Pathfinder Time Twister Class

Hit die: d6

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Level | Bab | Fort | Ref | Will | special |
| 1 | 0 | 2 | 0 | 2 | Time Filament, Caustic Paradox |
| 2 | 1 | 3 | 0 | 3 | Time Distortion, Temporal Combat |
| 3 | 1 | 3 | 1 | 3 |  |
| 4 | 2 | 4 | 1 | 4 | Time Distortion |
| 5 | 2 | 4 | 1 | 4 |  |
| 6 | 3 | 5 | 2 | 5 | Time Distortion |
| 7 | 3 | 5 | 2 | 5 |  |
| 8 | 4 | 6 | 2 | 6 | Time Distortion |
| 9 | 4 | 6 | 3 | 6 |  |
| 10 | 5 | 7 | 3 | 7 | Time Distortion |
| 11 | 5 | 7 | 3 | 7 |  |
| 12 | 6 | 8 | 4 | 8 | Time Distortion |
| 13 | 6 | 8 | 4 | 8 |  |
| 14 | 7 | 9 | 4 | 9 | Time Distortion |
| 15 | 7 | 9 | 5 | 9 |  |
| 16 | 8 | 10 | 5 | 10 | Time Distortion |
| 17 | 8 | 10 | 5 | 10 |  |
| 18 | 9 | 11 | 6 | 11 | Time Distortion |
| 19 | 9 | 11 | 6 | 11 |  |
| 20 | 10 | 12 | 6 | 12 | Time Distortion, Infinite Moment |

Class skills: acrobatics, craft, climb, knowledge(arcane), perception, profession, sense motive, spellcraft, survival, swim

Skill points 2 + int

Proficiencies: time twisters are proficient with simple weapons and martial weapons, and light armor

Time Filament

Time Twisters are able to use time stop as a supernatural ability a number of times a day equal to their Time Twister level, additionally while under the effect of time stop, they do not age, at 5th level you may use time stop as an immediate action. If a character ever gains the time filament class feature for any reason(even temporarily), they automatically gain the Caustic Paradox class feature(below)

Caustic Paradox

The first level of Time twister must be taken at level 1 or not at all, you cannot gain levels in other classes. If for some reason you have 1 or more levels of a non-time twister class, you take 1 permanent negative level every second until that is no longer the case, these negative levels remove non-time twister class levels first.

Time Distortion

At 2nd level and every 2 levels after, the Time Twister chooses a Time Distortion off the following list

After effect distortion

When your time stop ends, you gain the effects of the blur spell, using your Time Twister level in place of your caster level

Alternate time line

When your time stop ends, gain temporary hp equal to your Time Twister level. These temporary hp stack with themselves and decay at a rate of 1 per turn when not time stopped

Bottled time

If you end time stop early, note the unused duration, the next time you use time stop within 24 hours, extend its duration by the noted amount

Cascading Parallaxum

Requires: temporal combat

During time stop, gain a bonus to your attack, damage, cmb, and perception equal to the number of times you’ve used time stop since your last 8 hr rest, you also gain 5ft of movement for each 1 point of this bonus. For every 5 points of this bonus, your successful attacks during time stop do 1 point of attribute damage to each attribute. For every 10 points of this bonus, time stop’s duration is increased by 1

Chronotron modulation

If you would be the target of a physical attack or combat maneuver, you may expend 1 or 2 uses of time stop, if you expend 1 use, you gain a 98% miss chance against the attack or combat maneuver, if you expend 2 uses, you gain a 100% miss chance instead and they provoke an attack of opportunity from you

Dichotometic Flow

Requires: time enforced attribute

When taking Dichotometic Flow, choose an attribute you chose for time enforced attribute, the chosen attribute gains a +2 chronomolly bonus while under the effect of time stop, these bonus attributes dissipate when time stop ends. Dichotometic Flow may be taken multiple times, its effects stack

Entropic distortion

When entropic distortion is taken, choose strength, dexterity, constitution, intelligence, wisdom, or charisma, when you activate time stop you may choose up to 1 target to take 2 ability damage of the chosen attribute. Entropic distortion may be taken multiple times, to ether choose additional attributes that were not previously chosen, or increase the maximum number of targets by 1

Extended stop

When you use time stop, the duration is increased by 1 turn, this Time Distortion may be taken multiple times, the effect stacks

Leaking hour glass

Requires: Temporal Combat

When someone takes damage as a result of actions you took during time stop, they gain a damage over time effect for 10 turns equal to your Time Twister level. This effect can stack up to a limit of your Time Twister level

Overtime

Requires: Stamina pool

When you would expend a use of time stop, you may instead expend 5 stamina

Paradoxical time slip

Damage over time effects on others, such as bleed, activate during each turn during time stop. Paradoxical time slip may be taken a second time to only affect those you view as enemies

Quantal super positional

If you would be forced to make a save due to a spell, spell like ability, or super natural ability, you may expend a use of your time stop to roll 4 times and choose the desired result from among those. Quantal super positional must be activated before the initial saving throw is made

Singularity drive

If at the end of your turn, if your initiative is at least 50 more than the next person in initiative order, you may reduce your initiative by 50 and take an extra turn

Speed of time

While under the effects of time stop, gain 10ft of movement each turn and increase your initiative by +2 each turn. This Time Distortion may be taken multiple times, its effects stack. When time stop ends, the gained movement speed dissipates, however your improved initiative remains

Time enforced attribute

When time enforced attribute is taken, choose strength, dexterity, constitution, intelligence, wisdom, or charisma, while under the effect of time stop, the selected attribute gains a +4 time bonus, when the time stop ends, the attribute gains a +2 time bonus for a number of non-time stopped turns equal to the duration of the time stop. Time enforced attribute may be taken multiple times, it’s effects do not stack, but you may choose different attributes each time it is chosen

Time Locked

Requires: Temporal Combat

When you make an attack roll during time stop, it is against the target’s flat footed touch AC

Time Torsion

Requires: Temporal Combat

Attacks you make while under the effect of time stop deal bonus damage equal to half your Time Twister level(round down, min 1)

Time Travel

Requires: speed of time

While under the effect of time stop, you can spend a move action to teleport up to 1000ft away

Timely Execution

Requires: Time Locked

When you make attacks during time stop, your targets are considered helpless

Wound Reversal

While under the effect of time stop, you gain fast healing 2. Wound reversal may be taken multiple times, each additional time it is taken increases the fast healing effect by 1

Temporal Combat

While under the effect of time stop, you may make attacks against others without ending the time stop, however the effects of the attacks do not go through until time stop ends

Infinite Moment

At 20th level the Time Twister realizes the full potential of Time Filament and can now use time stop at will

Favored class bonuses

Human +1/6 time distortion

Elf +1/3 time stop duration

Dwarf +1/5 time stop usage

Orc +1/4 attack and damage during time stop

Time Lord +1 time distortion

New feats

Extra time

Requires: time filament class feature

Gain 1 additional use of time stop each day. Extra time may be taken multiple times, it’s effects stack

Extra time distortion

Requires: time filament class feature

Gain a time distortion you meet the prerequisites for. Extra time distortion may be taken multiple times