

Chapter 16

Chronomats: Masters of Time Itself

Origins

Chronomats are one of the newest groups of DME users as the study and manipulation of time has only been refined and studied in the more recent centuries. It is said that the first person to grasp it fully was just a Millenia ago. Chronomats manipulate time, not by means of time itself, but by creating time rifts in the space-time continuum through gravity wells created with Dark Matter. Chronomats excite not DME directly like the other DME users but work with Dark Matter. Creating these nexus points, they can accelerate or reverse the flow of time in a localized area. While time travel itself is not possible, it is said that the most powerful Chronomats have been able to reverse the injuries of the most grievously wounded, or even turn back time enough for a single individual to come back to life without ever having memories of the incident that caused it.

Chronomats quickly became some of the most powerful DME users and healers in all of Orin and Vendrosa. By reversing injuries or accelerating the body to heal itself, Chronomats have found their way into many hospitals, battlefields, Corporations, and political arenas. Even a basic Chronomat can find a solid living by caring for the health of a wealthy family or being a local doctor.

While not all Chronomats are healers, it is something that many focuses on learning how to do, as they can do it rapidly and with great skill. Instead of focusing on what herb or concoction can heal an injury or a cold, the Chronomat forms a localized nexus around the wound or diseased area, and allows the body to reverse or speed up the process of healing.

Chronomats are typically found in the more educated areas of the world. It is a rare thing to find them in the Wilds and fringes of civilization, but in the past few hundred years as the ones born with the spark of controlling DME naturally have grown, so to has those with the gift towards Chronomancy.

Playing a Chronomat

While the Chronomat often has the role of the “healer” of the group, they are also incredibly powerful in the other abilities that they have. The ability to manipulate time itself grants them some highly unique abilities and powers that allow them to deal sizeable amounts of damage. Additionally, their subclasses grant them other unique abilities and powers from party enhancements, to Elemental damage, to even melee fighting and tanking when needed. The Chronomat is not the “heal-bots” of other RPG’s and videogames, but a key member of the party that can keep the party going, while still dishing out damage and filling support needs.

Chronomat: Base Features

The Base features are things that the class gains if they start at 1st level as an Chronomat. Some of these features are gained after each level up within the class.

Hit Points

Hit Dice: 1d8 per Chronomat level.

Hit Points at 1st Level: 8+ your Constitution modifier.

Hit Points at Higher Levels: 1d8+ your Constitution modifier per Chronomat level after 1st.

Proficiencies

- **Armor:** Light armor, medium armor, shields
- **Weapons:** All simple weapons
- **Tools:** None
- **Saving Throws:** Intelligence and Wisdom
- **Skills:** Choose two from DME, History, Insight, Medicine, Persuasion, and Cultures

Equipment

(a) a mace, or (b) a warhammer (if proficient)

(a) scale mail, or (b) leather armor, or (c) chain mail (if proficient)

(a) a light crossbow and 20 bolts, or (b) any simple weapon

(a) healers pack, or (b) an explorer's pack

A shield

You can also ignore the equipment from your class and background, and start with 200 Bekkr instead.

Level	Prof	Features	Time Surges	Tricks	DME Level
1	2	Tricks, DME Manipulation Pool, Secondary Discipline	0	2	1
2	2	Time Surge	1	2	2
3	2	Chronomats Touch	1	2	3
4	2	ASI	1	3	4
5	3	Secondary Disciplines	1	3	5
6	3	Secondary Disciplines	2	3	6

7	3	Enhanced Defenses	2	3	7
8	3	ASI	2	3	8
9	4	Secondary Disciplines	2	3	9
10	4	Chronomats Intervention	2	4	10
11	4	Enhanced Defenses	2	4	11
12	4	ASI	2	4	12
13	5	Temporal Resistance	2	4	13
14	5	Secondary Disciplines	2	4	14
15	5	Visions of the Past	2	4	15
16	5	ASI	2	4	16
17	6	Secondary Disciplines	2	4	17
18	6	Visions of the Future	3	4	18
19	6	ASI	3	4	19
20	6	Chronomats Intervention	3	4	20

Chronomat: Class Features

The Class features section allow you to further customize the base class of the Chronomat through level up features. Each time a character levels within the Chronomat class, they can potentially gain minor to major benefits, so consult these pages each time you level up your character.

DME Pool (Level 1)

At 1st level you know 3 first level DME Powers from Chronomancy and Dimensional. Intelligence is your modifier. Every time you level you can add 1 DME Power to your list you can add that to your list as well. DME save DC= 8+ your proficiency bonus+ your Intelligence modifier. DME Attack modifier= your proficiency bonus+ your Intelligence modifier. Each level as a Chronomat is also 1 level as a DME user. Chronomancy can be taken from any circle, while Dimensional can be taken to 3rd Circle..

DME Tricks (Level 1)

As an Chronomat, you start with a few inherent abilities. You start with 2 tricks at first level as an Chronomat. For the progression of Tricks increased power, they gain strength at 5th, 11th, and 17th levels.

Secondary Disciplines (Level 1)

Choose one Discipline other than Chronomancy related to your Chronomat. Your choice grants you domain powers and other features when you choose it at 1st level. It also grants you the way you use your Time Surge when you gain that feature at 2nd level, and additional benefits at 5th, 6th, 9th, and 17th levels. The Domains are: Combat, DME, Life, Light, Psionic, or Tempest

Time Surge (Level 2)

At 2nd level, you start with the ability Time Surge. There are 3 effects that you can do with Time Surge. The first is called Hasten Death's Door, the second is Slow Death's Door, and the third is determined by your Discipline. Some Disciplines grant you additional effects as you advance in levels, as noted in the Discipline description. Some Chronomats Time Surges effects require saving throws. When you use such an effect from this class, the DC equals your Chronomats DME Powers save DC. Beginning at 6th level, you can use your Healers Surge twice between rests, and beginning at 18th level, you can use it three times between rests. When you finish a short or long rest, you regain your expended uses.

- **Hasten Death's Door:** As an action, you choose one creature you can see within 30 feet of you and effecting it until the end of your next turn. The next time you or an ally of yours hits the creature with an attack, the creature has vulnerability to all that attack's damage, and then the effect ends.
- **Slow Death's Door:** As a reaction when you or a creature that you can see within 30 feet of you suffers a critical hit, you can turn that attack into a normal hit. Any effects triggered by a critical hit are canceled.

Chronomats Touch (Level 3)

1 Time per short rest, you can do a skill check or object interaction that would normally only be allowed outside of combat as an action. Alternatively, an Action can be reduced to a Bonus Action instead.

Ability Modifier (Level 4)

At 4th, 8th, 12th, 16th, and 19th levels you gain 2 ASI to assign to your base stats. You can substitute 2 ASI for 1 Feat.

Enhanced Defenses (Level 7,11)

You can infuse a single item (Armor or weapon) with DME. When you do so, you can grant the item a +1 to either attack or Defense. The items effect lasts until your next short rest, and you can only do this to a single item, and 1 time per long rest. At level 11 this feature lasts between long rests.

Chronomats Intervention (Level 10, 20)

Beginning at 10th level, you find a deep inner strength to intervene and change the narrative as an action. Describe to the DM the manipulation in time you seek and roll percentile dice. If you roll a number equal to or lower than your Chronomat level, the DM will explain how this intervention

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takes place. If this ability works, you can't use this feature again for 7 days. Otherwise, you can use it again after you finish a long rest. At 20th level, your call for intervention succeeds automatically, no roll required.

Temporal Resistance (Level 13)

At 13th Level, a Chronomat gains resistance to all damage from DME attacks that are influenced by Chronomancy.

Visions of the Past (Level 15)

Starting at 15th level, you can spend at least 10 minutes in a deep meditative focus on the conflux of time, seeing the past on a specific object or person. You must specify an item or a target to use this ability upon. An item will automatically succeed. A person can make a Charisma saving throw against your DME DC to resist the time influx. While your mind sees these images, it is a hazy glimpse of past events. Roll a percentile dice. Whatever number you roll is how far you can see into the past. The DM will tell you the past events of what has happened based on your roll. Once you use this feature successfully, you can't use it again for 7 days.

Visions of the Future (Level 18)

Starting at 18th level, you can spend at least 10 minutes in a deep meditative focus on the conflux of time, seeing the periods of possibilities the universe holds. You must specify an item or a target to use this ability upon. An item will automatically succeed. A person can make a Charisma saving throw against your DME DC to resist the time influx. While your mind sees these images, it is nearly impossible to hold the millions of possibilities. Instead, when you come out of it, you see them as a dreamlike, shadowy glimpses of recent future events. Roll a d20+ your Intelligence Modifier. Whatever number you roll is how far you can see into the future. The DM will tell you the most likely future events of what is happening based on your d20 roll. Once you use this feature successfully, you can't use it again for 7 days.

Discipline: Combat

Combat Chronomats have on the martial applications of DME and as such are more suited for war and battles. They have focused on learning how to enhance others and themselves on the field and are fierce combatants. They can learn up to 5th circle in Enhancement DME powers, and automatically learn certain powers upon level up

Combat Discipline Powers (Level 1) These powers are automatically learned.

- 1st Shield of Faith
- 3rd Enlarge/Reduce
- 5th Elemental Weapon
- 7th Guardian Enhancement
- 9th Steel Wind Strike

Bonus Proficiencies (Level 1)

At 1st level, you gain proficiency with martial weapons and heavy armor.

Bonus DME Category (Level 1)

At 1st level, you can draw from Enhancement DME powers up to 3rd Circle.

Time Surge: Guided Strike (Level 2)

Starting at 2nd level, when you make an attack roll, you can use your Time Surge to gain a +10 bonus to the roll. You make this choice after you see the roll, but before the DM says whether the attack hits or misses.

Time Warrior (Level 5)

From 5th level, when you use the Attack action, you can make one weapon attack as a bonus action. You can use this feature several times equal to your Intelligence modifier (a minimum of once). You regain all expended uses when you finish a long rest.

Healers Surge: Warriors Intuition (Level 6)

At 6th level, when a creature within 30 feet of you makes an attack roll, you can use your reaction to grant that creature a +10 bonus to the roll, using your Healers Surge. You make this choice after you see the roll, but before the DM says whether the attack hits or misses. Alternatively, you can choose to grant someone the ability to deal maximum damage on an attack that has landed.

Time Strike (Level 8)

At 8th level, once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal an extra 1d8 damage of the same type dealt by the weapon to the target. When you reach 14th level, the extra damage increases to 2d8.

Avatar of Battle (Level 17)

At 17th level, you gain resistance to bludgeoning, piercing, and slashing damage from non-enhanced weapons.

Discipline: DME

DME Discipline Chronomats have spent their lives focused on unraveling the mysteries of DME and their relationship to it. The DME Chronomats are some of the most diverse and wide ranging Chronomats but are typically only found in areas of higher education and wealth, as they need the access to it.

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DME Discipline Powers (Level 1) These powers are automatically learned.

- 1st Detect DME
- 3rd Pick any 1 2nd Circle power
- 5th Pick any 1 3rd Circle power
- 7th Pick any 1 4th Circle power
- 9th Pick any 1 5th Circle power

DME Initiate (Level 1)

At 1st level, you gain proficiency in the DME skill. If you are proficient in it already, you gain expertise in it.

Bonus DME Category (Level 1)

At 1st level, you can draw power from any DME powers up to 3rd Circle.

Time Surge: Knowledge of the Ages (Level 2)

Starting at 2nd level, as an action, you choose one skill or tool. For 10 minutes, you have proficiency with the chosen skill or tool.

Time Warrior (Level 5)

From 5th level, you gain two Tricks of your choice from the any power list. For you, these tricks count as Chronomancy tricks.

Ignored Protocols (Level 6)

At 6th level, you gain access to the ability to use Protocol Powers. Additionally, 1 time per long rest, you can ignore the time and material component costs to activate the protocol.

Potent Tricks (Level 8)

Starting at 8th level, you add your Intelligence modifier to the damage you deal with any Chronomancy Trick.

DME Mastery (Level 17)

At 17th level, you choose four powers from the any power list, one from each of the following levels: 6th, 7th, 8th, and 9th. You add them to your list of powers.

Discipline: Life

Life Chronomats have studied and focused their Chronomancy almost entirely into the ability to heal others. Because of this, they have reached out their skills into the arts of manipulating Organic life as well through DME means. Their near exclusive focus on this however has somewhat limited them in their manipulation of Organic DME to only powers that heal and restore a target, not harm. They can learn up to 5th circle in restorative Organic DME powers, and automatically learn certain powers upon level up.

Life Discipline Powers (Level 1)

- 1st Cure Wounds
- 3rd Lesser Restoration
- 5th Revive
- 7th Death Ward
- 9th Greater Restoration

Bonus Proficiency & Trick (Level 1)

At 1st level, you gain proficiency in Medicine. If you are already proficient in Medicine, you gain the Expertise in this skill. In addition, you learn the Spare the Dying Trick, which doesn't count against the number of the Chronomat Tricks you know.

Bonus DME Category (Level 1)

At 1st level, you can draw from Organic DME powers up to 3rd Circle.

Time Sure: Preserve Life (Level 2)

Starting at 2nd level, as an action, you evoke healing energy that can restore several hit points equal to five times your Healer level. Choose any creatures within 30 feet of you and divide those hit points among them. This feature can restore a creature to no more than half of its hit point maximum. You can't use this feature on a construct.

Disciple of Life (Level 5)

Also starting at 5th level, whenever you activate a power of 1st level or higher to restore hit points to a creature, the creature regains additional hit points equal to 2+ the powers Circle.

Self-Care (Level 6)

Beginning at 6th level, when you activate a power of 1st level or higher that restores hit points to a creature other than you, you regain hit points equal to 2+ the Powers Circle.

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Circle of Mortality (Level 14)

At 14th level, when you would normally roll one or more dice to restore hit points with a power to a creature at 0 hit points, you instead use the highest number possible for each die. For you, it has a range of 30 feet, and you can activate it as a bonus action.

Supreme Healing (Level 17)

Starting at 17th level, when you would normally roll one or more dice to restore hit points with a power, you instead use the highest number possible for each die. For example, instead of restoring 2d6 hit points to a creature, you restore 12.

Discipline: Light

Light Chronomats have studied the effects of time on Light. In doing so, they have unlocked a deeper understanding of Radiant energy and can learn up to 5th circle in Elemental Radiance and Fire, and automatically learn certain powers upon level up.

Light Discipline Powers (Level 1) these powers are automatically learned

- 1st Guiding Fire
- 3rd Guiding Bolt
- 5th Bolt of Radiance
- 7th Wall of Fire
- 9th Radiant Strike

Bonus Trick (Level 1)

When you choose this Discipline at 1st level, you gain the Light and Control Flame Trick if you don't already know it.

Bonus DME Category (Level 1)

At 1st level, you can draw from fire and Radiant DME powers up to 3rd Circle.

Time Surge: Radiance of the Dawn (Level 2)

Starting at 2nd level, as an action, you can remove any Darkness effects within 30 feet of you. Additionally, each hostile creature within 30 feet of you must make a Constitution saving throw. A creature takes radiant damage equal to 2d10+ your Healer level on a failed saving throw, and half as much damage on a successful one. A creature that has total cover from you is not affected.

Warding Flare (Level 5)

At 5th level, when you are attacked by a creature within 30 feet of you that you can see, you can use your reaction to impose disadvantage on the attack roll, causing light to flare before the attacker before it hits or misses. An attacker that can't be blinded is immune to this feature. You can use this feature several times equal to your Intelligence modifier (a minimum of once). You regain all expended uses when you finish a long rest.

Improved Flare (Level 6)

Starting at 6th level, you can also use your Warding Flare feature when a creature that you can see within 30 feet of you attacks a creature other than you.

Potent DME Tricks (Level 8)

Starting at 8th level, you add your Intelligence modifier to the damage you deal with any Chronomancy or Elemental (Radiant & Fire) Trick.

Potent DME Powers (Level 14)

Starting at 8th level, you add your Intelligence modifier to the damage you deal with any Chronomancy or Elemental (Radiant & Fire) Power.

Corona of Light (Level 17)

Starting at 17th level, you can use your action to activate an aura of sunlight that lasts for 1 minute or until you dismiss it using another action. You emit bright light in a 60-foot radius and dim light 30 feet beyond that. Your enemies in the bright light have disadvantage on saving throws against any powers that deals fire or radiant damage.

Discipline: Psionic

Psionic Chronomats have the unique gift of reading the psionic waves that are generated off all living things. While not nearly as strong or powerful as the Empaths, they are able to grasp some control over it. Psionic Chronomats can take powers up to the 5th circle from the Psionic classification and automatically learn certain powers upon level up.

Light Discipline Powers (Level 1) these powers are automatically learned.

- 1st Pick 1 1st Circle Power from the Psionics List
- 3rd Pick 1 2nd Circle Power from the Psionics List
- 5th Pick 1 3rd Circle Power from the Psionics List
- 7th Pick 1 4th Circle Power from the Psionics List
- 9th Pick 1 5th Circle Power from the Psionics List

Voice of Authority (Level 1)

Starting at 1st level, if you activate a power with a power slot of 1st level or higher and target an ally with the power, that ally can use their reaction immediately after the power to make one weapon attack against a creature of your choice that you can see. If the power targets more than one ally, you choose the ally who can make the attack.

Bonus DME Category (Level 1)

At 1st level, you can draw from Psionic DME powers up to 3rd Circle.

Healers Surge: Invoke Duplicity (Level 2)

Starting at 2nd level, as an action, you create a perfect illusion of yourself that lasts for 1 minute, or until you lose your concentration (as if you were concentrating on a power). The illusion appears in an unoccupied space that you can see within 30 feet of you. As a bonus action on your turn, you can move the illusion up to 30 feet to a space you can see, but it must remain within 120 feet of you. For the duration, you can activate powers as though you were in the illusion's space, but you must use your own senses. Additionally, when both you and your illusion are within 5 feet of a creature that can see the illusion, you have advantage on attack rolls against that creature, given how distracting the illusion is to the target.

Cloak of the Mind (Level 5)

Starting at 5th level, as an action, you become invisible until the end of your next turn. You become visible if you attack or activate a Power. If you have your Duplicate activate the power, it does not end your invisibility.

Order's Demand (Level 6)

Starting at 6th level, you can exert an intimidating presence over others. As an action, each creature of your choice that can see or hear you within 30 feet of you must succeed on a Intelligence saving throw or be charmed by you until the end of your next turn or until the charmed creature takes any damage. You can also cause any of the charmed creatures to drop what they are holding when they fail the saving throw.

Mental Strike (Level 8)

At 8th level, once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal an extra 1d8 psychic damage to the target. When you reach 14th level, the extra damage increases to 2d8.

Improved Duplicity (Level 17)

At 17th level, you can create up to four duplicates of yourself, instead of one, when you use Invoke Duplicity. As a bonus action on your turn, you can move any number of them up to 30 feet, to a maximum range of 120 feet.

Discipline: Tempest

Tempest Chronomats have formed a unique bond with the Elemental powers of the storms. Being able to manipulate time and lightning seem to have formed a unique combination in their brain. They can learn up to 5th circle in Elemental Lightning and Resonance, and automatically learn certain powers upon level up. These Tempest Chronomats are typically born in areas where storm surges are more frequent, which attunes them to the wilder nature of the elements.

Tempest Discipline Powers (Level 1)

These powers listed below are automatically known and do not count against your known powers list.

- 1st Absorb Elements
- 3rd Thunderwave
- 5th Tesla
- 7th Storm Sphere
- 9th Destructive Wave

Bonus Proficiencies (Level 1)

At 1st level, you gain proficiency with martial weapons and heavy armor.

Bonus DME Category (Level 1)

At 1st level, you can draw power from Lightning DME powers up to 3rd Circle.

Time Surge: Destructive Wrath (Level 2)

Starting at 2nd level, when you roll lightning or thunder damage, you can use your Time Surge to deal maximum damage, instead of rolling.

Wrath of the Storm (Level 5)

At 5th level, when a creature within 5 feet of you that you can see hits you with an attack, you can use your reaction to cause the creature to make a Dexterity saving throw. The creature takes 2d8 lightning or thunder damage (your choice) on a failed saving throw, and half as much damage on a successful one. You can use this feature several times equal to your Intelligence modifier (a minimum of once). You regain all expended uses when you finish a long rest.

Thunderbolt Strike (Level 6)

At 6th level, when you deal lightning damage to a Large or smaller creature, you can also push it up to 10 feet away from you.

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Elemental Strike (Level 8, 14)

At 8th level, once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal an extra 1d8 thunder damage to the target. When you reach 14th level, the extra damage increases to 2d8.

Storm-born (Level 17)

At 17th level, you have a flying speed equal to your current walking speed whenever you are not underground or indoors.