

MARTIAL ARCHETYPE: AEONNAIRE

War and the struggles of intelligent creatures happen throughout and across time, even on it. The greater conflicts of the multiverse happen in such a grand scale so as to defy the linearity of time on occasion. Some warriors are called into service to fight these battles, either as champions for powers across time and space, or as sellswords wandering the timeline for the soonest fight.

An aeonnaire is a legionnaire across aeons. They are always itching for a fight, and will not wait for one to come to them, instead manipulating time to go straight to the fight.

AEONNAIRE FEATURES

Fighter Level	Feature
3	Spare Seconds
3	Ten Second Wind
7	Make Up for Lost Time
10	Not on My Watch
15	Temporal Charge
17	Not on My Watch

SPARE SECONDS

When you choose this archetype at 3rd level, you gain the ability to cram a few more seconds into your day. You have a pool of spare seconds equal to your Intelligence modifier + one third your fighter level rounded down (minimum 1). You can expend a number of spare seconds to give yourself extra time:

1 second. You gain advantage on a Dexterity saving throw or initiative roll.

2 seconds. You can make a Perception or Investigation check as a bonus action.

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

Once you use this feature, you can't use it again until the start of your next turn. You regain all expended spare seconds when you finish a long rest.

TEN SECOND WIND

At 3rd level, when you use your Second Wind feature, you get back a number of spare seconds equal to the roll on your second wind die, up to your maximum.

MAKE UP FOR LOST TIME

By 7th level, you can't be slowed down, because you'll just make up for lost time. You are not slowed by difficult terrain, and have advantage on saving throws against spells that would reduce your speed.

NOT ON MY WATCH

At 10th level, you don't wait for a perfect moment to make a single strike, you sprint toward that moment in the future, hacking and slashing.

You can attack twice, instead of once, whenever you use your reaction to make a melee weapon attack as an attack of opportunity. The number of attacks increases to three when you reach 17th level in this class.

TEMPORAL CHARGE

At 15th level, you can sprint through time in short bursts, leaving everything else behind.

When you use your Action Surge feature, all spells and conditions affecting you that have a duration of 1 minute or less end for you before you use the action granted to you by your Action Surge.

Subclass by: ROONOCERUS, art from the Planescape Accessory "A Guide To The Astral Plane". I guess Copyright Wizards of the Coast under the assumption they have retroactive ownership of TSR's copywritten works? Modron headache, you ask me.

