

Time Bandit

The time bandit does just what her name suggests—she steals bits of time. Mostly she steals boring, unneeded time from her own future, saving tiny split-seconds she can use to make her life easier in the present. As her powers grow, the time bandit can learn to manipulate bigger slices of time, giving her more options to enhance her actions or even alter the timeline of enemies and allies alike. Most of the time bandit's effects are subtle to outside observers, seeming to be more good fortune and preternatural speed than control over time. But it's clear to anyone who seen a time bandit dash past a charging horse, leap onto a narrow ledge, and flip over a guard's crossbow bolt that a time bandit has some kind of temporal power.

The time bandit is an archetype of the thief class.

Mote of Time (Su): A mote is a tiny split-second of time that a time bandit steals from her own future. The motes taken are inconsequential slivers of continuance that even the time bandit will not notice being missing from her activities. However, a time bandit can use these motes to affect her present timeline, allowing her to re-try actions and slow down time around her so she can act more carefully and alertly in fast-moving situations.

Each day, the time bandit has a pool of motes equal to her thief level. Once a round, as a free action, a time bandit can expend a mote to do any one of the following things:

- Gain a bonus to one attack roll, skill check, ability check, or saving throw. The roll must represent a single action that occurs entirely within a single round. (A time bandit could use a mote to add a bonus to an Acrobatics check to leap over a chasm, but not to a Craft check made to determine how much progress was made after a day of work.) The bonus gained is equal to +1d3. This increases to +2d3 at 8th level, and +3d3 at 16th level. The time bandit can decide to add this bonus immediately after seeing the result of the original die roll.
- Take a swift action that does not count against the time bandit's normal limit of one swift action per round that can be used with time bandit or thief class features.
- Act in the surprise round when the time bandit would not normally be able to do so.

At 3rd level, a time bandit gains the ability to add the bonus from spending a mote of time to a single damage roll, or to her armor class (as a dodge bonus) until the beginning of her next turn.

At 7th level, the time bandit may spend a mote to reduce the duration of any negative condition or effect she is suffering. By accelerating the speed with which only the negative influences on her travel through time, the time bandit can reduce the duration of any one condition, affliction, or spell effect by 1d6 rounds (to a minimum of 0). This increased to a 2d6 round reduction at 15th level.

At 11th level, the time bandit may spend a mote to take a move action as a swift action.

At 19th level, the time bandit may use a mote to grant any ally within 60 feet that she can see an additional move action on that ally's next turn.

A time bandit may gain additional options for use of a mote by taking temporal talents, though she is still restricted to spending motes only once each round.

This ability replaces mark.

Temporal Talents (Ex/Su): As a time bandit gains experience, she learns a number of talents that aid her and confound her foes. Starting at 2nd level and every two thief levels thereafter, a time bandit gains one thief talent

or one temporal talent from below. A time bandit cannot select an individual talent more than once. Talents marked with an asterisk require a time bandit to spend motes, which she may do only once per round.

*Bolt Time** (Su): By spending a mote, the time bandit can accelerate her movements to a speed that allows her to easily see and react to the movement of a crossbow bolt or other projectile as it flies toward a target. The time bandit remains in bolt time for one round per thief level. This ability counts as a *haste* effect.

Prerequisite: The time bandit must be at least 6th level to select this talent. While in bolt time, the time bandit gains the following benefits:

- When making a full attack action, the time bandit may make one extra attack with any weapon she is holding. The attack is made using her full base attack bonus, plus any modifiers appropriate to the situation. (This effect is not cumulative with similar effects, such as that provided by *haste* or a speed weapon, nor does it actually grant an extra action, so you can't use it to cast a second spell or otherwise take an extra action in the round.)
- The time bandit gains a +1 bonus on attack rolls and a +1 dodge bonus to AC and Reflex saves.
- All of the time bandit's modes of movement (including land movement, burrow, climb, fly, and swim) increase by 30 feet, to a maximum of twice her normal speed using that form of movement. This increase counts as an enhancement bonus and it affects the time bandit's jumping distance as normal for increased speed.
- Each round, the time bandit may automatically dodge the first ranged attack she is aware of that would otherwise strike her.

*Retroactive** (Su): By spending two motes, a time bandit can attempt the same physical action over and over, hopping back to her starting point each time if things don't work out for her. The time bandit can make a single Strength-, Dexterity- or Constitution-based skill check with a result equal to 20 + her total skill bonus.

Prerequisites: The time bandit must have the Steady Hand and Time After Time temporal talents before she can take this talent.

*Steady Hand** (Su): The time bandit can rewind time by small amounts to erase any minor mistakes she makes as a result of distraction around her. By spending a mote, the time bandit may use skills reliably even under adverse conditions. Once she spends the mote, she may take 10 on any single skill check made before the end of her next round, even if stress and distractions would normally prevent her from doing so.

*Steal Fate** (Su): As a standard action, the time bandit can attempt to steal a crucial moment from a target's future, reducing the chance the target will enjoy a happy and prosperous future. The time bandit spends a mote to make a melee touch attack that deals no damage. This may be done in place of an attack taken as part of a full attack action. If hit, the target must make a Fortitude save (DC 10 + half the thief's level + her Intelligence modifier) or suffer a penalty to all attack and damage rolls, skill checks, and saving throws. This effect lasts for 5 minutes for every level of time bandit the attacker has. The penalty suffered is equal to -1, and increases to -2 at 8th level, and -3 at 16th level.

*Steal Time** (Su): With this talent, a time bandit can steal time from a target. The time bandit spends a mote as an immediate reaction after damaging a target with a melee attack. The target must make a Will save (DC 10 + half the thief's level + her Intelligence modifier) or be staggered for one round per two class levels of the time bandit. While one or more targets are staggered by the time bandit's use of this ability, she gains a +1 bonus to all attack, damage, and skill rolls as she uses the stolen time to carefully plan each action she takes.

Time After Time (Su): The time bandit gains advanced ability to manipulate time. The time bandit may now spend motes twice per round, if she wishes. **Prerequisite:** The time bandit must be at least 12th level to select this talent.

Time Bandit (Su): The time bandit's access to motes increases. The time bandit can spend an additional number of motes per day equal to her Intelligence modifier.

Time Cross (Su)*: The time bandit can focus her timeline-stealing powers on a target and steal from it a moment of success. She spends a mote to make a ranged touch attack against any target she can see within 100 ft. + 10 ft. per thief level. If the time bandit misses with this ranged attack, she can try again (with each new attempt being its own standard action) for up to one minute per thief level. Once a target is hit, as an immediate reaction, the time bandit can force the target to re-roll a single attack roll, damage roll, skill check, or saving throw she is aware of that occurs while the time cross is active (a time period equal to one minute per thief level). The target must take the result of the second roll. After the target re-rolls once, the ability is discharged regardless of the outcome of the re-roll.

Time Runner (Su)*: The time bandit can move briefly through time, taking an action that does not exist in the normal sequence of reality. The time bandit spends two motes to gain an additional move action. The time bandit does not set off traps during this move action (though she may cause them to be triggered if, at the end of her run, the proper triggering situation still exists). She does not provoke attacks of opportunity during this move action, nor may other characters make Perception checks to notice the time bandit during this move action. After the move action time catches up to the time bandit, allowing triggered traps to go off and other creatures to immediately notice the time bandit where she now stands. **Prerequisite:** The time bandit must have the Time After Time temporal talent to select this talent.

These abilities may replace thief talents.