

RANGER ARCHETYPES

The ideal of the ranger can have many expressions.

PARADOX HUNTER

As a paradox hunter, you are a member of an elite force educated in chronomancy, trained to hunt those that should not be. Nothing can stop you from finishing your mark - not even death.

TIME MAGIC

When you select this archetype at 3rd level, your spellcasting ability for your ranger spells becomes Intelligence. You use your Intelligence modifier, rather than your Wisdom modifier, when setting the saving throw DC for a ranger spell you cast and when making an attack roll with one.

You also gain access to additional spells at 3rd, 5th, 9th, 13th, and 15th level. You are always able to cast these spells, and they do not count against your number of ranger spells known.

Ranger Level	Spell
3rd	<i>déjà vu</i>
5th	<i>time's arrow</i>
9th	<i>haste</i>
13th	<i>impressions of the past</i>
15th	<i>evasiveness</i>

RETROCOGNITIVE TRACKING

At 3rd level, you can track a creature by looking into the past. When you make a Survival (Wisdom) to track a creature, the DC increases by 5 for every three days since the creature has passed, rather than each day.

PARADOX STRIKE

At 3rd level, you can send attacks across timelines. When you use the Attack action on your turn to make a weapon attack, you can make a second attack against the target. The attack originates from the location you were standing when you began your last turn. If the target is out of range, there is no line of sight to the target from this location, or other conditions make this attack impossible, the attack misses. You don't add your ability modifier to the damage of this bonus attack, unless that modifier is negative.

NO TIME TO BLEED

By 7th level, you can delay damage to your body. When you take damage from an attack, you can use your reaction to instead take that damage at the end of your next turn. Any conditions imposed by the attack are also delayed until the time you take damage.

PRECOC'S ADVANTAGE

At 11th level, you can take a short glimpse into the future to make decisions in combat. Once per turn when you make an attack, you may instead make two attack rolls on two separate creatures, then choose one.

TEMPORAL EVASION

At 15th level as a reaction when you are attacked or are targeted by a spell, you can defensively step forward in time, vanishing completely. This attack or spell has no effect on you. During the next round, you effectively do not exist, and can't be perceived or targeted by effects. At the beginning of your following turn, you reappear within 5 feet of where you vanished. After using this ability, you must complete a short or long rest before using it again.

