

ChronoKinetic by The4StarGamer

3-2-20

I'd really like to know what sort of class the ChronoKinetic is based off of in terms of when it gains certain features. The **Chrono-points** seem to be like the UA Mystic points, so maybe that's it.

3 total attacks and access to 9th level spells might be a problem, balance-wise. No other class gets 3 attacks. Some get 1, some 2 and Fighter gets 4. All "full-casters", and all classes that have access to spells over level 5, have only 1 attack. There might need to be some hard decisions about whether this is a more martial class, or more of a spellcaster. The 1d10 hit die is consistent with the Fighter class, so probably more martial. Spells will probably need to be nerfed in that case.

I suggest reworking this based off the Warlock class, with a 1d8 hit die, making subclass options at levels 1, 6, 10 and 14. ASI at levels 4, 8, 12, 16 and 18.

Levels 5, 7, 9 and 18 are empty in the Warlock table. That doesn't mean you get nothing though. Those spots are empty because you unlock higher level spell slots. If you follow that same paradigm, you might already have too many abilities.

The Warlocks Mystic Arcanum feature seems like a perfect fit to allow the **ChronoKinetic** to have up to level 5 spells plus having once-a-day higher level spells. I would steal Mystic Arcanum word for word.

Where are the subclass abilities? Even if we only have one subclass for now, what features and at what levels are tied to the subclass?

Needs a **ChronoKinetic** Table to break down what feats are gained at which level, spells known, spell slots available at what level.

3-3-20

As I'm thinking about this more, it would be reasonably simple to redesign the class as a Warlock Subclass, with a Patron like, "The Timeless Entity" or, "The Unending Abyss" Any abilities that would be discarded could easily be rolled into Warlock invocations that you could pick up at the correct levels. Just a thought...

Level 1: Time-Bound Weapon, Flashback

Level 2: Spellcasting (Distortion Arcana)

Level 3: Recall

Level 4: ASI

Level 5: Extra Attack (**Empty?**)

Level 6: Visionary

Level 7: Time-Bound Improvement (**Empty?**)

Level 8: ASI

Level 9: Rewrite Paradox (**Empty**)

Level 10: Slowed Resting

Level 11: Mystic Arcanum (6th Level)

Level 12: ASI

Level 13: (Mystic Arcanum Lvl 7?)

Level 14: Conversational Foresight

Level 15: Time-Bound Weapon Improvement (2), (Mystic Arcanum Lvl. 8?)

Level 16: ASI

Level 17: (Mystic Arcanum Lvl 9?)

Level 18: Timeless Aging (**Empty?**)

Level 19: ASI

Level 20: Unparalleled Time Warp

ChronoKinetic

Hit Dice: 1d8

Proficiencies

Armors: Light and Medium Armor

Weapons: Simple Weapons, Javelin, Trident, and Hand-Crossbow

Tools: Clockmaker tools (involves small intricate tools and mechanisms.)

Saving Throws: Intelligence, Dexterity

Skills: Choose 3 from History, Arcana, Acrobatics, Insight, Religion, Sleight of Hand

Level 1

Time-Bound Weapon

"Time-Bound weapon is great, I see no need to change any of this, and I like that it is tied to other things in the class as well as being improved later on."

You have studied the nature of time and have managed to imbue the natural chronology of the universe into a handheld weapon. The weapon must be a thrown weapon (Ex: Javelin, Dagger Etc...) This weapon becomes a magic weapon and, through time manipulation, returns to the user after it's thrown.

During a long rest you can change the weapon that this enchantment is applied to. You must focus on the new weapon during the long rest for the enchantment to shift to the new weapon.

Chrono-Points

"While I understand the need to have an expendable resource, this is the most complicated part of this class. Personally I'm not a fan of having all these points to keep track of, and I think we could make changes that make these points irrelevant while also streamlining the class. All my changes moving forward will be under the assumption that Chrono-points are removed."

You have found a way to spiritually pull energy from the vast and timeless Astral-Sea. This formless energy is able to be used to manipulate your position in time and space. This

intangible powersource is available to you in the form of Chrono-Points or CP, which you can expend to perform small feats of time distortion.

Every level your CP pool increases by two up until level 9 when it begins increasing by 3.

4, 6, 8, 10, 12, 14, 16, 18, 21, 24, 27, 30, 33, 36, 39, 42, 45, 48, 51, 54. (Respective by levels)

Flashback

"You can control a fraction of the space-time continuum. By distorting that continuum, you can use your Bonus Action to return to any position you occupied in the last 2 turns. Doing so expends your movement this turn, and use of this ability does not provoke opportunity attacks."

For the Flashback ability, a munchkin with a base walking speed of 30 could use the ability to move up to 120ft in one turn by rewinding back to your position 2 turns ago (60ft) then using your action to Dash, (another 60ft).

Personally, I would keep it as a bonus action, but choosing to use the feature spends your movement. Now the player has to choose between Flashing back up to 60ft, or moving in a different direction.

You can control a fraction of the space time continuum. With a time distortion called a Flashback, costing 1 CP, you can use your bonus action to return to any position you have had in the last 2 turns. This does not count towards your turns movement. This time teleportation does not invoke an opportunity attack.

Level 2

Distortion Arcana

For the magic of the ChronoKinetic, I'm borrowing straight from the Warlock as to how they handle their spells, spell slots, spells known at which level, and most importantly, that they regain them after a short rest.

No need to reinvent the wheel!

I think this method does best as far as options for expendable resources considering the level of spells and how often you want to be able to cast them. The ChronoKinetic strikes me as a Bladelock or a Paladin where they have a mix of martial and spellcasting options.

Other examples of resources would include Bardic Inspiration, Combat Dice, Monk Ki points, regular spell slots, etc.

Another option would be to make the ChronoKinetic a $\frac{1}{3}$ Caster like a Ranger or Paladin, but that doesn't give you access to the higher level spells you've selected.

Cantrips

You lean three cantrips, Mending, Guidance, and Chronoblast (Eldritch Blast renamed).

Spell Slots

The ChronoKinetic table shows how many spell slots you have.

The table also shows what the level of those slots is; all of your spell slots are the same level.

To cast one of your spells of 1st level or higher, you must expend a spell slot. You regain all expended spell slots when you finish a short or long rest.

For example, when you are 5th level, you have two 3rd-level spell slots. To cast the 1st-level spell thunderwave, you must spend one of those slots, and you cast it as a 3rd-level spell.

Spells Known of First level and Higher

At 1st level, you know two 1st-level spells of your choice from the ChronoKinetic spell list.

The Spells Known column of the ChronoKinetic table shows when you learn more spells of your choice of 1st level and higher. A spell you choose must be of a level no higher than what's shown in the table's Slot Level column for your level. When you reach 6th level, for example, you learn a new spell, which can be 1st, 2nd, or 3rd level.

Additionally, when you gain a level in this class,

you can choose one of the spells you know and replace it with another spell from the ChronoKinetic spell list, which also must be of a level for which you have spell slots.

Refer to the Warlock Table when designing the ChronoKinetic Table for what spells and spell slots are learnt at which level.

I would actually increase the number of spell slots, since the ChronoKinetic doesn't also have Invocations to draw from.

You spend a certain amount of CP to cast time based spells.

Cantrips = 0 Cp

Mending

Guidance

1st Level = 2 CP

Heal Wounds

Feather Fall

2nd Level = 4 CP

Find Traps

Hold Person

Gentle Repose

3rd Level = 6 CP (Unlocked at 5th Level)

Clairvoyance

Plant Growth

Haste

Slow

5th Level = 12 CP (Unlocked at 9th Level)

Hold Monster

6th Level = 18 CP (Unlocked at 11th Level)

Contingency

Find the Path

7th Level = 24 CP (Unlocked at 13th Level)

Regenerate

9th Level = 42 CP (Unlocked at 17th Level)

Time Stop

Foresight

3rd Level

Recall

As an action you can use Recall, you can rewind your position as well as your body to the start of the previous turn. Half of all damage received since the last round is recovered (rounded up). Recall can only be used once per short rest. Due to Recall being a more focused time distortion, your movement is halved on the same turn as when you used Recall.

"You already had this feature usable once per minute, which in 5e translates to "Once per fight", or "Once per short rest", so I removed the cost. I left the movement debuff, but I think you could do away with it, personally."

As an action you can use Recall, you can rewind your position as well as your body to the start of the previous turn, costing 6 CP. Any damage you have sustained is not fully healed, instead healing half of all damage received since last round. Recall can only be used once per minute. Due to Recall being a more focused time distortion, your movement is halved on the same turn as when you used Recall.

4th Level

Ability Score Improvement

"I hate this, worst ability I've ever seen....just kidding."

You can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature. You can also choose a Feat from the book instead of an Ability Score Improvement.

5th Level

Extra Attack

On each turn you now can take 2 attacks on your action instead of once.

6th Level

Visionary

Due to your dabbling with the nature of time, you can deduce when and where danger will take place, yet only seconds beforehand. You can add your Intelligence modifier to your AC as a reaction when you are attacked, or to a Dexterity save. You may use this feature a number of times equal to your Intelligence modifier. You regain all uses after a long rest.

In addition, you gain advantage on Initiative rolls.

Due to your dabbling with the nature of time, you can deduce when and where danger will take place, yet only seconds beforehand. Which gives your Int and Dex Modifier to your Initiative Rolls and prevents you from being surprised while conscious.

7th Level

Time-Bound Weapon improvement

I think a +1 to your weapons attack is too small of a buff. With bounded accuracy working the way it does, a +1 gives your player a static +5% chance to hit. That means that the odds that that +1 bonus is going to make the difference between a hit or miss is roughly the same as rolling a Nat20.

Normally you don't want to tinker too much with AC and To Hit bonuses. I would suggest either a damage buff, like a Paladin's Smite, or a unique feature to this Time Bound Weapon. Let me think of a few here...

- *Once per turn, when you hit a creature with your Time-Bound weapon, you may choose to teleport to a space within 5ft of the target creature.*
- *Once per turn, when you hit a creature with your Time-Bound weapon, you may force the creature to make a Charisma saving throw vs your spell save DC. If it fails, it is teleported 10 feet in a direction you choose.*
- *Once per turn, a creature who is hit with your Time-Bound weapon must succeed a Charisma saving throw or be temporally locked. A creature who fails their save returns to it's current position at the end of its next turn.*

I actually really like all 3 of these. Maybe they're ALL options in the same way that a Monk has 3 options for basic use of Ki points.

Any weapon you give the Time-Binding, still gains the previously stated bonuses. But now you have gained extra capabilities.

Powerful Chronology: The weapon that has this enchantment now has a +1 to attack and damage. This bonus is added to any previously existing bonus the weapon may have.

8th Level

Ability Score Improvement

*"Ugh again? Using the same feature twice, can't you get more creative?".....;*sarcasm**

You can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature. You can also choose a Feat from the book instead of an Ability Score Improvement.

9th Level

Rewrite Paradox

You can use your ties into the uncertainty of fate and destiny, you have learned to twist this force to effect the luck of others. When a creature makes a skill check, attack roll, or saving throw, you are able to invoke advantage or disadvantage onto yourself or any other creatures within 30 feet. You may use this ability a number of times equal to your Proficiency bonus and you regain all uses after a long rest.

Loving the flavor text in these abilities btw.

I cleaned up the language to be a bit more in line with the PHB. Why "a number of times equal to proficiency?" Why "regain uses after a long rest?"

Theres a fine line between balance and OP. By tying it to proficiency and not Intelligence modifier, it's based on player level, not necessarily nerfed by a low Int. Character. Regaining uses after a long rest means you need to make hard choices about when and how to use this, while still getting enough uses to feel impactful.

You can use your ties into the uncertainty of fate and destiny, you have learned to twist this force to effect the luck of others. Three times a long rest you are able to invoke advantage or disadvantage onto yourself or any other creatures within 30 feet

(Skill Check, Attack Roll, or Saving Throws.)

10th Level

Slowed Resting

You can bend you and your companions perception of time. Once per day, you can use this ability to take a short rest in 10 minute. When you take a long rest, you can spend a spell slot to gain the benefits of a long rest in the span of 4 hours. During this time, your party is in a trance and are able to see about them.

Once per long rest, you can bend you and your companions perception of time. You can spend this ability to take a short rest in 30 minutes and a long rest in 1 hour of time. No one affected by the time distortion is capable of any strenuous or anything more than simple activities during these rests, or they will gain no benefits.

(If this ability is used to shorten a long rest the ability isn't regained until the next long rest.)

11th Level

Mystic Arcanum

I would change the name but keep the wording of this intact.

At 11th level, your peering into the timeless abyss bestows upon you a magical secret called an Arcanum. Choose one 6th-level spell from the ChronoKinetic spell list as this arcanum.

You can cast your arcanum spell once without expending a spell slot. You must finish a long rest before you can do so again.

At higher levels, you gain more ChronoKinetic spells of your choice that can be cast in this way: one 7th-level spell at 13th level, one 8th-level spell at 15th level, and one 9th-level spell at 17th level. You regain all uses of your Mystic Arcanum when you finish a long rest

On each turn you now can take 3 attacks on your action instead of once.

12th Level

Ability Score Improvement

You can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature. You can also choose a Feat from the book instead of an Ability Score Improvement.

13th Level

Mystic Arcanum

One 7th level spell you can cast once per day.

-No new abilities-

14th Level

Conversational Foresight

When in a conversation you are extremely adept at discerning deceptive statements. You use a limited sense of timeline foresight to see into the direct future of a dishonest statement related towards you or related individuals. You have permanent advantage on Insight checks.

15th Level

Mystic Arcanum

One 8th level spell you can cast once per day.

Time-Bound Weapon improvement

I didn't mess with this one, only because I think that Mystic Arcanum should take the spot of another Time-Bound improvement (at least in the level 15 spot). This TBW could potentially be moved to another location or removed. If we consider that Levels 5, 7, 9 and 18 should be left

open, there's room to trim the class down a bit, remove any extra abilities or put them at more appropriate Levels.

Any weapon you give the Time-Binding, still gains the previously stated bonuses. But now you have gained extra capabilities.

Powerful Chronology: The weapon that has this enchantment now has a +2 to attack and damage this bonus is added to any previously existing bonus the weapon may have.

Thunderous Ripple: Any attack done with this weapon will add 1d6 Thunder damage to the attacks total damage.

16th Level

Ability Score Improvement

You can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature. You can also choose a Feat from the book instead of an Ability Score Improvement.

17th Level

Mystic Arcanum

One 9th level spell once per day.

-No new abilities-

18th Level

Timeless Aging

Looks pretty good. Like the Arch-Druid capstone.

Your physical body has been bathed in the chaotic and unfathomable pools of time itself along your path. You now control the pace at which your mortal body ages to some degree. You can slow your internal clock down to $\frac{1}{4}$ of its normal pace (Every 4 years of life, you would physically age 1 year.), or speed your aging up to twice as fast as naturally (Every single year you live you physically age 2 years.)

19th Level

Ability Score Improvement

You can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature. You can also choose a Feat from the book instead of an Ability Score Improvement.

20th Level

Unparalleled Time Warp

You can change the outcome of any Natural 1 or Natural 20 to the opposite outcome a number of times equal to your Intelligence modifier. Regain all uses after a long rest.

You no longer use CP for Flashback.

(No other good ideas)