**Chronomancer**

Chronomancer changes your KDM to Intelligence, unless your KOM is

already Intelligence.

**\*\* 1st Circle - Quickened Mind (EX)**

You may alter your own perception of time, giving yourself more time

to react. As a swift action, if you are not [Fatigued], [Exhausted],

benefitting from any fury bonuses, or currently quickened, you can

enter the quickened state. Because maintaining the quickened state

requires a high level of concentration, benefitting from any fury

bonus will immediately drop you out of it.

While quickened, for every circle of Chronomancer you possess, you get

a +1 dodge bonus to reflex saves and a +1 untyped bonus to initiative

(to a maximum of +7 with 7 circles). For every odd circle of

Chronomancer you possess, you get a +1 dodge bonus to AC (to a maximum

of +4 with 7 circles).

You can maintain the quickened state for a maximum number of [Rounds]

equal to 3 + you Wisdom modifier (if positive) at a time, and can

always prematurely end the quickened state as a free action.

When the quickened state ends, you are [Fatigued] for as many [Ronuds]

as you have spent quickened (minimum 1).

**\*\* 2nd Circle - Pause (SU)**

You may freeze a creature in time for the briefest of moments. As an

immediate action, you may force any creature within [Close] range to

make a Reflex save (DC 10 + ½ your level + your Intelligence Modifier)

or automatically fail an attack roll that they are about to make.

**\*\* 3rd Circle - Spellcasting**

You learn the spells Haste, Slow, and the new spell Phase Shift,

detailed below. You may cast these spells as often as a Tactician of

your level could cast 3rd level spells (including bonus spells from

Intelligence).

**\*\*\* Phase Shift**

Transmutation

Circle: Tactician 3

Casting Time: 1 standard action

Range: Close

Effect: 20-foot-radius spread

Duration: 3 Rounds

Saving Throw: Will; see text.

All creatures in the area gain the [Phase shifted] condition for 3

rounds. If they succeed on a Will save (DC 10 + ½ your level + your

Intelligence modifier), then the duration is reduced to 1 round.

Phase Shifted: Any action taken by a [Phase shifted] creature has a

50% chance of not working on creatures that are not [Phase

shifted]. Any action taken by a creature that is not [Phase shifted]

has a 50% chance of not working on creatures that are [Phase shifted].

**\*\* 4th Circle - Quickened Body (EX)**

You have learned how to quicken your body as well. While quickened,

you gain a +10 movement speed, and a [Bonus attack]. Additionally,

once per [Round] you may gain an additional swift or immediate

action. If you do so, the maximum duration for this instance of

quickened is reduced by 1 [Round].

**\*\* 5th Circle - Temporal Jitter (SU)**

As a swift action, you may cause yourself to begin to vibrate through

time. You gain a 20% miss chance. However, unless you are currently

quickened, you cannot react to the jitter and you must treat all other

creatures as also having a 20% miss chance. This may be deactivated as

a free action.

**\*\* 6th Circle - Delay (SLA)**

Once per [Encounter], as a move action, you may construct a barrier of

time extending out to [Melee] range. Until the start of your next

turn, any effects that target one of these squares is delayed by one

[Round].

**\*\* 7th Circle - Reverse Time (EX)**

Once per [Encounter] as a non action while quickened, you may reverse

time, restoring yourself to the state (including position) you were in

at the end of your last turn. Doing so immediately drops you out of

quickened and renders you [Exhausted] for the rest of the [Encounter],

even if you would otherwise be immune. This may be used immediately

before your turn starts, but not during it.

This may only be used once per [Encounter], though technically it

undoes its own use.