



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 there actions for all eternity. Time is a fragile thing, and the misuse of it's power has the potential to whip out 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	Time Shards	Chrono Dice
1st	+2	Temporal Manipulation, Great Clock, Keeper of Time	2	2 + Int	d4
2nd	+2	Ageless Linguistics, Primary Source	3	3 + Int	d4
3rd	+2	Great Clock Feature	4	3 + Int	d4
4th	+2	Ability Score Increase	4	4 + Int	d4
5th	+3	Time manipulation Feature	5	5 + Int	d6
6th	+3	Great Clock Feature	5	6 + Int	d6
7th	+3	Ageless Linguistics	5	6 + Int	d6
8th	+3	Ability Score Increase	5	7 + Int	d6
9th	+4	Time manipulation Feature	7	8 + Int	d8
10th	+4	Chronoshelter	7	9 + Int	d8
11th	+4	Great Clock Feature	7	9 + Int	d8
12th	+4	Ability Score Increase	7	10 + Int	d8
13th	+5	Time manipulation Feature	7	11 + Int	d10
14th	+5	Ageless Linguistics	11	12 + Int	d10
15th	+5	ChronoShelter	11	12 + Int	d10
16th	+5	Ability Score Increase	11	13 + Int	d10
17th	+6	Great Clock Feature	11	14 + Int	d12
18th	+6	Time manipulation Feature	11	15 + Int	d12
19th	+6	Ability Score Increase	15	15 + Int	d12
20th	+6	Sands of Time	15	16 + Int	d12

CLASS FEATURES

As a chronomancer, you gain the following class features.

HIT POINTS

Hit Dice: 1d8 per level

Hit points at 1st Level: 8 + your Constitution modifier

Hit points at higher Levels: 1d8 (or 5) + your Constitution modifier each level after 1st

PROFICIENCIES

Armor: Light armor, Shields

Weapons: Daggers, Spears, Quarterstaves, Shortswords 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 shortswords or a shortsword and shield
- A quarterstaff and leather armor
- Your choice of a gaming set or tinker's tools
- A clock, hourglass, or chronometer
- An ancient tome and an explorer's pack

TEMPORAL MANIPULATION

Chronomancers are capable of harvesting time itself to fuel and empower their abilities, using a timepiece to focus and channel their abilities

SHARDS OF TIME:

At 1st level you gain access to a pool of time energy in the form of Shards of Time, which you can spend to Manipulate time in various ways. You have a number of Time Shards as shown in the Time Shards column of the Chronomancer table. You regain all expended Time Shards after completing a long rest.

MANIPULATIONS

At first level, You know three manipulations. You learn additional manipulations at level 3, and again at 5th, 9th, 13th, and 18th level. Manipulations can be found on the time manipulations list at the end of the class description

If a Manipulation requires you to roll a dice to determine its effect, you use the Chrono-dice value listed on the Chronomancer Table. If a manipulation requires the target to make a saving throw The DC of this saving throw is equal to 8 + your proficiency modifier + your intelligence modifier

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 1st 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 3rd, 6th, 11th, and 17th level.

KEEPER OF TIME

“One cannot become the master of time until one first masters the telling of time.” - Unknown. Beginning at lvl 1, You always know what time it is, even while underground.

PRIMARY SOURCE

You have experienced much of history first hand; At 2nd level, you gain proficiency in History. If you already have proficiency in this skill, you may double your proficiency bonus when making history checks

AGELESS LINGUISTICS

Travelling through time has given you the chance to learn some of the oldest languages in existence. at 2nd level, You gain proficiency in 2 exotic languages. You gain 2 additional exotic languages at 7th level, 14th 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.

CHRONOSHELTER

Beginning at 10th level, you can compress and expand time to offer your allies rest in the midst of battle. You may spend a shard to allow yourself and your allies to complete a short rest in only a minute, so long as they are within 50 ft of you

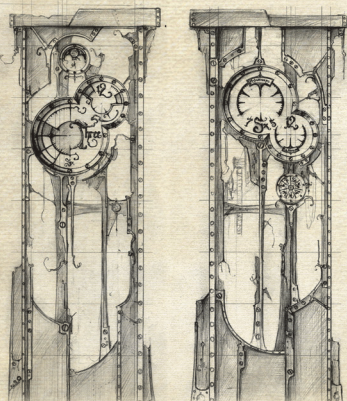
At 15th level, you can expand time even further. When you take a short rest through normal means, you can spend 3 Time Shards to allow your party to gain the benefits of a long rest instead. If you do so, you must complete a long rest through normal means before you can make use of this feature again

You do not regain the use of your expended Time Shards when you complete a rest using this feature.

SANDS OF TIME

Upon reaching 20th level, you can manipulate the very sands of time to undo a specific timeline. You expend 5 Time Shards to reverse time by up to 24 hours.

All experience and items gained within that time are lost. All resources that were used within the time frame become unused. You may choose up to 6 targets to retain their memories of the original timeline; all others are completely unaware of the change. You can only use this feature once every 7 long rests (a week), or (at DM's discretion) risk destabilizing the very fabric of time.





THE GREAT CLOCKS

Not all chronomancers comprehend time in the same way, and the way in which a chronomancer chooses to view time can have a drastic impact on how their abilities develop. At first Level you choose one of three theories of time, called you Great Clock

CLOCK OF RELATIVITY

Keepers of the Clock of Relativity Understand that time is a subjective experience. Every creature has their own relative timeline, and by stretching and folding the fabric of their own time, Chronomancers of relativity are able to change the very fabric of reality around them.

TEMPORAL DILATION

When you choose this option at 1st level, you are able to expand your personal time to move in ways that seem physically impossible to others. Your base speed increases by 10ft. This changes to 15ft at 6th lvl, 20ft at 11th, and 25ft at 17th.

CHRONO-SURGE

By stretching the fabric of time around yourself, you are able to enter a state of subjective time called Chrono-Surge, allowing you to move and react faster than those around you.

At 3rd level you may spend a shard to activate your chrono-surge as a bonus action. While surging, the world around you slows down, allowing you to make more effective use of your combat skills; you gain the following benefits:

- You have advantage on attack rolls against enemies
- Enemies have disadvantage on attack rolls against you.

Your surge lasts for 1 minute. It ends early if take damage or if your turn ends and you haven't moved or hit with a weapon attack since your last turn. You can also end your surge on your turn as a bonus action. Once you have surged a number of times equal to your proficiency bonus, you must complete a long rest before activating this ability again

FOLD-SPACE

The shortest distance between two points is no distance at all. Beginning at 6th level, you can fold the fabric of timespace to instantaneously move from one location to another. You gain access to the Trans-Temporal Locomotion manipulation and may use this manipulation as a bonus action while surging. When you do so, you may only transport yourself.

Beginning at 11th level, you no longer require line of sight to use this manipulation when moving to a location you have seen before. At 17th level, when you use this manipulation as an action, you may spend an additional shard to increase it's range up to a mile.

QUANTUM BARRAGE

Once 11th level is obtained, you can alter the flow of time around you to unleash a barrage of attacks all at once. While you are surging, you may choose to spend up to 6 Time Shards to make a number of extra attacks equal to the number of Time Shards spent. You must complete a short rest before using this ability again

GRAVITY WELL

At 17th level, you are able to compress vast amounts of time at a single point in space, creating a well of gravitational force. If your chrono-surge has been active for at least 1 full round, you may choose to end it early to create a Gravitational Well.

Choose one point within 30ft that you can see. All creatures within 15ft of this point must succeed on a dexterity saving throw equal to 8 + your intelligence modifier + your proficiency bonus. On a failure they take 1d10 dmg and are pulled 5ft towards the well. Any creature that enters or starts it's turn in the same space as the well takes 10d10 dmg.

The Gravity well lasts for a number of turns equal to how many rounds your surge has been active.

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.

VISIONS OF INFINITY

You can see every possible course of events, and adjust your actions to create the most favourable outcome. Beginning at 1st level when you choose this option, you are capable of peering across multiple realities to determine the best course of action.

Whenever a situation allows you to attempt a task using multiple skills, you may attempt the check with all of them, and use the highest result.

ALTERNATIVE SELF

At 3rd level, Your connection to alternate timelines allows you to access the skills of every version of yourself across infinite time. You gain proficiency in two weapons and one skill of your choice. Whenever you complete a long rest, you may exchange one of these proficiencies for another proficiency of your choice

SYNCHRONOUS ENTANGLEMENT

By taking advantage of your alternate selves, you can reach into other realities to wield exactly the right tool at exactly the right time.

Beginning at 6th level, You may spend a short rest to entangle a weapon or tool within your alternate timelines. You may entangle a number of items equal to your intelligence modifier + your proficiency modifier.

As a bonus action on your turn, you may spend a Time Shard to summon an entangled item to your hand, even if you are no longer in possession of that item. If an entangled item is sold or traded, the money or item received in return disappears the next time you summon that item.

REALITY SHIFT

Beginning at 11th level, you are capable of summoning isolated sections of alternate timelines into your own. As an action on your turn, you may create a sphere of alternate reality with a diameter of 10ft, Centered on a point within 30 ft that you can see. This zone lasts for 1 minute, or until you lose concentration. Effects caused by the zone are contained to the zone, and creatures or objects that originate from the zone do not leave the zone unless forced to do so.

When you create this zone, you spend a Time Shard to roll on the Alternate Reality Table to determine it's effect. You may choose to spend additional Time Shards equal to your intelligence modifier to roll additional times and choose any of the results.

TEMPORAL MULTIPLICITY

At 17th level, you are no longer limited by the constraints of a single time line, and can choose multiple courses of action at once.

Once per long rest, you may spend time shards to create a number of additional timelines equal to one-half the number of Time Shards spent, up to a maximum of three. All timelines originate in your current space and move on your turn. They can each move and take actions separately, and start with your current hit points. Any resources such as Time Shards or spell slots are shared between all timelines.

Each timeline last for 1 minute. a timeline ends early if it takes damage from a single source equal to 1/4 of it's hit points, or if it is restrained or immobilized. When a ends, any damage or conditions it suffered are applied to the remaining timelines.



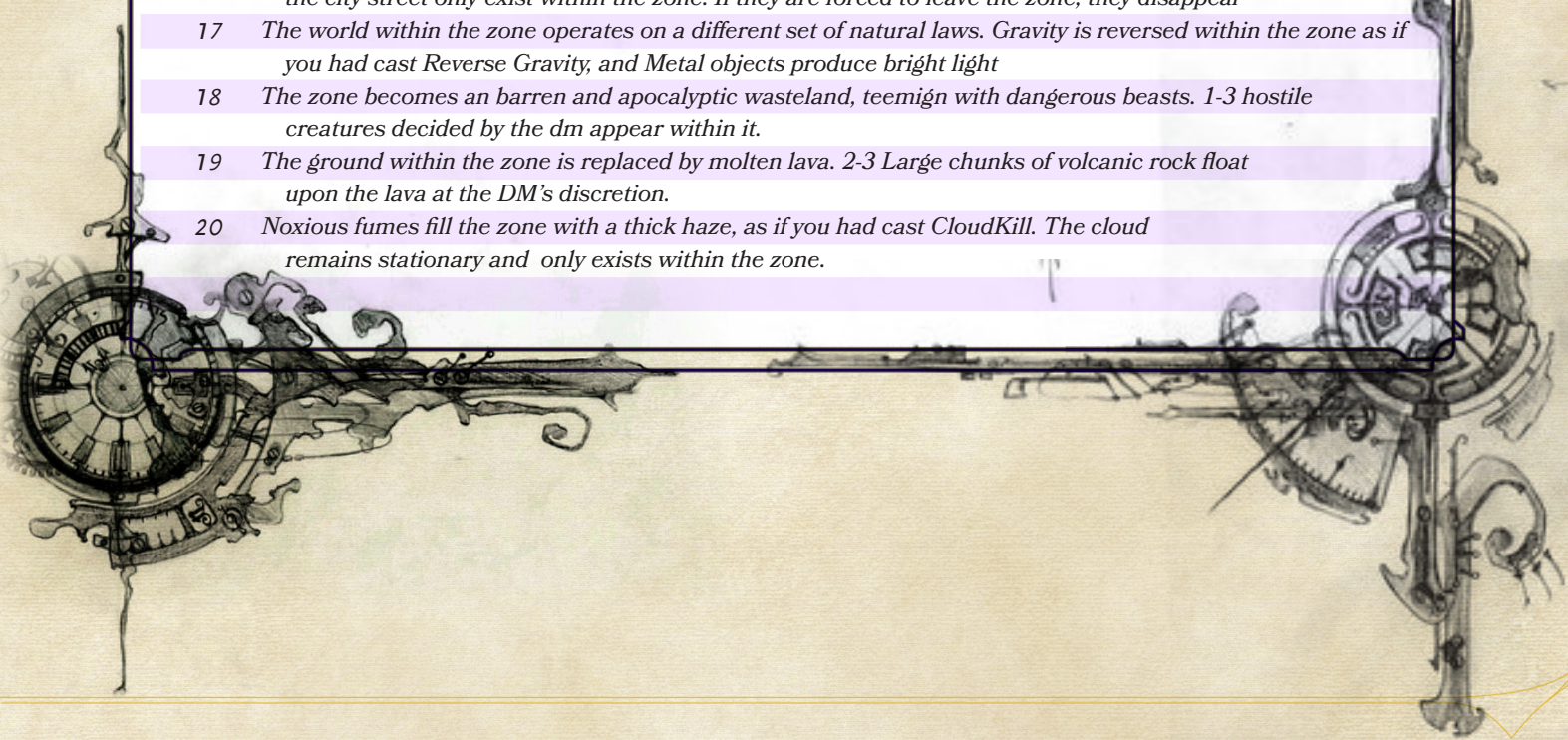


ALTERNATE REALITY TABLE

Dice

Value Effect

- 1 *The world within the zone is too strange and alien to comprehend. All creatures with line of sight to the zone are affected by the Weird spell.*
- 2 *The zone is filled with an overwhelming sense of dread, as deadly traps suddenly materialize. 1-3 traps appear in the zone, as defined by the DM*
- 3 *A 1 foot thick wall made of an unknown metal appears. Any creature that would have been within the wall is pushed to the one side of it.*
- 4 *The Zone is filled with rich treasure fit for a king. All creatures with line of sight to the zone must succeed on a dc 15 intelligence save or move their speed towards the zone. Beware of Mimics*
- 5 *The floor underfoot is replaced with quicksand. The zone is considered difficult terrain, and creatures who enter or start their turn in the zone must succeed on a dc 18 str save or be restrained*
- 6 *Strange machines appear within the zone, filling the air with cacophonous noise. Touching these machines causes 1d10 lightning damage.*
- 7 *The area is filled with impenetrable shadow, darker than even the blackest of nights. Creatures within the zone are considered blinded and deafened. Creatures outside the zone cannot see or hear inside it.*
- 8 *You open a tear into a world devoid of magic and wonder. The area within the zone appears in grayscale, and is affected as if you had cast Antimagic Field.*
- 9 *A pleasant pasture of green grass appears, containing 1-3 very confused farm animals. The zone is filled with bright sunlight and the smell of fresh flowers.*
- 10 *Thick carnivorous foliage suddenly appears within the zone. Movement through the zone costs 4ft for every ft of movement, and creatures who enter or start their turn in the zone take 2d6 damage*
- 11 *The zone becomes a strange fantasy land characterized by Incessant music and dancing inanimate objects. All damage done in this zone is considered nonlethal, and dying creatures are automatically stabilized.*
- 12 *The zone becomes a contained sphere of deep ocean. It is possible to swim through this sphere and remove water from it, but water does not flow out.*
- 13 *A violent blizzard engulfs the area. The zone becomes difficult terrain, and is heavily obscured by snowfall. Creatures who enter or start their turn within the zone take 2d6 cold damage*
- 14 *The Zone becomes an underground cavern full of glowing moss and strange crystal formations. This area is filled with dim light and stalactites hang from above.*
- 15 *Strange projectiles whiz through the air within the zone. Creatures in the zone must succeed on a dc 15 Dexterity save or take 6d6 piercing damage.*
- 16 *The zone becomes a densely populated city street. The area is considered difficult terrain. The denizens of the city street only exist within the zone. If they are forced to leave the zone, they disappear*
- 17 *The world within the zone operates on a different set of natural laws. Gravity is reversed within the zone as if you had cast Reverse Gravity, and Metal objects produce bright light*
- 18 *The zone becomes an barren and apocalyptic wasteland, teeming with dangerous beasts. 1-3 hostile creatures decided by the dm appear within it.*
- 19 *The ground within the zone is replaced by molten lava. 2-3 Large chunks of volcanic rock float upon the lava at the DM's discretion.*
- 20 *Noxious fumes fill the zone with a thick haze, as if you had cast CloudKill. The cloud remains stationary and only exists within the zone.*



CLOCK OF BACKWARDS TIME

Time does not flow in only one direction, and a Keeper of Backwards 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.

TIMELOCKED ROUNDS

By creating a time rift inside your weapons, you are able to fire ammunition that you have already spent.

Beginning at 1st level when you choose this option, your ranged weapons no longer consume ammunition when fired, and thrown weapons reappear in your hand at the end of each round.

RETRO-CAUSALITY

By 3rd level, you can take actions “out of order” When you take the attack action on your turn, you may spend a Time Shard to send that attack backwards in time. When you do this, you treat all targets as they were 6 seconds (one round) ago. This includes location, conditions such as prone or flanked, and other effects the target was under at that time.

The maximum time you can send your attack back increases to 12 seconds (2 rounds) at 6th level, 24 seconds (4 rounds) at 11th level, and 1 minute (10 rounds) at 17th level.

CONTRADICTION PARADOX

When you reach 6th level, you are able to sustain apparent paradoxes within time. When you hit with an attack using your Retro-Causality feature, you may spend an additional Time Shard to force the target to re-roll an attack or action that has already occurred.

BUTTERFLY EFFECT

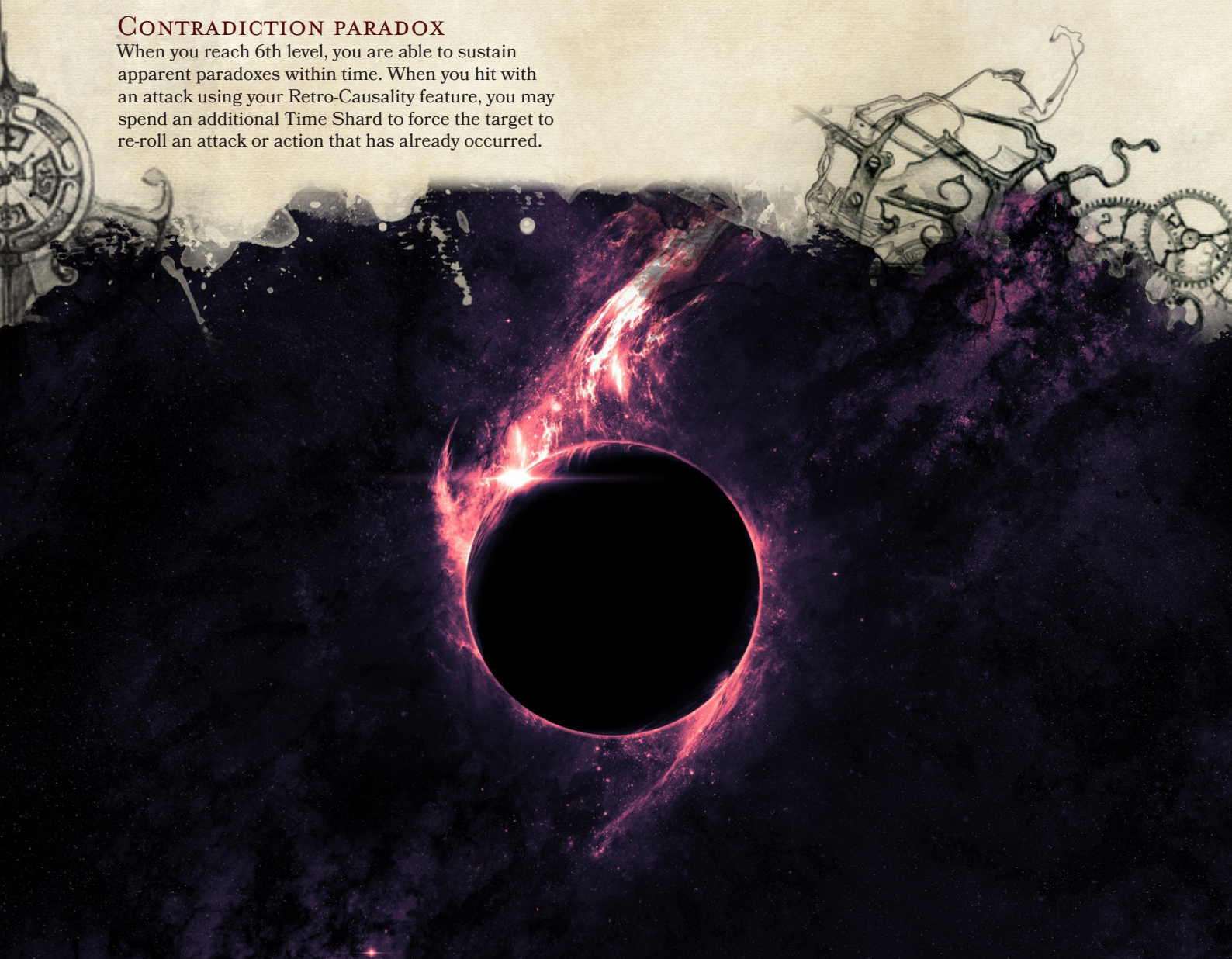
You are capable of making subtle alterations to the past in order to create drastic effects in the present. At 11th level, when you use your Retro-Causality feature, you may spend an additional Time Shard to roll a number of Chrono-Dice equal to the number of rounds your attack was sent back in time, and deal the result as damage to the target.

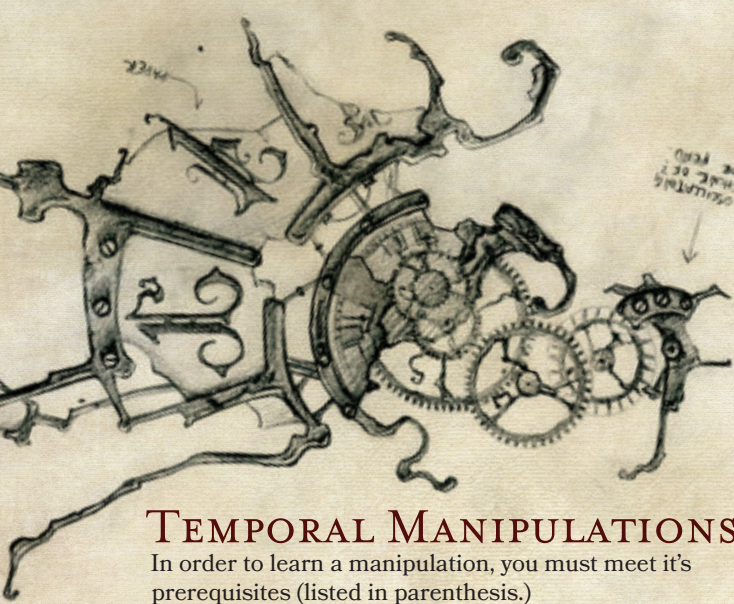
CAUSALITY PARADOX

At 17th level you are capable of sustaining self-fulfilling paradoxes, allowing you to completely traverse small periods of time. When you use your Retro-Causality feature, you may instead choose to send your future self back in time.

When you do this, a temporal duplicate of yourself appears at a point within 20 ft that you can see. This duplicate shares your in-game statistics and takes damage whenever you do. It can move and take actions as normal and lasts until you and the duplicate occupy the same space.

You expend one Time Shard for every minute the Duplicate exists. If you and the duplicate cannot occupy the same space and you have no Time-Shards left, the Duplicate disappears and you take 1d10 psychic damage for every round it was active.





TEMPORAL MANIPULATIONS

In order to learn a manipulation, you must meet its prerequisites (listed in parenthesis.)

ACCELERATE (3RD LVL)

As an action on your turn, you may expend one Shard to cast Haste

BORROW TIME (13TH LVL)

You borrow a few moments from the timeline of your target, giving your ally more time to act. As an action on your turn, you may spend 2 Time Shards to force one target to make an intelligence saving throw. The target may choose to fail this saving throw. On a failure, that target is immobilized and silenced until the start of your next turn, and you choose one ally within 20ft that you can see. That ally gains an extra action on their next turn.

BOLT OF TIME (1ST LVL)

Your attack glows with a temporal power as you strike. As a bonus action when you hit with an attack or spell, you may spend a shard to roll your chrono-dice and deal additional damage equal to the result.

BULLET TIME (1ST LVL)

As a reaction when you are targeted by an attack, you may choose to spend a shard to roll your chrono-dice and add the result to your AC.

CHRONO-STEP (5TH LVL)

By stretching and bending time, you seem to move faster than physically possible. You may spend a Shard to Dash as a Bonus action. While moving in this way; you do not provoke attacks of opportunity and can move along the surface of liquids as if under the effect of the water walk spell.

DECELERATE (1ST LVL)

As an action on your turn, you may expend one Shard to cast Slow. The Spell save DC equals 8 + your proficiency bonus + your intelligence modifier

DELAY DAMAGE (1ST LVL)

As a reaction to taking damage, you may spend a Shard to roll a chrono-dice and delay the damage a number of rounds equal to the result

DELAY EFFECT (3RD LEVEL)

As a reaction when you or an ally casts a spell or uses a spell-like ability, you may spend 2 Time Shards to delay the effect of the spell up to a minute. If the effect targeted a creature or object, the effect occurs on the object regardless of any change in distance. If the effect targeted a location or point in space, it occurs in that location, despite the movement of the caster or other creatures.

DEJA VEU (5TH LVL)

As a reaction to an attack or non-attack action, you can expend a Shard to rewind time to before the attack or 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.

FUTURE SIGHT (1ST LVL)

You are capable of peering into the future to determine the actions of your foe. You may spend a Time Shard as a bonus action any time you make an attack or skill check opposed by another creature to roll a chronomancer dice and add the result to your roll.

Beginning at 5th level, you may choose to apply this bonus to an ally's roll instead of your own.

LOOP TIME (18TH LVL)

By creating a temporal loop, you are able to extend the duration of an attack or spell. As an action on your turn, you may spend up to 5 Time Shards to cause one of the following effects:

- You set the duration of an effect that can be maintained with a bonus action duration to a number of rounds equal to the number of Time Shards spent.
- You double the duration of any effect with a duration of 1 minute or longer, up to a maximum 24 hours.
- You cause the a ranged projectile attack to re-occur every round for an number of rounds equal to the number of Time Shards spent.

Effects maintained by this ability do not require concentration.

PAUSE (1ST LVL)

When you hit with an attack or spell, you may spend a shard to force the target to make intelligence save. On a failure, the target is stunned until the beginning of your next turn .

READ TIMELINE (5TH 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 spend 1 Time Shard to touch an object and view a single event in it's current timeline. This event may be in the object's past or potential future.

REVERT WOUNDS (5TH LVL)

As an action you can spend one Shard to reverse the flow of time on one creature within 20 ft that you can see. The target regains a number of hit points equal to your chrono-Dice + your intelligence modifier.

Beginning at 6th level, you may spend additional Time Shards to target multiple creatures; you may target one additional creature for each additional shard spent, up to a maximum of 3. At 11th level, you can target up to 6 creatures.

STASIS (9TH LVL)

As an action, you may spend a shard to 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: projectiles passing through the zone stop in mid-air, liquids do not flow, and objects do not age. Creatures that enter or start their turn within the zone must succeed on an intelligence saving throw or become immobilized and silenced until the start of their next turn.

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

STOP PROJECTILE (5TH LVL)

As a reaction when you are targeted by a projectile attack, you can spend a shard to attempt to stop the projectile in mid-air. Make an intelligence saving throw vs the attack. On a success, the projectile is halted in mid-air until the start of your next turn.

Beginning at 6th lvl, you may spend an additional shard to instead change the target of the attack.

TEMPORAL DISPLACEMENT

(18TH LVL)

You use your power over time to Displace a creature from its own timeline into yours. As an action on your turn, you may spend 5 Time shards to roll your chrono-dice and Summon one beast or construct of CR rating 5 or less.

This creature remains for a number of rounds equal to the result of your chrono-dice, and is considered an ally to you and your allies. It acts on your turn, and follows your verbal commands. If you do not command the creature on your turn, it instead attacks the nearest enemy.

TEMPORAL REPAIR (1ST LVL)

You reverse the effects of time on an object to return it to its former state. You may expend one time shard to cast the Mending cantrip

TEMPORAL REPLAY (5TH LVL)

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 its damage twice

TEMPORAL ANOMALY (5TH)

You are capable of stretching time in battle to allow your allies more time to act. Once per round, as a reaction, you may spend a Shard to allow a creature to take an action instead of a bonus action.

TIME STOP (18TH LVL)

Your innate understanding of temporal reality allows you to temporarily remove yourself from the flow of time. As an action on your turn, you may spend 5 Time Shards to cast *Time Stop* as a chronomancer spell once between long rests.

TRANS-TEMPORAL LOCOMOTION (11TH LVL)

You displace yourself in time, changing your current location. As an action on your turn, you may spend a shard to teleport to another location within 20ft that you can see. When you use this manipulation, you may spend additional Time Shards to transport up to 5 willing targets in addition to yourself. The number of Time Shards required to perform the manipulation is equal to the number of creatures transported.

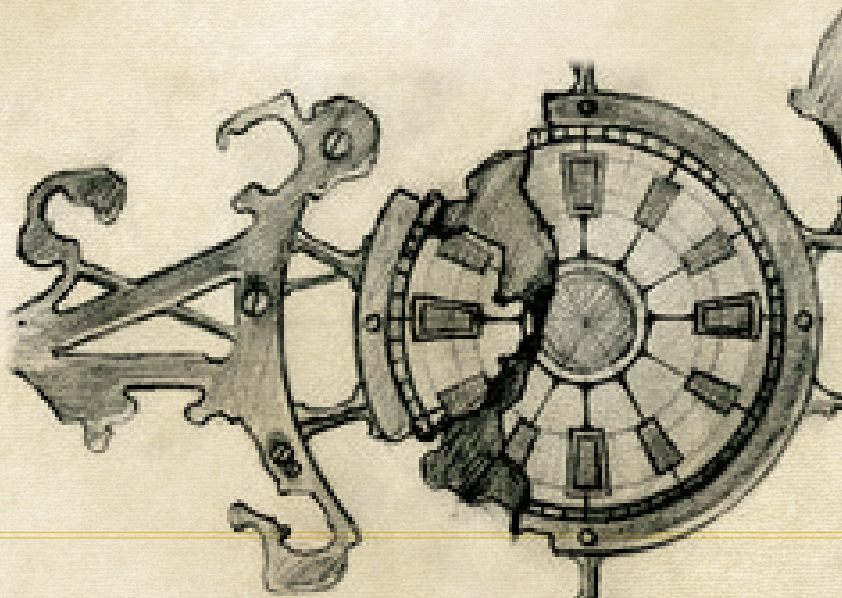
WEIGHT OF AGES (9TH LVL)

Once per encounter, when you hit with an attack against a target, you can choose to spend 3 Time Shards to attempt to age the target or their equipment. The target makes an intelligence saving throw. On a failure, choose one of the following effects

Target: the target ages 1d4 years, and gains one level of exhaustion.

Armor: the target's armor begins to rust or decay. The target takes a cumulative -1 penalty to AC for 1d4 rounds. This penalty remains until the equipment is repaired.

Weapons: the target's weapon begins to rust or decay. The weapon takes a cumulative -1 penalty to its damage for 1d4 rounds. This penalty remains until the equipment is repaired



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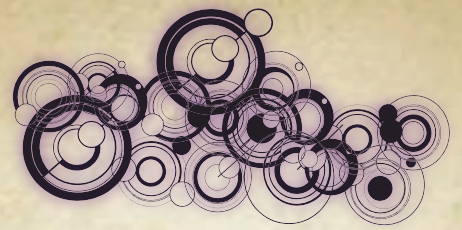


NOTES BY THE AUTHOR

The Chronomancer is a very unique class in that it allows a Player Character to change the course of past events. I've worked hard to ensure that the class balances mechanically, but there are always some unforeseen circumstances that come up when dealing with time travel, and to some DM's that's scary.

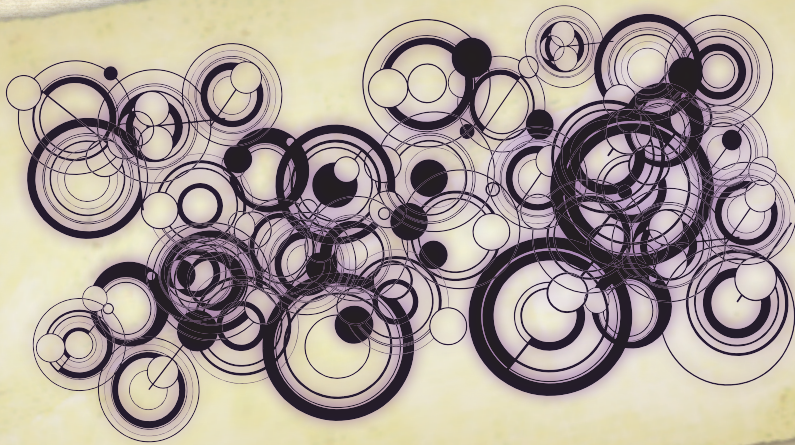
Manipulating time can give PC's a lot of power to alter the course of their adventure, but I see that as opportunity for creative roleplay, rather than a problem the DM has to solve. How does the rest of the party react to time shifting around them?

What About when the party incorporates such time-shifts into their plan? Do they act more recklessly, knowing full well they can just reset? When wealthy nobleman lets it slip publicly he is having an affair with the queen, does the party go back in time 60 seconds and try to blackmail him with the information? Or do they find ways to hide secrets of their own within their own alternate timelines?



Keep in mind while you DM, what sort of unique puzzles and solutions might result from mucking about in the time stream, and what unique challenges you can present for players that are able to alter the flow of time.

I have intentionally left some things vague, such as the effects of using the chronomancer's lvl 20 ability more than once a week. This is because I see these things as open invitations. It gives the dm the freedom to allow players to attempt something that might be incredibly over-powered, at the risk of some great unknown. What does it mean to Destabilize time itself? What happens if a Chronomancer is Foolish enough to become locked in their own temporal stasis? These are opportunities to explore the unique consequences of chronomancy.



UNPREDICTABLE CREATIVITY

In one of my campaigns, our Gnome Chronomancer used his *Retrocausality* class feature while aboard a moving train, firing into the empty air. None of the enemies had moved in the last few rounds, and I was very confused at first when he told me he was sending his attack back exactly 1.23 seconds into the past. Then it hit me! 2 rounds ago, he had asked me how fast the train was going, and in what direction. Knowing that, he had actually calculated how far back he needed to fire at a point he could see to hit a target that had not moved from behind cover the entire encounter, since he was still moving due to the speed of the train!

Needless to say, I had never considered how that ability might work aboard a moving vehicle, so I was surprised and thrilled that he had been so creative.

