

Horological Theory:

Advanced Horology (must already have level 5 in all 3 main trees i.e. Manipulator, Seeker, Anchor)

Level	Ability	Pre-requisites	HAP Cost
1	Accelerated healing of single not critical, non lethal wound may naturally heal in half its normal time.	Level 5 Manipulator, Seeker, Anchor)	1
	Delay death of one target, while concentrating the patient death count will stop, any interruption, distraction from this action, will immediately re-start the death count and the delay death will need to be restarted at additional HAP		1
2	Provided no critical wound, lethal wounds, or all wounds have been treated then the single target may recover wounds at a rate 1 per minute, while the horologist is in contact with the patient.	Level 5 Manipulator, Seeker, Anchor)	2
	Assist Healer, the horologist may assist a non magical healer under direction by slowing down blood flows, speeding up knitting of wounds, while doing this the healer and patient gains a +1 modified bead draw		2
3	Horologists walk – The horologist may reduce the time it takes to reach a location to 1/10 th for normal ground travel only, the normal time however it is essential the traveler always heads away from the starting point and should they encounter anything on the way they must stop the effect, they cannot do a return journey until 10 x the length of time of journey as passed. Failure to obey these rules will produce paradox. The horologist must ground themselves once the journey is over	Level 5 Manipulator, Seeker, Anchor)	3
	Synchronize - in lieu of using anchoring target time effect, the horologist may synchronize themselves with the target. Once ready to return the each synchronized target must be grounded.		3
4	Stroll with friends – This works the same as Horologist walk above but will affect a whole group of people who must obey the same rules as above. The group must fit 10ft circle when they start out. The horologist must ground the group once the journey is over.	Level 5 Manipulator, Seeker, Anchor)	4
	Synchronize all - in lieu of using anchoring target time effect, the horologist may synchronize everyone in the area with the target. Once ready to return the each synchronized target must be grounded.		4
5	Out of step, the horologist moves out phase with world for 15 seconds, during this time they cannot be target of weapons or spells, but can move, see and be seen or targeted by another horologist.	Level 5 Manipulator, Seeker, Anchor)	5
	Age may accelerate the aging process of a non living basic/mundane (i.e not magical, bloodline, etc.) object no bigger than shield to a point where it may rust or rot away.		5
	Advanced Theory – Works like a learned bead draw for horology		5

Notes: ungrounded object or people will not regain HAP and start to lose it a rate of 1 per 10 minutes; after 1 hour ungrounded they start to feel drunk and disorientated as everything happens seconds later than what it should. 1 day ungrounded and they may start to go out of phase with everyone, which means they cease to have a physical presence, and will gradually fade away from existence, in this world.