

ARCANE TRADITION: CHRONOMANCY

Chronomancy is the manipulation of time, regardless of source. Numerous catastrophes have caused the gods to all but ban travel backwards through time, but this does not stop those with the drive and desire from finding ways to manipulate time in any way they can. Novices in the field know that time is largely relative, but objectively non-linear. It takes only a slight tug on the weave to pull the next moment forward, but a steady hand to stay the course of time.

The chronomancer knows the importance of timing in all situations. In battle, the chronomancer gathers spare time in lulls to commit to several actions at once when the time is right. In social situations, they know the value of giving themselves some time to think about what they need to say, but they also know the value of quick-thinking.

CHRONOLOGICAL ECCENTRICITY

A differing interpretation of time makes chronomancers a breed apart. At your option, you can pick from or roll on the Eccentricity table to create a quirk for your character.

d6 Eccentricity

- 1 You look significantly younger or older than you are.
- 2 You always report the time with the fullest amount of information.
- 3 You get your tenses mixed up very easily.
- 4 You use “month” and “minute” interchangeably.
- 5 Sometimes your beard or fingernails are shorter at the end of the day than they were in the morning.
- 6 You are either very patient or very impatient, and sometimes one after the other interchangeably.

CHRONOMANCY FEATURES

Wizard Level Feature

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|----|---------------------------------------|
| 2 | Spare Seconds, Time Management Savant |
| 6 | Improved Ready Action |
| 10 | Chronostasis |
| 14 | Take a Moment |

SPARE SECONDS

At 2nd level, you gain the ability to cram a few more seconds into your day. You have a pool of spare seconds equal to your wizard level + your Intelligence modifier. You can expend a number of spare seconds to give yourself extra time:

1 second. You gain advantage on a Dexterity saving throw.

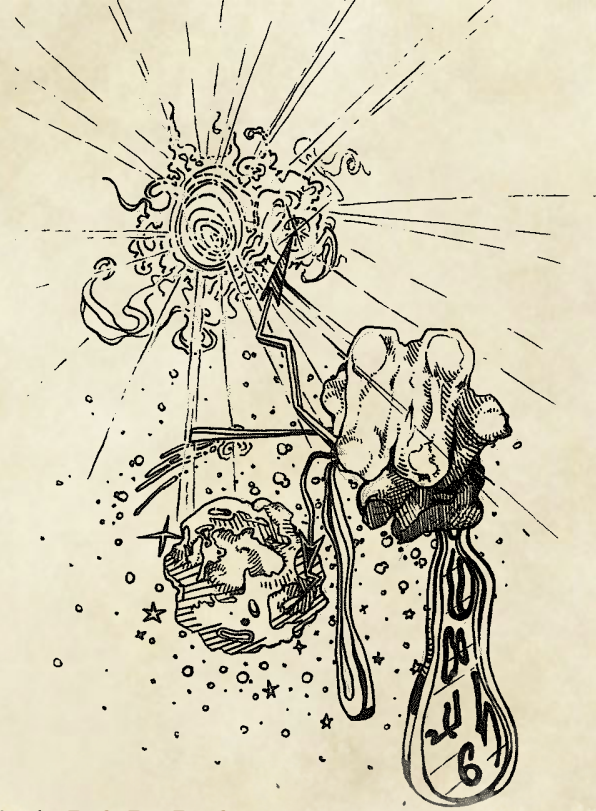
2 seconds. You make a perception or investigation check as a bonus action on your turn.

3 seconds. You take an additional reaction in response to a separate trigger than your regular reaction.

6 seconds. You take the Ready action as a bonus action on your turn. You may ready a spell even if you have cast one this turn.

You regain all expended spare seconds when you finish a long rest.

Subclass by *ROONOCERUS*



Art by *Bufo Big Beef*

TIME MANAGEMENT SAVANT

Beginning when you select this school at 2nd level, the time you must spend to copy a spell into your spellbook is halved.

IMPROVED READY ACTION

At 6th level, you have become slightly unstuck from time. You cannot be aged magically.

Additionally, you do not require concentration while using the Ready action to ready a spell. If you do not use your reaction to cast the readied spell, you may cast it as an action on your next turn using the spell slot you spent for the readied spell. If you ready a cantrip, you may immediately cast a spell with a casting time of 1 bonus action after you complete casting the cantrip.

CHRONOSTASIS

At 10th level, you instinctively fluctuate time in response to stress. You add the *haste* and *slow* spells to your spellbook if they are not there already, you always have them prepared, and they do not count them towards your total number of prepared spells. You are immune to the lethargy of *haste*.

When you take damage, you may cast either spell as a reaction without expending a spell slot. When you cast *haste* in this way, the target is yourself, and when you cast *slow* in this way, the spell is centered on you. Once you cast a spell in this way, you can't cast any spell this way again until you finish a short or long rest, though you can still cast them normally using an available spell slot.

TAKE A MOMENT

Starting at 14th level, you know the spell *time stop*. You can cast it using a spell slot of 7th level or higher, subtracting a number of the of turns granted by the spell for each level under 9th (with a minimum duration of 1 turn). As a reaction, you can cast *time stop* in response to a creature casting *time stop*. While *time stop* is active for both of you, alternate your turns between each other, starting at the top of initiative.