

## Feats

### Chronomancer

You have studied magic involving the manipulation of time.

**Benefit:** When taking this feat, you automatically gain one point of paradoxical residual energy (PRE). You may never have less than this minimum, and all time-sensitive creatures will be able to identify this “presence” of temporal energy infused within you. When selecting this feat, you also select one Chronomancy from the following list.

### Time Sensitive

Your prescient abilities have presented you with an acute sense of the passage of time.

**Benefit:** You may use the Time Sense ability even if you do not have levels in the Chronomancer class, and additionally, this feat gives you a +4 competence bonus to Time Sense checks.

**Normal:** Only a character with Chronomancer levels may use the Time Sense ability.

### Prescient Sight

You may stretch your senses into the immediate future. To others, it seems as if you know of events slightly before they occur.

**Benefit:** You may invoke this feat at any time. When doing so, you gain a +2 prescient bonus to any saving throw, or a +1 prescient bonus to your base armor class, but each time you use it you gain one point of paradoxical residual energy (PRE). This is a supernatural ability.

### Oracle

You have the ability to stretch your consciousness into the veils of time and space, in order to direct your actions.

**Prerequisite:** You must be able to cast 2<sup>nd</sup> Circle arcane spells.

**Benefit:** As a standard action, you may use the spells *augury* and *divination* as if you were a priest of half your character level. Each time you use *augury* you gain 1 point of paradoxical residual energy (PRE), and each time you use *divination* you gain 3 points of PRE. Treat these spells as supernatural abilities. Thus, anti-magic fields do not interfere with them, but rather only powers or abilities that inhibit **supernatural** powers.

## Paradox

There are three types of Paradox energy as described below:

**Background Paradoxical Energy (BPE)** is an *inherent* temporal substance that encompasses all living things that form a mesh within the temporal field of the multiverse. Each universe has a direct BPE signature, and thus creatures or objects that cross into another universe reverberate at a different (detectible) BPE wavelength. All living creatures have a BPE score of 10.

Very minor infractions of the laws of time may increase the amount of BPE in a creature. Usually spells or abilities of limited (such as *bend reality* or *limited wish*) power or uses of certain abilities increase the amount of BPE in a creature.

**Paradoxical Residual Energy (PRE)** is a higher level of temporal disturbance that a creature or an object may accumulate, representing lesser infractions to reality. Though the simple passage of time may be sufficient enough to reduce the strain of this offence, a character may undergo certain actions or intentionally acquire one or more *quirks* in order to dampen the (cumulative) debilitating effects of an ever increasing pool of PRE, thus reducing the PRE into the far less devastating BPE.

When one distills PRE into BPE, any negative effects of the PRE dissipate and any physical damage or injure due to the character's PRE score may now heal naturally. It is possible to remove PRE using certain rituals or by undertaking various redeeming actions. Such *quests* are at the discretion of the Game Master, and you must undertake this action voluntarily.

**Entropic Paradoxical Energy (EPE)** is, by far, the most debilitating *permanent* form of paradoxical energy, which represents a major offense to reality, or a perversion of time, either perpetrated by the character or radiating from an item carried by them.

No mortal act can properly undo this perversion of space-time, and normal creatures can never rid themselves of EPE. Only chronomancy, or creatures or objects with chronomancy-based powers generate EPE. A Chronomancer, however, may elect to take a *quirk*, which reduced his EPE score by one point.

## Effects of Paradox

As you gain BPE, PRE and EPE, each will effect your physical form in different (and sometimes debilitating) ways.

## Paradox Score

Each point of BPE, PRE and EPE has its own pool as noted on your character record sheet. Additionally, you have a Total Paradox Energy (TPE) pool, which is the sum of all three pools of paradoxical energy. You determine your Paradox Score using this (TPE) pool as if it were a base ability score and thus apply a modifier to it using the standard rules for ability scores. Therefore, a TPE score of 14 would have a modifier of +2, and a TPE score of 23 would have a modifier of +6.

If you ever have a **TPE modifier** that exceeds a rating of 10+ ½ HD, you are considered to have exceeded your *Paradoxical Threshold* and must made a will saving throw with a DC of 10 + TPE modifier, or be banished to the Void.

If you succeed, nothing happens, but you must make an additional saving throw—with the same result if you fail—each time you gain an additional point of any kind of paradox. You may cease making this save when your TPE drops below your Paradoxical Threshold or when your Paradoxical Threshold increases (via increased Hit Dice) to the point that your TPE score is below tolerance.

As always, you may take measures to reduce your TPE score in order to avoid this (uncomfortable) scenario.

## Void Energy

**Void Residual Energy (VRE)** is an alien form of temporal (but not paradoxical) energy accumulated by creatures that enter or cross through the void between universes. Small amounts of VRE have no effect upon a character, but larger amounts cause certain undesirable effects, or may grant strange otherworldly powers. Short of greater deities, no one truly understands the properties of this unusual energy that, under normal circumstances, no person should possess.

Your VPE score (if any) is not part of your TPE score and does not have any effect on your Paradoxical Threshold, as it is a completely different energy type.

## Chronomancy Spells

### Prescient Hole

Chronomancy  
Arcane 3<sup>rd</sup>

### Prescient Sight

Chronomancy  
Arcane 8<sup>th</sup>  
Uses *Scrye* skill to see into the future.

### Open Temporal Rift

Chronomancy  
Arcane 9<sup>th</sup>

### Suspend Causality

Chronomancy  
Arcane 6<sup>th</sup>  
Temporarily halts effects in progress. Spells cast have no effects, nothing may be damaged, no healing occurs, etc.

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6<sup>tho</sup>

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## Temporal Repair

Transmutation [Time] [Chronomancy]

**Level:** Arcane 9<sup>tho</sup>, Sor/Wiz 9, Cleric 9

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Medium (100 ft. + 10 ft. / level)

**Effect:** Blue and Golden glow in sphere.

**Duration:** Instantaneous

**Saving Throw:** Will negates (object)

**Spell Resistance:** No

Trigger: Vau-Nai aldoze metriux kuru tos'liquia

This spell repairs or removed any-and-all damage to time in a sphere of 500ft + 25 ft / caster level.