Aging Touch (Su)

Your touch ages living creatures and objects. As a melee touch attack, you can deal **1 point of Strength damage for every two oracle levels** you possess to living creatures. Against objects or constructs, you can deal **1d6 points of damage per oracle level**. If used against an object in another creature's possession, treat this attack as a sunder combat maneuver. You can use this ability **once per day, plus one additional time per day for every five oracle levels you possess**.

Blink Spell

School: transmutation

Physical attacks against you have a **50% miss chance**, and the Blind-Fight feat doesn't help opponents, since you're ethereal and not merely invisible. If the attack is capable of striking ethereal creatures, **the miss chance is only 20%** (for concealment). If the attacker can see invisible creatures, **the miss chance is also only 20%**. (For an attacker who can both see and strike ethereal creatures, **there is no miss chance**.) Likewise, **your own attacks have a 20% miss chance**, since you sometimes go ethereal just as you are about to strike. Any **individually targeted spell has a 50% chance to fail** against you while you're blinking **unless your attacker can target invisible, ethereal creatures**. Your own spells **have a 20% chance to activate just as you go ethereal**, in which case they typically do not affect the Material Plane (but they might affect targets on the Ethereal Plane). While blinking, **you take only half damage from area attacks** (but full damage from those that extend onto the Ethereal Plane). Although you are only partially visible, **you are not considered invisible** and targets retain their Dexterity bonus to AC against your attacks. You do receive a **+2 bonus on attack rolls made against enemies that cannot see invisible creatures**..

Time Hop (Su)

As a move action, you can teleport up to 10 feet per oracle level that you possess per day. This teleportation must be used in 5-foot increments. This movement does not provoke attacks of opportunity. You must have line of sight to your destination to use this ability. You can bring other willing creatures with you, but you must expend an equal amount of distance for each creature brought. You must be at least 7th level to select this revelation.

Erase from Time (Su)

As a **melee touch attack**, you can temporarily remove a creature from time altogether. The target creature must make a **Fortitude save** or vanish completely for a **number of rounds equal to 1/2 your oracle level** (minimum 1 round). No magic or divinations can detect the creature during this time, as it exists outside of time and space—in effect, the creature ceases to exist for the duration of this ability. At the end of the duration, the creature reappears unharmed in the space it last occupied (or the nearest possible space, if the original space is now occupied). You can use this ability **once per day, plus one additional time per day at 11th level**..

Blink Spell (cont.)

You take only **half damage from falling**, since you fall only while you are material. While blinking, **you can step through (but not see through) solid objects**. For each 5 feet of solid material you walk through, **there is a 50% chance that you become material**. If this occurs, you are **shunted off to the nearest open space and take 1d6 points of damage per 5 feet so traveled**. Since you spend about half your time on the Ethereal Plane, **you can see and even attack ethereal creatures**. You interact with ethereal creatures roughly the same way you interact with material ones.

Blink Spell (cont.) (cont)

An ethereal creature is invisible, incorporeal, and capable of moving in any direction, even up or down. As an incorporeal creature, **you can move through solid objects, including living creatures**. An ethereal creature can see and hear the Material Plane, but everything looks gray and insubstantial. Sight and hearing on the Material Plane are limited to 60 feet. **Force effects and abjurations affect you normally**. Their effects extend onto the Ethereal Plane from the Material Plane, but not vice versa. An ethereal creature can't attack material creatures, and spells you cast while ethereal affect only other ethereal things. Certain material creatures or objects have attacks or effects that work on the Ethereal Plane. **Treat other ethereal creatures and objects as material.**.

Temporal Celerity (Su)

Whenever you roll for initiative, **you can roll twice** and take either result. At 7th level, **you can always act in the surprise round**, but if you fail to notice the ambush, you act last, regardless of your initiative result (you act in the normal order in following rounds). At 11th level, **you can roll for initiative three times** and take any one of the results.

Time Flicker (Su)

As a standard action, you can flicker in and out of time, **gaining concealment** (as the *blur* spell). You can use this ability **for 1 minute per oracle level that you possess per day**. This duration does not need to be consecutive, but it must be spent in 1-minute increments. At 7th level, **each time you activate this ability, you can treat it as the *blink* spell, though each round spent this way counts as 1 minute** of your normal time flicker duration.

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Blur Spell

School: illusion (glamer)

The subject's outline appears blurred, shifting, and wavering. This distortion **grants the subject concealment (20% miss chance)**. A see invisibility spell does not counteract the blur effect, but a **true seeing spell does**. **Opponents that cannot see the subject ignore the spell's effect** (though fighting an unseen opponent carries penalties of its own).

Rewind Time (Su)

Once per day as an immediate action, you can reroll any one d20 roll that you have just made before the results of the roll are revealed. You must take the result of the reroll, even if it's worse than the original roll. At 11th level, and every four levels thereafter, you can use this ability an additional time per day. You must be at least 7th level to select this revelation.