



## ROGUISH ARCHETYPE

Rogues have many features in common, including their emphasis on perfecting their skills, their precise and deadly approach to combat, and their increasingly quick reflexes. But different rogues steer those talents in varying directions, embodied by the rogue archetypes. Your choice of archetype is a reflection of your focus—not necessarily an indication of your chosen profession, but a description of your preferred techniques.

### CHRONO HOPPER

You were exposed to powerful chronomancy magic that disrupted your hold on the flow of time. Whether through accident, experiment, or some artifact or magitech device, you now have the power to accelerate or reverse your position in the flow of time, among other tricks.

#### BLINK

Starting when you select this archetype at 3rd level, you gain the ability to accelerate your forward momentum, crossing short distances in an instant. As a bonus action on your turn, you can teleport up to 20 feet in any horizontal direction to an unoccupied space that you can see, as long as there are no obstacles between you and your destination; for example, you cannot teleport through a keyhole, iron bars, or a transparent surface.

#### TIME DILATION

At 9th level, you learn to slow your perception of time when you are in danger. When your current hit points are at or below half your hit point maximum, you have advantage on Dexterity checks and saving throws, and your AC increases by 2.

#### RECALL

Beginning at 13th level, either as an action on your turn or as a reaction when you take damage, you can leap backward in time, vanishing from your current position and reappearing where you were at the end of your previous turn. If this space is occupied, you appear in the nearest unoccupied space. All physical changes to yourself, such as hit point loss or gain, spell effects, status conditions, or consumed items return to the state they were in at the end of your last turn. This feature does not restore spell slots, the use of this or other features, or magic item charges.

Once you use this feature, you must finish a short or long rest before you can use it again.

#### PRECOGNITION

When you reach 17th level, you can occasionally catch glimpses of your immediate future. At the beginning of your turn, you can gain advantage on attack rolls, ability checks, and saving throws, you cannot be surprised, and other creatures have disadvantage on attack rolls against you until the beginning of your next turn.

Once you use this feature, you must finish a short or long rest before you can use it again.