Timekeeper

The Timekeeper is a class that has the power to manipulate time itself, bending it to their will and controlling the flow of events. They can slow down enemies, speed up allies, and even rewind time to undo mistakes.

Creating a Timekeeper

To create a Timekeeper, you should choose a race and background that fits your character's backstory and personality. You should also choose a subclass that defines your character's focus within the Timekeeper class.

Class Features

As a Timekeeper, you gain the following class features:

Hit Points: As a d6 hit die class, you start with 6 + your Constitution modifier hit points.

Proficiencies: You are proficient in light armor, simple weapons, and the Arcana skill.

Chronomancy: You are a spellcaster, and you cast spells using the Timekeeper spellcasting table. You can prepare a number of spells equal to your Intelligence modifier + your Timekeeper level, and you can cast a number of spells equal to your Intelligence modifier per day. You can choose spells from the wizard spell list, as well as spells that manipulate time, such as Haste or Slow.

Time Control: You can manipulate time to gain an advantage in combat or out of it. You can slow down time to make enemies easier to hit, speed up time to make allies more nimble, or even rewind time to undo a mistake.

Ability Score Improvement: At 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.

Temporal Awareness: At 6th level, you gain the ability to see into the future, giving you an advantage in combat and allowing you to avoid danger.

Temporal Resilience: At 10th level, you gain resistance to damage from attacks that deal force damage, as well as immunity to aging and time-based effects.

Temporal Mastery: At 14th level, you gain the ability to manipulate time on a larger scale, affecting entire areas or even entire battles.

Temporal Rift: At 18th level, you gain the ability to create a rift in time that can transport you and your allies to different points in time and space, allowing you to escape danger or travel great distances quickly.

Conclusion

The Timekeeper is a powerful class that has the ability to control time itself. With their ability to manipulate time to gain an advantage in combat, avoid danger, and even transport themselves and their allies through time and space, they can be a valuable asset in any sci-fi setting. Whether you want to slow down time to make enemies easier to hit or create a temporal rift to escape danger, the Timekeeper has something for everyone.