Chronomancer

A diminutive dwarf steps out from the gates of a clockwork city, and steps forward into the past. A half-elf thrust through time finds herself in unfamiliar but strangely prophetic lands. An ancient old man, wrinkled and spotted with time suddenly turns back the clock to reveal the face of a puckish young sprite. To most beings, time is a strait forwards path from past to present, but to a chronomancer, the very hours of the clock are but tools to be wielded by skilled and intuitive hands.

Relevance of Time

Chronomancers are rare and unique beings. Either gifted or cursed with an innate and indescribable knowledge of time, they watch from a perspective outside the ticking clock of chronological time. Using their powers to alter moments or craft intricately woven timelines, a chronomancer can change the course of battle or erase entire series of events from existence. Chronomancy is a frightening and dangerous power, and not to be wielded lightly. Those who do not truly understand their power can find themselves lost forever in the clockwork mechanization of infinite time - or worse, locked forever in a single moment, doomed to repeat their actions for all eternity. Time is a fragile thing, and the misuse of it's power has the potential to unravel all of existence.

    ....or perhaps it already has.

Creating a Chronomancer

As you build your chronomancer, think about how you first came to understand the ebb and flow of time. Did some arcane mishap send you hurtling for eons through the corridors of timespace? Or did some great cataclysm launch you backwards, then forwards in time, only to discover you had been burdened with terrible power? Chronomancers are rarely created through careful study, but perhaps one final epiphany unlocked the mysteries of temporal manipulation within your mind?

It can also be helpful to consider the mechanisms that have brought you into path of adventuring. Where, or perhaps more importantly, when, have you come from, and what do you plan to do now that you are here. With all of time and space at your disposal, why have you chosen to involve yourself now? Are you trying to fix mistakes made by your ancestors? Or desperately fighting to stop events that cannot be allowed to pass? Maybe you arrived by accident and are simply trying to return to a home that ceased to exist 200 years ago. Perhaps you are perilously attempting to right the wrongs of your own doing, and repair the damage you caused before time itself begins to fall apart.

CHRONOMANCER

Level	Proficiency Bonus	Features	Manipulations Known	Temporal Maximum
1st	+2	Sands of Time	1	2
2nd	+2	Keeper of Time	3	4
3rd	+2	Great Clock	4	5
4th	+2	Ability Score Increase	4	6
5th	+3	Expanded Timeline	5	7
6th	+3	Great Clock Feature	5	8
7th	+3	Temporal Thief	5	9
8th	+3	Ability Score Increase	5	10
9th	+4	Expanded Timeline	7	11
10th	+4	Chronoshelter	7	12
11th	+4	Great Clock Feature	7	14
12th	+4	Ability Score Increase	7	15
13th	+5	Temporal Kleptomania	7	16
14th	+5	Expanded Timeline	11	17
15th	+5	Chronosanctuary	11	18
16th	+5	Ability Score Increase	11	19
17th	+6	Great Clock Feature	11	20
18th	+6	Temporal Inversion	11	22
19th	+6	Ability Score Increase	15	23
20th	+6	Great Clock Feature	15	24

CLASS FEATURES

As a chronomancer, you gain the following class features.

HIT POINTS
Hit Dice: 1d8 per level
Hit points at 1st Level: 8 + you Constitution modifier
Hit points at higher Levels: 1d8 (or 5) + your Constitution modifier each level after 1st

PROFICIENCIES
Armor: Light armor, Sheilds
Weapons: Simple Weapons, Crossbows, and Firearms (DMG pg 268)
Tools: Gaming Sets, Tinker's Tools
Saving Throws: Intelligence, Wisdom
Skills: Choose two from Arcana, History, Insight, Investigation, Perception, Persuasion, and Religion

EQUIPMENT
You start with the following equipment, in addition to the equipment granted by your background:

- Two daggers or a simple weapon of your choice
- Leather armor and a crossbow.
- Tinker's tools
- A clock, hourglass, or other form of chronometer
- An ancient tome and an explorere's pack

VALUABLE MOMENTS
As anyone who have ever faced a deadline or crisis will tell you, some moments are more valuable than others, and this is as true for chronomancers as for anyone else. The temporal value table applies only to the valuable moments of time that take place once initiative has been rolled. Outside of time-sensitive crisis such as combat, a chronomancer can expect to harvest only a single grain of time per hour, sometimes less. Your DM has final say.

SANDS OF TIME

What is Time to a Chronomancer but a source of fuel? Beginning at 1st level, you are capable of harvesting time itself, collecting moments as Grains of Time that you can use to manipulate the time lines of yourself and others

HARVEST MOMENT
As free action on your turn, you may choose to harvest discrete moments and convert them into Grains of Time as shown on the Temporal Value table below. The Temporal Maximum column of the Chronomancer table shows how many grains of time you can have at once

TEMPORAL VALUE

Moment Type	Grains of Time
Reaction	1
Bonus Action	2
Action	3

Moments harvested in this way cannot be used during the round from which they are harvested. You can only harvest moments from the current round of combat, and cannot harvest moments that have already been used. At first level you are incapable of harvesting moments from creatures other than yourself.

TEMPORAL MANIPULATION
You are capable of Spending the Grains of Time you harvest to create a myriad of temporal effects, At first level you gain the *Create Moment* manipulation, as listed in the Temporal Manipulations Section at the end of this Class Description. You learn additional Manipulations at certain levels as shown in the Manipulations Known column of the Chronomancer Table.

Temporal Save DC

As a chronomancer, you are capable of manipulating time around you to affect yourself and others. When an ability or effect you create requires a saving throw, you use Intelligence to set your Temporal Save DC, as follows:

Temporal Save DC = 8 + Intelligence Modifier + Proficiency Bonus

Keeper of Time

It is impossible to master time, unless you have first mastered it's telling. Beginning at Second Level, You gain proficiency in History if you do not already have it. If you already have proficiency in this skill, you may double your proficiency bonus when making history checks. Additionally, you always know what time it is, even while underground.

The Great Clocks

How a chronomancer chooses to make sense of time can vary widely. Known as The Great Clocks, the three prevalent schools of thought which chronomancers commonly subscribe to are detailed at the end of the class description, before the time manipulations list

At 3rd level, you choose one of these theories which you subscribe to. Your Great Clock selection grants you features when you choose it at 1st level, and again at 6th, 11th, 17th, and 20th level.

Ability Score Increase

When you reach 4th level, and again at 8th, 12th, 16th and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature. You can choose to gain a feat as per the Player's Handbook instead of improving ability scores.

Expanded Timeline

As your level increases, so does the breadth of your time line. Beginning at 5th level, you are capable of harvesting reactions from willing allies within 30 ft as per your Harvest Moment class feature. At 9th level you may harvest bonus actions in this way, and at 14th level you may harvest actions. You may use this feature once per round.

Temporal Theft

By 7th level, you have learned to steal moments of time even from those who oppose you. Once per round when you hit with an attack against a single target, you may force the target to make a charisma saving throw against your Temporal Save DC. On a failure, you harvest a single moment from the target as if they were a willing ally. You can use this ability a number of times equal to your proficiency bonus between long rests.

Chronoshelter

Beginning at 10th level, you can use your power over time to offer your allies rest in the midst of battle. Once per long rest, you may expand time to grant yourself and up to 5 allies the benefits of a short rest. Doing so requires one minute of uninterrupted concentration. If your concentration is broken during this time, the effect fails, and you cannot use this feature again until you have completed a long rest through normal means.

Temporal Kleptomania

By 13th level, you have become so adept at stealing time from others that it becomes second nature. When a target succeeds on their saving throw against your temporal theft feature, you do not expend a use of that feature.

Chronosanctuary

Beginning at 15th level, you are capable of expanding time in far greater amounts. You may expend the use of your Chronoshelter feature to grant yourself and up to 5 allies the benefits of a long rest. Doing so requires one hour of uninterrupted concentration. If your concentration is broken during this time, the effect fails, and you cannot use this feature again until you have completed a long rest through normal means.

Temporal Inversion

With 18th level, your mastery over time allows you to "flip the hourglass," reclaiming grains of time already lost in exchange for those not yet expended. As an action on your turn, you may expend all uses of your Temporal theft feature to invert the current time line. When you do so, the initiative order of all creatures, traps, and environmental effects is reversed, and your current number of grains is set to it's maximum value, minus the number of grains you had when you activated this feature.

The Great Clocks

Not all chronomancers interact with time in the same way, and the way in which a chronomancer manipulates the time line quickly comes to define them. At 3rd Level you choose one Great Clocks, as listed below, which details the ways by which you have learned to alter the shape of time.

Clock of Dimensional Time

Time is, at it's most basic level, a dimension of our world like any other: woven together with the three dimensions of space to create the fabric of reality. Though simplistic, this viewpoint offers all you truly need to know. By manipulating the shape of time, you can manipulate space as well, moving without stepping, or relocating dangers where they are most useful to yourself.

Spacial Compression

Beginning at 3rd level when you choose this Great Clock, you have learned to compress the space around you to move more quickly from one point to another. Your base movement speed is increased by 10 x 1/2 your proficiency bonus.

Variable Position

By at 6th level, you have learned how to subtly shift positions in space between a range of possibilities, so that the absolute position is almost impossible to determine. As a reaction when you or an ally are targeted by a weapon or spell attack, you may expend a grain of time to impose disadvantage on the triggering attack.

Positional Redirect

Upon reaching 11th level, you have learned to more directly control the position of targets and attacks. When the disadvantage imposed by your variable position feature causes an attack to miss, you may expend an additional grain of time to repeat the triggering attack against another creature within 5 ft of the original target.

Translate Vector

Starting at 17th level, you are capable of altering the fabric of time to change the position of an attack in space. As a reaction when you or an ally makes a weapon or spell attack, you may spend grains of time to alter the attack's point of origin by up to 5 ft for each grain of time spent. Attacks altered in this way are made with advantage.

Foldstep

By 20th level, your mastery of time and space allows you to compress vast distances of time and move from one point to another without ever leaving where you stand. Once per round as part of your movement, may teleport up to your speed to another point in space that you can see. This teleportation does not count against the distance you are capable of moving in a single round.
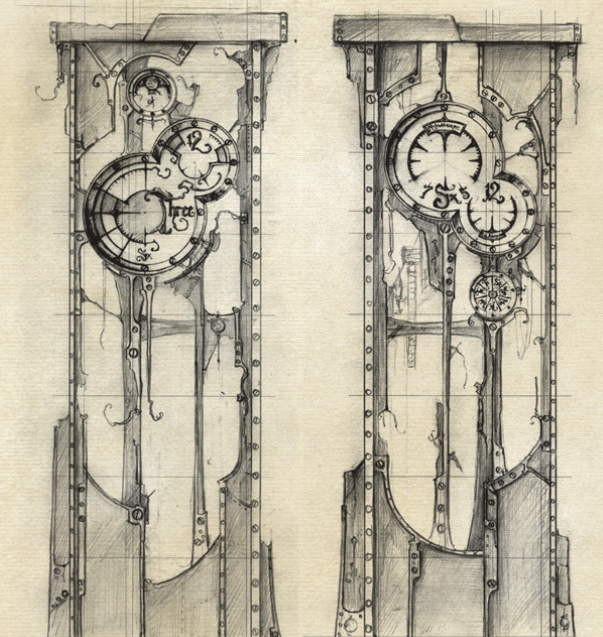
Clock of Infinite Hours

With every choice and action taken, there are a plethora of alternative realities where other choices might have been made, and other actions may have been taken. Those who keep the Clock of Infinite Hours understand time as the branching tree of all possible actions and realities. By reaching into these alternative timelines, they are able to alter their own as they see fit.

Reality Tear

Beginning at 3rd level, you are capable of summoning isolated sections of alternate timelines into your own. As an action on your turn, you may expend grains of time up to the value of your proficiency bonus to create a Rift in reality at a point within 30 ft that you can see.

Rift takes the form of a sphere with a radius equal to 5ft for each grain of time spent, and lasts for 1d6 rounds. Maintaining the Rift requires concentration, and the Rift closes early if you lose concentration, or if you choose stop concentrating as a free action. When you create this Rift, you may alter the nature of reality within the zone to create one of the following effects:

- You may alter obstacles and terrain within the zone to create or destroying difficult terrain, or replace them with similar obstacles or terrain of equal or lesser value, but cannot create or destroy such obstacles. (For example, you could transform a pool of water into a pool of lava, or cause a locked door to instead be unlocked, but you cannot replace a wall with empty space, or cause a tree too appear in an empty field).
- You may alter the weather or environmental conditions within the zone to create harmless effects such as sounds, smells or sensations, or cause the area to become lightly obscured.
- You may alter the nature and damage type of hazards such as traps, but cannot create or destroy such hazards. (For example, you could turn a jet of flame into a spray of arrows, or a pit of spikes into a pit of snakes)
- You may alter the nature of non-magical objects within the zone that are not being worn or carried, replacing them with objects of similar rarity and value.
- You may create or alter the nature of up to 1 harmless creatures within the zone for each grain of time spent. (For example, you could transform a swarm of harmless bats into a swarm of songbirds, or cause several cows to appear in a field, but cannot transform a goblin into a kobold, or summon predatory cat to fight at your side)

Effects caused by this zone are contained to the zone, and creatures or objects that originate from this zone do not leave the zone unless forced to do so. Objects and creatures forcibly removed from this zone automatically revert to their previous state when removed from the zone.

When the Rift closes, all changes caused by the zone revert to their previous state. (For example: a vial of acid drawn from what was previously a pool of water would revert to water if removed from the zone, and hole dug through a dirt wall would disappear when the wall reverts back to stone)

Anchored Grasp

By 6th level, your hold on other realities is enough to anchor small portions of them permanently into your own. Non-magical items and equipment that you remove from a Rift do not revert to their previous state, even after the zone ends.

Distant Reality

Beginning at 11th level, you are capable of reaching out into timelines far more distant from your own. When using your Reality Tear feature, you may create an additional number of effects within the same Rift equal to 1/2 your proficiency bonus.

Additionally, you gain access to the following new effects

- You may alter the environmental conditions within the area to cause the area to become heavily obscured, or to create severe conditions such as heavy wind, snow, or rain.
- You may alter gravity within the zone, causing it to act on creatures and objects in a different direction, or increasing or decreasing it's strength by up to half
- You may create or destroy 25 cubic ft of non-magical obstacles or terrain for each grain of time spent. (Such as creating a small tower of stone, or removing a portion of a castle wall). This does not affect the structural integrity of any obstacles or terrain outside the zone
- You may create or destroy simple, non-magical traps or environmental hazards within the zone, such as a spray of arrows, a jet of flame, or a collapsing bridge. The total damage output of traps you create or destroy can be no higher than 10 x the number of grains of time spent per round.
- You may transform a number of non-hostile creatures within the zone into other any other creatures of your choice. You may affect a number of creatures equal to the number of grains spent, and Creatures summoned in this way may have a total combined CR rating of no more than 1/2 your level.

Stabilized Rifts

Upon reaching 17th level, your command over the myriad of alternate timelines allows you to create Rifts that are larger and more stable than previously possible. Your Rifts no longer have a set duration, and instead remain active until you lose concentration or choose to close them as a free action. You may maintain concentration on a number of Rifts at one time equal to 1/2 your intelligence modifier

Rewrite Reality

By 20th level, you are capable of permanently calling forth larger portions of other worlds into your own. By spending at least 10 minutes concentrating on a Rift, you may remove the need for further concentration to maintain it. The Rift instead lasts for 24 hours or until you choose to end it as a free actions. At any point while the Tear remains open, you may spend additional grains to extend the duration by another 24 hours for each grain spent. A Rift that remains open for at least 100 days becomes permanent, and can only be closed by means of a wish spell or similar magic.

Clock of Nonlinear Time

Time does not flow in only one direction, and a Keeper of Nonlinear time understands this better than anyone. To such chronomancers, cause and effect are not locked in place; allowing them to pervert the flow of time to create paradoxes within reality.

Delayed Causality

Beginning at 3rd level when you choose this subclass, you have discovered how to manipulate the flow of time to change the order of events. As a reaction when a creature within 30 ft of you takes the attack action, you may spend a number of grains to delay attack by up to 6 seconds (one round) for each grain spent. When the attack occurs, it is made against the same target, regardless of any change in location or status, even if the attacking creature is no longer capable of making the attack

Backwards Time

By 6th you have discovered how to move actions backwards as well as forwards in time. As a reaction when you or an ally within 30 ft takes the attack action, you may spend a number of grains to send the attack backwards in time up to 6 seconds (one round) for each grain spent. When you do this, you treat all targets as they were at the time you specify. This includes location, conditions such as prone or flanked, and other effects the target was under at that time.

Arcane Causality

Starting at 11th level, your control over causality expands significantly. You may use your Delayed Causality and Backwards Time features to affect Spells and Spell-Like Effects in addition to Attack actions. If a spell or spell like effect targets a location rather than a specific object or creature, this location remains the same despite any change in distance or location of the caster or other creatures.

Butterfly Effect

By 17th level, you are capable of making subtle alterations to the past in order to create drastic effects in the present. When an attack made using your Backwards Time feature hits, the target must make a saving throw against your temporal save DC. On a failure, you may alter the result of one attack, saving throw, or skill check of your choice that the target has made since the time that the triggering attack hit, Causing a success to become a failure, or a failure to become a success

Causality paradox

At 20th level You are capable of sustaining self fulfilling paradoxes, allowing you to send yourself or your allies through time to the point of greatest need. As an action on your turn, You may spend a number of grains equal to the CR or Level of yourself or a willing ally to create a temporal duplicate of that ally.

This temporal duplicate appears at a point within 20 ft that you can see, and has the same in-game statistics as the target creature, including equipment and class features. The duplicate acts on it's own initiative, and is capable of any action the original can take. It shares consumable resources such as spell slots and ammunition and with the target, and any damage or conditions that affect the target are also applied to the duplicate. This duplicate exists for one minute, or until you lose concentration on the effect, at which point the duplicate and all it's equipment disappears, and the original target is teleported to it's location.
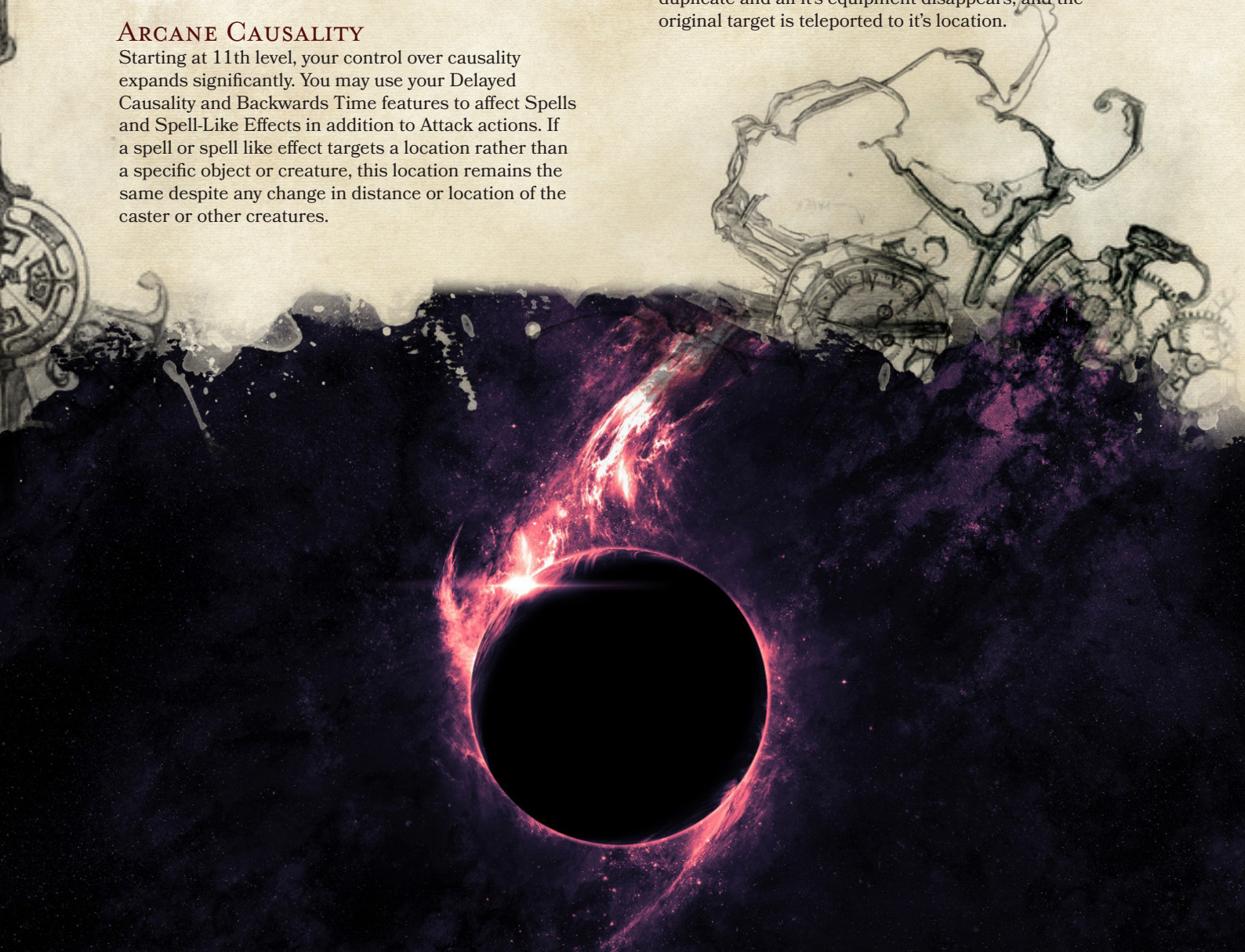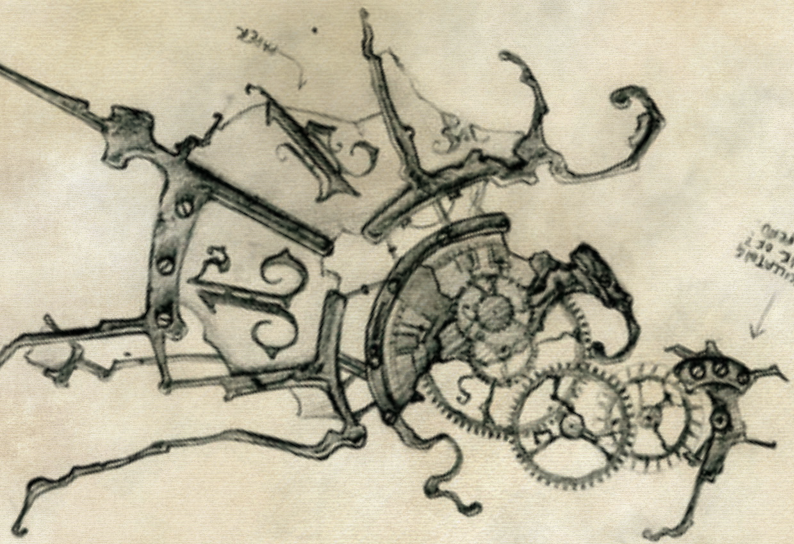
Temporal Manipulations

As a chronomancer, you are capable of warping the very fabric of time to create a myriad of effects. Beginning at first level, you learn a number of Temporal Manipulations as shown on the Chronomancer class table. Each time you gain a level in this class, you may choose to forget one manipulation you know and exchange it for another. You cannot forget the "create Moment" manipulation in this way.

Some Temporal Manipulations require the knowledge of a more advanced chronomancer to learn. You must meet the prerequisite level (listed in bold beneath the manipulation title) in order to learn a manipulation.

All Temporal Manipulations are consume Grains of Time when they are used. The minimum number of Grains required to use a Manipulation is listed in parenthesis next to the manipulation title. Some Manipulations can be empowered with additional Grains to create different or more potent effects. If a manipulation requires a saving throw, your Temporal Save DC is used.

Accelerate (3)
3rd Level

As an action on your turn, you twist time around yourself or an ally to speed their actions. Choose a creature within 60 ft that you can see. That creature is affected as if by the spell *Haste* until the end of your next turn. You may maintain this effect as a bonus action on your turn by spending 2 additional grains of time. You must have concentration to maintain the effect. The maximum number of rounds you may maintain this effect is equal to your proficiency bonus When the effect ends the target does not suffer the negative effects of the haste spell.

Beginning at 9th level, you may spend additional Grains to affect multiple creatures using this manipulation. For each additional creature affected, the number of grains required to use this manipulation increases by 3, and the number of grains to maintain it increase by 2. The maximum number of creatures you can affect in this way is equal to half your intelligence modifier.

Ageless Linguistics (3)
3rd level

Languages evolve and change with time, but certain elements are always there, still readable through the centuries - as long as you know how to turn the time. As an action on your turn, you may expend 2 Grains of Time to gain understanding of a spoken or written language for the next minute. You understand the language as if you were a native speaker, and can translate what you read to others. As a bonus action when the effect would end, you may spend an additional Grain of time to extend the duration by another minute.

Create Moment (1)
1st Level

As a bonus action on your turn, you coalesce a number of Grains of Time to create an additional moment in the time-stream of yourself or another creature within 30 ft. You create a single moment based on the number of grains expended, as shown on the Temporal Value Table. This moment is available to the target creature immediately upon creation, and remains available until taken, or until the end of the creatures next turn.

Decelerate (3)
3rd Level

As an action on your turn, you warp the fabric of time to slow your enemies' passage through it. You alter time around up to six creatures of your choice in a 40-foot cube within a range of 120 feet. Each target must succeed on a charisma saving throw or be affected by this manipulation for a number of rounds equal to your proficiency bonus.

An affected target's speed is halved, it takes a -2 penalty to AC and Dexterity Saving Throws, and it can't use Reactions. On its turn, it can use either an action or a Bonus Action, not both. Regardless of the creature's Abilities or Magic Items, it can't make more than one melee or ranged Attack during its turn.

If the creature attempts to Cast a Spell with a Casting Time of 1 action, roll a d20. On an 11 or higher, the spell doesn't take effect until the creature's next turn, and the creature must use its action on that turn to complete the spell. If it can't, the spell is wasted.

Déjà Vu (2)
2nd Level

You quickly distort a creature's perception of time, causing it to repeat it's actions unknowingly. As an action, you may force a creature that you can see within 30 ft to make a wisdom saving throw. On a Failure, the creature uses it's next turn to attempt to repeat the actions of it's previous turn, including movements, bonus actions, and reactions. A creature that cannot repeat it's previous actions (due to a lack of spell slots, or a wall blocking it's movement, for example) has advantage on this saving throw. This manipulation has no affect on creatures who have not yet taken any actions, or who did not take any actions on their previous turn.
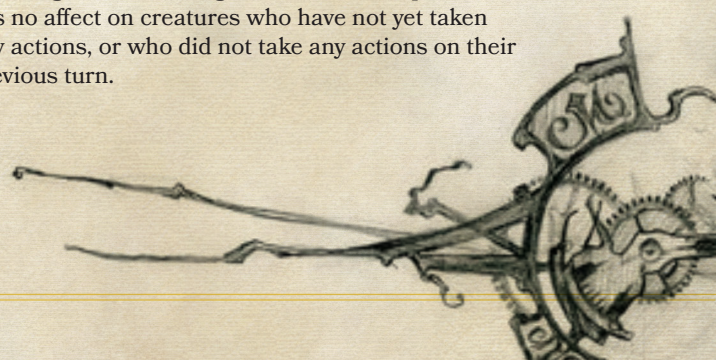
Displace Time (3)
3rd Level

You displace a creature mere seconds in time, changing the order in which it acts. As an action on your turn, you may force a creature within 30 ft that you can see to make a wisdom saving throw. A creature may choose to fail this saving throw. On a failure you shift the creature backwards or forwards in the initiative order a number of places equal to your proficiency bonus.

Dissociate Self (9)
11th Level

As an action, you may step outside of time to static plane. While in this plane, the world around you appears faint and desaturated, and you appear as a transparent ghost of yourself to outside observers. You are unable to take actions of any kind or interact with the world in any way, and you an your worn equipment cannot be targeted or interacted with by objects, creatures or effects. You may remain in this plane for a number of rounds equal to your proficiency bonus, at which point you re-appear in the plane you left on your next turn.

Eye of Eternity (11)
15th Level

As a 10 minute ritual, you reach forward, extending your vision, out into the immediate future of their actions. For the next 24 hours, the target can't be surprised and has advantage on Attack rolls, Ability Checks, and Saving Throws. Additionally, other creatures have disadvantage on Attack rolls against the target for the Duration.

Begining at 17th level, you may spend an additional 2 grains to touch a willing creature and apply the effects of this manipulation onto them instead of yourself.

Erase Object (9)
11th Level

As an action on your turn, you completely erase the presence of an object or creature from reality, causing it to have never existed. Choose one non-magical object you can see with no dimension larger than your proficiency bonus in ft. If the object is currently being held or used by another creature, that creature must make a wisdom saving throw. On a failure, the object is removed from time, leaving no trace or memory of it's existence. Time is re-written to reflect the absence of the object, and the DM determines the new version of events, assuming the smallest possible change to existing reality. Beginning at 17th level, you may use this ability to target non-legendary magical items

Erase Creature (13)
17th Level

As an action on your turn, you completely erase the presence of an object or creature from reality, causing it to have never existed. Choose creature with a CR or level no higher than half your level + your proficiency bonus. That creature must make a wisdom saving throw. On a failure, the creature is removed from time, leaving no trace or memory of it's existence. Time is re-written to reflect the absence of the creature, and the DM determines the new version of events, assuming the smallest possible change to existing reality.

Glimpse the future (2)
2nd Level

You peer a moment into the future to give yourself a better chance of success. As an reaction when you make an attack roll or saving throw, you roll 1d4 and add the result to your attack roll or saving throw.

Beginning at 5th level, you my spend an additional grain to affect an ally using this manipulation as if they were yourself.

Loop Time (6)
7th Level

As an action on your turn, you create a temporal loop, causing a spell or effect to continue even without concentration. Choose one spell or effect currently being maintained by concentration. You cause the effect to persist for a number of rounds equal to your intelligence modifier, regardless of concentration.

Alternatively, you may double the duration of any spell or effect with a casting time of 1 minute or greater.

You may have only a single instance of this manipulation active at once.

Pause Time (6)
7th Level

You use the energy of a physical strike to momentarily halt a creature's passage through time. As a reaction when you or an ally hit a target with an attack or spell, you may force the target to make a charisma saving throw. On a failure, the target is stunned until the beginning of your next turn.

Beginning at 11th level, you may spend additional Grains to affect a number of additional creatures using this manipulation up to half your proficiency bonus. For each additional creature affected, the number of grains required to use this manipulation increases by 3.

Ravages of Time (13)
17th level

As an action, You target a creature you can see within 90 ft, putting its physical form through the devastation of rapid aging.

The target must make a Constitution saving throw, taking 10d12 necrotic damage on a failed save, or half as much damage on a successful one. If the save fails, the target and any nonmagical equipment it is wearing also ages to the point where the target has only 30 days left before it dies of old age. In this aged state, the target has disadvantage on attack rolls, ability checks, and saving throws, and its walking speed is halved. Affected equipment becomes useless. Only the Wish spell or Greater Restoration cast with a 9th-level spell slot can end these effects and restore the target to its previous age.

Revert Wounds (2)
2nd Level

You touch a willing creature, and use your Action to reverse the damage caused by their injuries. The target regains a number of Hit Points equal to 2d4 + your intelligence modifier.

Beginning at 3rd level, you may expend and additional number of grains, up to your level, to increase the hit points restored by this manipulation. For every grain spent in this way, the target gains an additional 1d4 hit points

Reverse Age (9)
11th Level

By carefully unfolding the pages of history, you are able to undo the effects of time and age on a creature or object. Choose one willing creature or object. You touch the target and begin lifting the weight of time. For every 8 hours you spend doing so, you expend 9 grains of time, and the target's physical age is reduced by 3d10 years. This does not affect a creatures memories or experiences, and does not heal wounds, injuries, or damage caused by forces outside the natural passage of time.

Rewind (5)
5th Level

As a reaction when a creature within 30 ft of you takes an action, you rewind time to before the action occurred, effectively nullifying any costs or outcomes. You must be aware of the attack or action in order to react this way and do not recover your reaction as part of time rewinding.

Only you and the creature that performed the attack or action are aware of the original outcome. Unless otherwise compelled, the creature can attack a new target or choose to perform a new action.

Save State (13)
17th Level

As an action on your turn, you touch yourself or a willing ally saving a temporal imprint to recall later. At any point within the next 24 hours, you may use your action to restore the creature to this state, even if the creature has died. The creature and all of it's equipment returns to the exact state it was in when you saved the temporal imprint, including hit points and consumable resources such as potions or spell slots, as well as memories, learned information, and equipment. Any resources, memories, or equipment gained since the imprint was saved are lost. Once you have restored a creature in this way, you cannot do so again until you save a new temporal imprint.

Shorten Time (5)
5th Level

You fast-forward the temporal field around yourself and your allies in order to quickly pass obtrusive periods of time. As an action, you may expend grains of time to rapidly progress time around yourself and up to 6 willing creatures. Time fast forwards around the targets a number of hours equal to the number of grains spent times your proficiency bonus. Targets affected by this spell are still susceptible to damage and other outside effects, but experience the entire duration of fast-forwarded time within only a few moments.

Stasis (9)
11th Level

As an action, you stop time in a small, isolated area. You create a sphere 5ft in diameter at a point within 20 ft that you can see. Within this zone, time ceases to move forward:

Creatures that enter or start their turn within the zone must succeed on an intelligence saving throw or become Timelocked until the start of their next turn. While Timelocked, a creature does not experience the flow of time, and cannot take actions, bonus actions or reaction. It is unaware of any changes in it's surroundings or environment, and even it's thoughts do not move forward. A Timelocked creature automatically fails Strength and Dexterity Saving Throws, and Attack rolls against a Timelocked creature have advantage.

Projectiles or other objects that enter or begin within the zone become Timelocked as soon as they are fully within the zone. Such objects do not age and cannot be moved, altered, or affected in any way until the zone ends. Liquids within the zone cease to flow. A creature or object that enters the zone but is too large to be contained by it instead takes 1d6 force damage for every 5ft of movement it takes after entering the zone.

Creatures and objects within the zone may still be targeted by spells and ranged attacks, but will not experience their damage or effects until the zone ends.

You may maintain the zone as a bonus action on your turn by spending an additional grain of time; otherwise it lasts until the end of your next turn. You must have concentration to maintain the zone.

Stop Time (13)
17th Level

As an action, you briefly stop the flow of time around you, leaving your own time unaffected. No time passes for other creatures, while you take 1d4+1 turns in a row, during which you can use Actions and move as normal.

This effect ends if one of the Actions you use during this period, or any additional Effects that you create during this period, affects a creature other than you or an object being worn or carried by someone other than you. In addition, the effect ends if you move to a place more than 1,000 feet from the location where you used the manipulation.
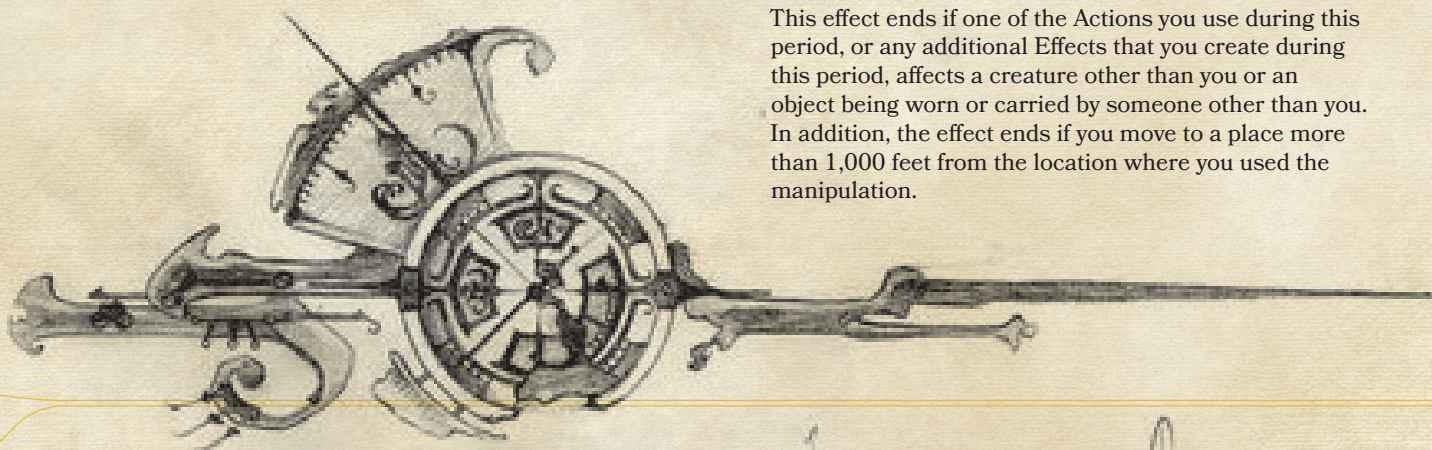
Temporal Regeneration (10)
13th Level

As an action, you touch a creature and tie it's current state to that or the past, causing its wounds and injuries to reverse on their own. For the next hour, the target regains 1d6 hit point at the start of each of its turns (30 Hit Points each minute).

The target's severed body members (fingers, legs, tails, and so on), if any, are restored after 2 minutes. If you have the severed part and hold it to the stump, this manipulation instantaneously undoes the wound severing the two.

Temporal Repair (1)
2nd Level

You reverse the effects of time on an object to return it to it's former state. As an action, you undo physical damage caused to an object or structure, repairing up to 1 cubic ft of material for each grain of time spent.

Temporal Restoration (3)
3rd Level

You peel back the veil of time to return a creature to it's unhindered state. As an action, you touch a willing creature and remove from them any single disease or condition from among the following: Blinded, Deafened, Paralyzed, or Poisoned.

Beginning at 9th level, you are capable of recovering more grievous conditions. By spending an additional 4 grains, you may remove a single level of exhaustion, or one of the following conditions, in addition to the above

• One effect that Charmed or Petrified the target
• One curse, including the target's Attunement to a Cursed magic item
• Any reduction to one of the target's Ability Scores
• One effect reducing the target's hit point maximum

Timeless Skill (5)
5th level

As an action, you reach through the infinity of time to glean knowledge or skills otherwise inaccessible to you. Choose one skill, tool, or weapon with which you are not proficient. For the next minute, you are considered proficient with that skill, tool, or weapon.

Timelocked Rounds (3)
3nd Level

As an action, touch a ranged weapon and create a miniscule tear in the fabric of time, allowing it to fire ammunition that has already been spent. For the next 24 hours, the weapon no longer consumes ammunition when fired. if the weapon has the thrown property, it instead reappears in your hand of it's wielder the start of each round.

Timestutter (5)
5th Level

You skip time backwards by a fraction of a second, causing your ally's attack to strike twice. As a reaction when an ally hits with an attack, you may spend one Time Shard to cause the attack to deal it's damage twice

Visions of the Past (2)
2nd Level

As you touch an object, your perception of time expands to show you it's past, present, and future. As an action, you may expend grains and touch an object to view a single event from it's past. You perceive this event as if you were holding the object at the time, and can discern detail and hear conversation using any senses normally available to you. The Perceived event lasts a number of minutes equal to the number of grains spent, and can be from no more than 100 years in the objects past. Beginning at 5th level, you may reach back to view events from up to 1,000 years into an objects past.

Weight of Ages (13)
17th Level

As an action, You create a zone of drastically accelerated time at a point within 90ft that you can see. This zone has a radius of 15 ft, and lasts for a number of rounds equal to your intelligence modifier, or until you dismiss it as a free action.

A creature that enters the zone or starts it's turn there begins to rapidly age, taking 4d6 necrotic damage suffering 1 level of exhaustion.

Items and equipment within the zone also age rapidly, suffering from rust and decay that causes it to take 4d6 force damage each round it remains within the zone. Armor and Weapons within the zone suffer cumulative -1 penalty to any bonuses they offer. If this would reduce the bonus to 0 or below, the equipment is destroyed.

Only the Wish spell or similar magic with a 9th-level spell slot can end these effects and restore a creature to its previous age, although damaged items and equipment may be repaired through suitable means as determined by the DM.

Notes By the Author

The Chronomancer marks a very unique starting point for me. Not only was it my first homebrew class, but it was also actually my first foray into 5e. What started as simple balance tweaks to an existing homebrew, quickly evolved into building a new subclass, reworking the entire class as a whole, and finally, building something new, completely form scratch.

Interestingly enough, I had never played 5e before I built this class. I had no actual experience with the system - having come freshly out of D&D 4e - and thus it is somehow incredibly empowering to realize that even without any prior experience, I was able to create something as expansive as a class, and have it not only survive the scrutiny of more experience players, but thrive enough in the online community to encourage my entire homebrew career!

Since the initial build of the chronomancer, I have developed 7 full classes, 5 distinct subclasses 13 unique Races, and an ever growing list items, equipment, and houserules. I have had an amazing career. But none of it would have happened if not for the support I received after unveiling this class!
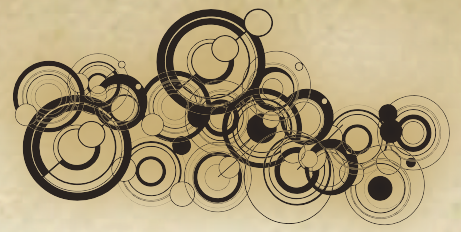
For that Reason, I wanted to wait until I felt I had a true grasp on what I have learned before I attempted to re-build the Chronomancer. I wanted to take it from a unique and flavourful first try, to something truly worthy of what it has meant to me.

This version of the Chronomancer is unique, not just in it's themes, but In the way it allows the player to manipulate the action economy - a resource that is normally completely out of the players' hands to control in 5e. Not only do many of it's abilities create vast potential for unique roleplay, but I sought to clearly define the chronomancer's identity as a support class - something else that many in the community feel 5e lacks.

The Changes in this edition represent a total overhaul, and it is still amazing to me to see how far I have come with the help and support of the community behind me. You guys are great, and this class is as much a love letter to you as it is to my own career.

Credits and Acknowledgments

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