

# Mechanist Subclass: Timeshifter

The Timeshifter mechanist captures temporal fragments from localized timestreams to fuel prescient combat techniques, and other fate defying maneuvers.

## Timeshifter Progression

Mechanist Level	Features
3rd	Augment: Quicken, Temporal Fragments
7th	Fortunes Fate
11th	Quantum Echo
15th	Timeshift

### Augment: Quicken

*3rd level Timeshifter feature*

You gain the following unique effect for your augment feature. This effect can't be replaced and doesn't count against the number of effects that you know, as shown in the Augment Effects Known column of the **Mechanist Progression** table.

#### Quicken

*Item requirements: a smaller item that can be held or worn that can be used to tell time. A pocket watch, small hourglass pendant, or a wristwatch.*

You learn to imbue an item with abilities to manipulate time in your favor. While the item is imbued you can use a bonus action to use the item in the following way.

While wearing or holding the item you can add 1d4 + your PB to your initiative rolls and your movement increases by 10 ft.

**At higher levels.** Once you reach 9th level in the mechanist class the die increases to 1d6 + your PB, and at 15th level the die increases to 1d8+PB.

### Temporal Fragments

*3rd level Timeshifter feature*

You are able to manipulate temporal fragments of possibility from the timestream manifesting around you. You gain a number of temporal fragments equal to your PB. You can utilize your temporal fragments as a reaction or a bonus action on your turn in the following ways:

- You can take the Dash, Disengage, or Hide action as a bonus action.
- Your AC increases by 2.
- You can add 1d4 to an attack roll, ability check, or saving throw.

Once all the temporal fragments are used the feature will recharge after a rest or 1 fragment is recovered after combat ends if using the quickened augment effect in an item you're wearing or carrying.

## **Fortunes Fate**

### *7th level Timeshifter feature*

You can affect the flow of time around you or another creature. You can spend up to 2 temporal fragments for 1 round in the following ways:

- As a reaction, after you or a creature you can see within 30 feet of you makes an attack roll, ability check, or saving throw you can make the creature reroll. You choose after you see if the roll succeeds or fails. The target must use the second roll.
- As a bonus action, when you damage a creature with an attack action you can cause the creature's speed to be halved for 1 round and they have disadvantage on their next attack.

Once the temporal fragments are used in this way the feature recharges after a rest or 2 fragments are recovered after combat ends if using the quickened augment effect in an item you're wearing or carrying.

## **Quantum Echo**

### *11th level Timshifter feature*

You can create a quantum echo of yourself from your timestream. You can use 3 of your temporal fragments to generate a quantum echo of yourself within 10 feet of you. This quantum echo is muted, hazy, and translucent. It lasts for 1 minute or until it is destroyed.

The quantum echo has your AC. Its hit points are equal to your INT modifier. It has immunity to all conditions. It is the same size as you and if it has to make a saving throw it uses your bonuses.

You can mentally command the quantum echo to move 60 feet in any direction without using your action. If the quantum echo reaches zero hit points or you end the echo early you can recover 1 temporal fragment.

You can use your quantum echo in the following ways:

- As a bonus action, you can teleport and swap places with your echo.

- When you take the Attack action or Use an Object action on your turn, that action can originate from your space or the quantum echoes space.
- When a creature within 5 feet of your quantum echo moves away from it, you can use your reaction to make an opportunity attack against that creature.

Once the temporal fragments have been used in this way it can't be used again until it recharges with a long rest.

## Timeshift

### *15th level Timeshifter feature*

You can shift your allies through time across the battlefield or your enemies. You can use 4 temporal fragments in the following ways:

- As a bonus action or reaction, you disappear from the flow of time for 1 round. During the round you give all allies advantage on one of their attacks and disadvantage on one of the hostile creatures attacks. You return to the same spot you disappeared from or the nearest adjacent space.
- As a bonus action or reaction, you can shift all your allies, Including yourself, to a 10 foot space in any direction from where they stood without incurring an attack of opportunity or you can shift all hostile creatures 10 feet in any direction you choose.
- As a bonus action, You or a creature you can see within 90 feet of you must make a constitution save DC is 13 + your Int bonus. ( target can choose to fail), on a successful save nothing happens and the temporal fragments are used. On a failed save, the target teleports to an open space within range.

Once the temporal fragments have been used in this way it can't be used again until it recharges after a long rest.