

## ROGUISH ARCHETYPE: TEMPORAL RAIDER

There are, when they are lucky, thieves who stumble upon well-guarded lore which grants them the merest glimpse into the ability to bend time. Conversely, some greedy chronomancers end up abandoning their dedication to studying for a more hedonistic life. These rogues become the quickest of thieves, the most dangerous of close-quarters combatants, and of course, the best adventurers.

### TEMPORAL RAIDER FEATURES

Rogue Level	Feature
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3	Spare Seconds, Last Moments
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9	Beat the Clock
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13	Right Twice a Day
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17	The 11th Hour
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#### 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 rogue 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, Sleight of Hand check, or a Thieves Tools check.

**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.

#### LAST MOMENTS

At 3rd level, when you make an attack of opportunity and kill a creature, you take their final moments, giving you back 1 spare second.

#### BEAT THE CLOCK

At 9th level, You can cheat any contest, starting an imperceptible amount of time earlier than you should.

You have advantage on initiative rolls. If you are surprised at the start of combat, you may roll initiative with disadvantage instead. If you do, you are not surprised.

#### RIGHT TWICE A DAY

Beginning at 13th level, sometimes you feel like you know what's going to happen, even when you don't, as your rogue instincts are literally a second ahead of you.

As a bonus action you can use this feature to gain advantage on a Wisdom-based ability check. You can use this feature twice, and gain both uses back after a long rest.

Subclass by ROONOCERUS.



#### THE 11TH HOUR

At 17th level, you instinctually slow time when in close-quarters combat to take full advantage of the situation. When a melee attack is declared against you, you may use your reaction to make an attack of opportunity before the attack is made against you. You don't need advantage on the attack roll or an enemy of the target within 5 feet of it to use your Sneak Attack on this attack if you don't have disadvantage on the attack roll. All the other rules for Sneak Attack still apply.

Art from the AD&D Accessory "Chronomancer". I guess Copyright Wizards of the Coast if it ain't TSR. Modron headache, you ask me.