

Description:

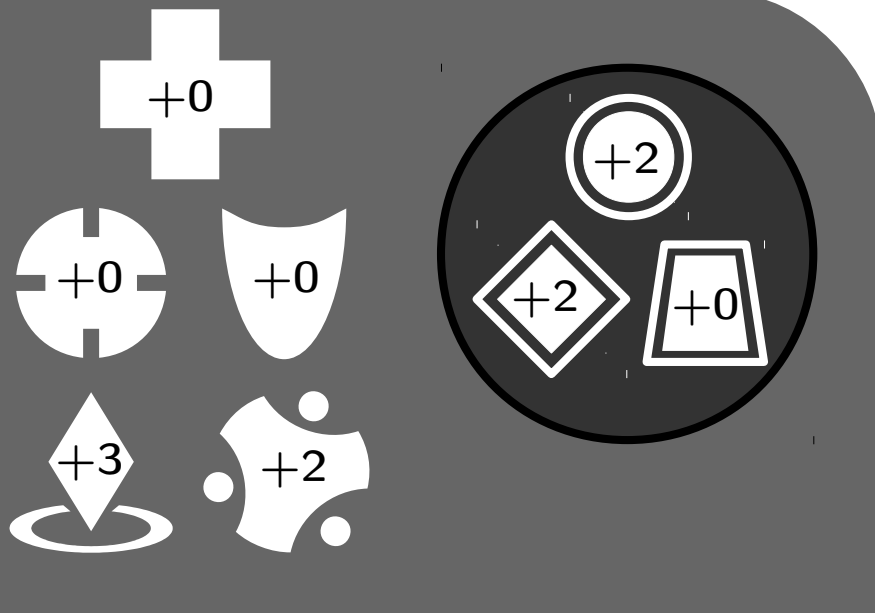
Your Nanobots can act at even the smallest levels of matter, manipulating the very fabric of space... and time. Your powers allow you to perturb probability, predict peril and preserve paradoxes. Physics is your plaything.

Strategy:

The Chronographer acts as a support class- improving the luck of yourself and your teammates and providing a variety of utility abilities. You specialize in providing pinpoint aid at critical junctures, and through your various probability manipulation feats will be able to provide assistance in almost any situation.

Starting Bonuses:

- ☐ +3 charges per day.
- ☐ +2 ranks in Research, History, Manipulate and Zero-G.
- ☐ +1 Reaction per combat round.
- ☐ **Equipment:** Xylax Anomali detector. When switched on, will make noise in the presence of Spatio-temporal anomalies.



Character details:

Answer one (or more) of the following backstory details.

How did you gain your powers? Did you study with an academy? An experiment gone awry? A gift from one of the gods? Chaos and chance? Mysteries unknown? _____

What does quantum manipulation look like to you? What does it feel like? How do you process conflicting realities concurrently? _____

Describe one reality where one of your teammates would have died, and what you made happen instead. _____

What echoed paths trouble your dreams? _____

What is your favorite type of milkshake? _____

Interference Pattern

At any time you may spend one charge and one reaction to re-roll the dice for any attack, defense, skill check etc for yourself or any character within line of sight. You may see the roll before deciding to use this ability if it is a dice roll you would normally see, but do not get to know the result: for example, you can see your ally roll a '4' on defense, but don't get told if they have been hit yet, or what the attacker rolled.

Your character must be aware of the roll. This ability can't be used vs sneak attack, ambush, etc. unless you have Precognition.

Principle of Superposition

Requires: Interference Pattern

Any time **you** are about to roll a dice, you may choose to spend a charge to roll an additional three dice, using whichever dice rolls best. The decision to roll extra dice must be made before any dice are rolled.

Blink

Requires: Any two Chronographer feats

You may spend one beat and one charge to teleport up to 5 meters in any direction (including through walls). If you teleport into an occupied space, you take 2d6 damage and immediately return to your original position. Blinking prompts no attack of opportunity.

Precognition

Requires: any four chronographer feats

You may now make decisions about whether or not to use your chronographer abilities **after** hearing the original result. Whenever you would Blink into a wall, you can know in advance. Your movement is wasted, but you take no damage and waste no charge. You can always act during surprise rounds, and can not be sneak attacked.

Eternal Moment

At the cost of a charge and a Reaction you may give one character within sight time to think. While they cannot move or act more quickly, they do perceive time as moving more slowly around them, thus mitigating all penalties associated with being rushed or under time pressure. This grants (amongst other reasonable bonuses), +5 to perception, will and reflexes, and +5 on initiative rolls at the start of combat.

Worldline

At the cost of a single charge, you can follow back the worldline of a single object for up to ten minutes- seeing where it was, what condition it was in, etc.

To do so you must touch the object, and concentrate for a full minute.

Tempo

You may spend one beat and a charge to either quicken or delay a single item or person. If the target is an enemy or held by an enemy, you must spend two beats and make a touch attack in order to use this ability.

For the next 1d4 rounds, all "start of turn" effects for your target are either doubled or canceled. Effects with limited duration (aside from this one) either run out at double the usual rate, or not at all during this time. In particular, this ability interacts with bleeding, poison, and weapon cooldown times, etc.

Clock-stopper

Requires: Tempo

You may spend two beats to make a touch attack against someone. If successful you may spend a charge: they must make a DC 20 Will save or be frozen in time for 1 round. While frozen, they miss their turn, and cannot make AoO or other responses to other characters actions, nor can they take damage.

Your target unfreezes at the beginning of their **next** next turn.

Schrödinger's Gun

Requires: any two Chronographer feats

At the cost of one charge you can choose to place a superposition of up to three items you currently possess somewhere on your person. At any point later in the same day, you may choose which of the items you actually have.

Alternatively, you can pick an item and put it simultaneously in the possession of three characters, deciding who has the item at some later time.

Time is Relative

Requires: Any two Chronographer feats

You may spend a charge and a reaction to either:

- Grant a player an extra two beats during their turn.
- Grant a player a single beat to be used between two other players turns.
- Grant a player an extra Reaction, to use some time before the end of their next turn.

Your target must be within line of sight. You may use this ability at most once per round, and *cannot* target yourself with it.

Multiverse Theory

Requires: Any 6 Chronographer feats

At the cost of three charges you may capture a snapshot of the universal wave function. You may have only one such snapshot at a time. Doing so take an hour of concentration. At any point in the future, if you are alive and conscious you may revert to your snapshot. All items, levels, HP and stats reset (mark these down while saving). The entire world is exactly the same as you recorded it, except in this new timeline, you may not use any chronographer abilities.