DUALINK

Essence Stalker

Rogue Subclass



Records of Shattered Time

Essence Stalker

The Essence Stalker is a rogue who manipulates the fabric of time to enhance their agility, foresight, and reflexes. By collecting ***Time Essence*** through their connection to the **[unauthorized information]** and the remnants of its **[unauthorized information]**, they become masters of stealth and combat, bending time to their will for brief moments of extraordinary action.

Fragment Acquisition

Starting at 3rd level, you learn to collect ***Time Fragments***, which represent your ability to manipulate pockets of time. You can store a number equal to your Dexterity modifier + your Wisdom modifier (minimum of one). You regain all expended ***Time Fragments*** after a long rest.

Additionally, you regain one Time Fragment through the following means:

- When you successfully land a Sneak Attack, you can extract a fragment of time from your foe's movement.
- When you successfully evade an enemy's attack by using Uncanny Dodge or Evasion.
- When you roll a 1 on an attack roll or saving throw, you steal back that lost moment.
- When you deal damage to a creature that is under the effect of a condition (such as being paralyzed, stunned, or incapacitated).

Additionally, at 9th level, you can take up to two reactions per round as you get familiar with ***Time Essence***. However, you can only use one reaction per triggering event.

Intellectual Larceny

Also at 3rd level, you gain the ability to spend your ***Time Fragments*** to gain advantages in combat and investigation. As a bonus action, you can expend one ***Time Fragment*** to activate one of the following effects:

- You momentarily displace your target in time. Choose one creature within 30 feet of you. That creature's movement speed is reduced by 15 feet until the start of your next turn. Additionally, they cannot take reactions until the end of their next turn.
- You infuse yourself or an ally within 30 feet with borrowed time, increasing their movement speed by 15 feet until the start of your next turn.
- Choose one creature you can see within 30 feet. Until the start of your next turn, they have disadvantage on the next attack roll they make.
- You gain advantage on your next Perception, Insight, or Investigation check within the next minute. You may also choose to gain darkvision up to 60 feet for 10 minutes.
- You project a brief warning to an ally within 30 feet. They gain a bonus to their next saving throw or skill check equal to your proficiency bonus. Additionally, if they are hit by an attack before the start of your next turn, they can move 10 feet without provoking opportunity attacks.

Fractured Essence

At 9th level, you have learned how to fracture the ***Time Essence*** within your foes. As a reaction when a creature within 30 feet of you misses an attack, you can siphon part of their essence. For one ***Time Fragment***, you gain a number of temporary hit points equal to half the damage.

Alternatively, you can choose to gain advantage on your next attack roll against them.

Simulated Rebound

Also at 9th level, hen a creature you can see within 60 feet uses an action, bonus action, or reaction, you can use your reaction and spend 2 ***Time Fragments*** to warp time around them. The target must succeed on a Wisdom saving throw (DC 8 + your Dexterity modifier + your proficiency bonus) or be forced to repeat the exact same action during their next turn, regardless of its effectiveness or the current circumstances. This repeated action takes up the same type of action (e.g., if it was an Attack action, it consumes their Attack action on the next turn).

The creature cannot willingly avoid this repeated action, even if it would have no valid target or effect. After repeating the action, they can continue their turn as normal.

Echoed Actions

Starting at 13th level, you have mastered the art of duplicating actions through stolen time. Once per Short Rest, as a reaction, you can spend 3 ***Time Fragments*** to create a ripple in time, allowing you to copy an action a creature just took within 30 feet (ally or enemy). To do so, you must succeed on an attack roll or ability check contested by the target's choice of Strength or Wisdom saving throw.

If you successfully draw a Time Fragment from an ally you can duplicate a non-magical action they performed within the same turn (such as an attack or skill check) as part of the same reaction.

If you successfully draw a Time Fragment from an enemy you can mimic one of their abilities or spells. You may copy a spell of up to 4th level (even if you are not a spellcaster), or you may duplicate an innate feature they possess (such as a dragon's breath weapon).

Once copied, you "remember" the spell or feature and can use it one additional time at any point in the future. You can store only one spell or feature at a time in this way, and you must use the stored ability before you can copy a new one.

Master of the Sands

At 17th level, your bond with the fragmented Chronoscale allows you to move and react in ways that defy the natural flow of time.

You can take an additional bonus action on each of your turns. Additionally, when you roll for initiative, you can add your wisdom modifier to the roll and, during the first round of combat, you can take an additional action on your turn. This extra action can be used to take the Attack (one weapon attack only), Dash, or Use an Object action.

-Time Essence

