

TIMEWARPED

Even if it was only for a moment, the touch of timelessness brushed across your ancestry. Perhaps it was the blessing of a god of time, or the effect of one of your ancestors being an immortal. Whatever its source, the timeless nature of the encounter has remained through the generations, its presence as timeless as the power itself. It might skip a generation or two, and sometimes its influence seems lighter than light, but it is there. Much like time itself, all that matters is how close you pay attention to it.

TIMELESS APPEARANCE

When taking this archetype at 1st level, your aging slows dramatically – you visibly age only a single year for every five that pass. If you are a child when you take this archetype, you age normally until young adulthood before this effect sets in. This does not affect your lifespan in any way.

NIMBLENESS

Also at 1st level, your magically induced quickness allows you to more easily master combat. You gain proficiency in rapiers, shortswords, and whips. Additionally, after using your action to attack or cast a spell, you can use a bonus action to make a single additional attack with a weapon this feature granted you proficiency with.

BLUR OF MAGIC

Starting at 6th level, your connection to the forces of time has increased your reaction times, and every strand of magic you use quickens you. You now add half your Charisma modifier to initiative, and you increase your speed by 10 feet each time you use one or more Sorcery Points.

This speed increase lasts until the beginning of your next turn, and cannot increase your speed by more than half its normal value.

TIMELY DODGE

At 14th level, your reflexes allow you to weave time around you, delaying damage. As a reaction to being struck by an attack or failing a Dexterity saving throw, you may spend up to 3 Sorcery Points and reduce the damage. You immediately take half of the damage of the attack, rounded up. Then, you divide the remaining damage by the number of Sorcery Points you spent. You then take the resulting amount of damage at the end of each of your turns up to the number of Sorcery Points you spent.

CHRONODRAIN

Starting at 18th level, you can drain time from your opponents when you hit them. After you successfully hit a creature with a weapon or spell attack, you may choose to drain speed or Dexterity. This lasts until the end of the target's next turn.

Speed. When you drain speed, your target's speed is reduced by 10. You may either increase your speed by 10, or regain 1 expended Sorcery Point.

Dexterity. When you drain Dexterity, your target's effective Dexterity score is reduced by 2. You may either increase your effective Dexterity and Dexterity limit by 2, or regain 1 expended Sorcery Point.

You may only regain Sorcery Points from this feature three times per long rest. Additionally, you may only have one of the other effects active at a time.

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