



Celeritician

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RAPIDITY OF MOTION OR ACTION, HASTE.

Celeriticians manipulate the laws of oscillation and velocity to influence the threads that hold the universe together. With the flick of a wrist, they can enhance environments and bolster their allies, or weaponize them and ravage the physical abilities of those who oppose them.

Spatial Sync

2nd-level Celeritician feature

A specialist understanding of universal laws of motion and force grant the Celeritician access to the Dunamancy spell list. Furthermore, your knowledge of such subjects allows you to step slightly outside the borders of these laws, increasing your speed and agility.

While not wearing armor your movement speed increases by 10 ft. and your movement is unaffected by difficult terrain.

Disambiguation

2nd-level Celeritician feature

You increase the vibrations of the atoms in the ground beneath a creature's feet. Within an instant, a solid surface turns into a sticky, dense liquid. As a bonus action, you can force a creature within 5 ft. of you to make a Dexterity saving throw. On a failed save the creature's movement speed is reduced to 0, it is grappled and it cannot take reactions until the end of its next turn.

You can use this feature a number of times equal to your proficiency bonus, and you regain all expended uses of it when you finish a long rest.

Art by [Zachky7Avenged](#)

Extraneous Variable

6th-level Celeritician feature

You feel the oscillation of atoms around you allowing your reflexes to shift the environment before others have a chance to react. As a reaction, you can help or hinder another creature you can see within 60 ft. of you.

Help - You compel a creature's body and awareness to react quickly. Targeting a creature that has already expended its reaction, you enable it to take one additional reaction before the start of its next turn.

Hinder - You drain the inertia from another creatures motion. Targeting a creature when it uses a reaction, you render theirs useless.

You may use this feature a number of times equal to your intelligence modifier, and you regain all expended uses of it when you finish a long rest.

STRUCTURAL RECALIBRATION

10th-level Celeritician feature

Starting at 10th level, you've learnt to infuse your spells with magic that recalibrates the resonant frequency of a creature's physical form. Once per turn, when you target a creature or creatures with a spell of 1st level or higher, you can choose a number of those creatures equal to half your wizard level rounded down to apply one of the following effects. A creature may not be affected by more than one instance of Structural Recalibration at a time and the effect lasts until the start of your next turn.

- **Defence** You expand or contract the negative space in the makeup of a creature's armor, adjusting its defenses. The creature's AC is enhanced or reduced by 2.
- **Speed** You manipulate the transfer of chemical energy into kinetic energy on an atomic level in the muscles of a creature, adjusting its physical speed. Its speed is either doubled or halved rounded down.
- **Effectiveness** You increase the polarity between the protons and electrons that make up a creature's being, drastically affecting its ability to withstand physical and mental effects. The creature adds or subtracts 1d4 from the next saving throw it makes within the next 1 minute.

ATOMIC DISSOCIATION

14th-level Celeritician feature

You learn to manipulate and eliminate the bonds that hold molecules together in a 20-foot-radius sphere centered on a point within 120 ft. of you that you can see. This feature lasts for 1 minute or until you lose concentration (as if you were concentrating on a spell) and when you use this feature, you can designate any number of creatures you can see to be unaffected by it. An affected creature's speed is halved in the area, and when the creature enters the area for the first time on a turn or starts its turn there, it must make a Constitution saving throw.

On a failed save the creature is unable to maintain its form and begins physically unravelling. It must spend two hit dice and take force damage equal to the total rolled. Furthermore, it has disadvantage on attack rolls and saving throws until the beginning of its next turn. For each subsequent turn a creature suffers this damage the number of hit die it expends increase by one, if a creature runs out of hit dice, it dies.

Any objects within the space that are not being worn or carried begin to disintegrate, taking 2d10 force damage for each round it remains in the area. A magic item is unaffected by this spell.

