11 in mazes/labyrinths), Survival +22; **Racial Modifiers** +4 Perception, +4 Survival, +8 Stealth (in mazes/labyrinths)

Languages Giant

SQ maze mastery, motes of time, natural cunning

Environment ruins or underground

Organization solitary or accompanied by 1-3 minotaur attendants

Treasure standard (greataxe, crossbow, scale mail armor, plus other treasure)

Gear greataxe, scale mail

SPECIAL ABILITIES

Entropy (Su): Twice per day the temporal labyrinthian can force a target to suddenly feel the effects of aging, which damages and weakens it. It makes a ranged touch attack as a standard action. If the attack hits the target, it takes 12d8 points of damage. This damage bypasses hardness and DR.

Maze Mastery (Su): The temporal labyrinthian possesses a supernatural cunning when in the confines of a maze or labyrinth. In such areas it receives a +4 bonus on initiative checks and a +8 racial bonus on Stealth checks. In addition, a temporal labyrinthian may enter a *maze* spell as it is being cast along with the intended target so long as the target is within 30 feet. This includes *maze* spells cast by the labyrinthian. Once inside, the labyrinthian can leave the *maze* as a move action. The labyrinthian and the target appear

at opposite ends of a 30-foot-square chamber where all exits lead to the *maze* itself (and the only way out for the target).

Natural Cunning (Ex): Although the temporal labyrinthian is not especially intelligent, it possesses innate cunning and logical ability. This gives it immunity to *maze* spells and prevents it from ever becoming lost. A temporal labyrinthian's natural cunning ability protects it from ever being caught flat-footed.

Motes of Time (Su): Temporal labyrinthians have a pool of motes of time with 15 mote points. They can access the Crack in Time (add mote bonus to damage of one attack), Defensive Retry (add mote bonus to one saving throw), Offensive Retry (add mote bonus to one attack roll), Spare Second (take an additional swift action), and Timeless Burden (ignore armor check and encumbrance penalties for one round) basic mote powers. See **Basic Mote Powers** for more information on these abilities. Temporal labyrinthians count as time reavers, and have a chronothurge level of 12.

Temporal labyrinthians are minotaurs who have taken to wandering the complex mazes and patterns of the timestream, often accessing it through ancient ruins of long-lost civilizations. They are obsessed with the glories of past minotaur empires (which may never have existed in the current timeline), and work to rebuild those mythic empires. However they are unwilling to go far from whatever portal gives them access to the timestream, and generally disappear for long periods as they explore alternate timelines, making it difficult for them to succeed at any long-term organization.

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