DUALINK

Frame Skip



JJK Edition

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School: Divination
Level: 4
Casting Time: 1 bonus action
Range: Self
Components: V, S
Duration: Concentration, up to 1 minute
Spell Lists: Sorcerer, Warlock, Ranger

Upon casting this spell, you tap into the flow of fate, allowing you to anticipate and manipulate the movement and actions within your immediate vicinity. You gain 3 charges that you can use as a reaction on your turn or on the turns of others within 60 feet of you.

Self Augmentation

When using a charge on yourself, you must designate a path you intend to take (up to your speed) at the moment of expending a charge. If you move along this path on your next turn, you gain advantage on the first attack roll you make during the turn, and attacks of opportunity against you have disadvantage until the start of your next turn. In doing so, you are susceptible to psychic attacks that attempt to read you hence you get disadvantage on Deception checks and Wisdom Saving Throws.

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Prediction Interference

When using a charge on an enemy, you must predict the path or action (movement, attack, spellcasting, etc.) the enemy will take on its next turn. If your prediction is correct, roll a D20, if you roll above 10, the predicted action is nullified, stopping the enemy from completing that action. Additionally, the next attack made against the target by you or an ally before the end of your next turn deals an extra 2d8 damage of the type dealt by the attack.

At Higher Levels

When you cast this spell using a spell slot of 5th level or higher, you gain an additional charge for each slot level above 4th.