

Blink Fighter

(class flavor text here)

Blink Fighter v.1.4

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Created for Dnd 5e

Hit Points

Hit Dice: 1d8 per Blink Fighter level

Hit Points at 1st Level: 8 + your Constitution modifier

Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per Blink Fighter level after 1st

Proficiencies

Armor: Light armor

Weapons: Simple weapons, Martial Weapons

Tools: None

Saving Throws: Dexterity, Constitution

Skills: Choose four from Acrobatics, Athletics, Insight, Intimidation, Investigation, Perception, Performance and Stealth

Blink Step

The blink fighter has mastered the art of short range teleportation during combat, these teleportations dubbed blinks can be devastating in combat when utilized correctly.

As a bonus action you may select a point within 30 ft that you can see to Blink to. This teleport is not a direct 30 ft movement, but instead consists of 3 jumps of 10 ft each. Each 10 ft section must be made in a straight line, however, you may determine the direction of each jump individually, provided that the destination is within 30 feet of your starting position. The space

you end your jump must be unoccupied but may be adjacent to creatures. When taking an attack action against a target that you have teleported adjacent to, you gain advantage on the strike and deal an additional d6 of damage.

Blinking to an area adjacent to a creature does not provide an attack of opportunity unless you are spotted. At the beginning of your blink, any creature within 10 feet of your destination, or any creature you jump next too during the whole blink action, is able to make a perception check to spot and predict your movement. A creature that succeeds against a DC of $10 + \frac{1}{2}$ blink fighter level + dex modifier is able to see your outline during your blink after the initial 10 foot jump. If you blink next to a creature who has passed this check you do not gain advantage on the attack and you do not do any extra damage from your blink. They may make an attack of opportunity upon the completion of your blink. If the creature has a ranged weapon ready then they may make this attack at any point in your blink after the initial 10 ft jump. If hit with an attack of opportunity, your blink stops at whatever point you were hit. You lose this feature if you are wearing medium or heavy armor, or are encumbered. At 14th level, however, medium armor no longer causes you to lose this feature. Blink will not work in an antimagic field.

Level	Proficiency bonus	Class feature
1	+2	Blink Step
2	+2	---
3	+2	Blink Fighter Archetype
4	+2	Ability score Improvement
5	+3	Extra Attack, Blink Lightning
6	+3	---
7	+3	Archetype Feature
8	+3	Ability score improvement
9	+4	Stunning Lightning
10	+4	Blink Surge (one use)
11	+4	Extra attack
12	+4	---
13	+5	Archetype feature

14	+5	Medium Armor Blink
15	+5	Archetype feature, Adaptive blink
16	+5	Extra Attack
17	+6	--
18	+6	Blink Surge (two uses), Adaptive Blink
19	+6	--
20	+6	Critical Strike, Adaptive Blink

Blink fighter Archetypes

Beginning at 3rd level, you choose a blink fighter archetype, gaining a new feature at level 3, 7, 13, and 15 from the lists below.

- Hit and Run

- Fast moving attack patterns are the very core of your ideology, as the best defence is a good offense. When you select this feature you replace the D6 extra damage from blink with a d8 instead.
- At 7th level you gain the Marked Blink ability: using this you may mark two targets that are within a 30 ft radius of you. Marking these creatures allows you blink to both of them and use 1 of your attacks on each creature, this allows you to hit two separate creatures with blink damage as long as they are within 30 feet of your starting point. Creatures still get the perception check to spot you and if hit this blink stops within 10 ft your first target. You may use marked blink 3/times per long rest, regaining one use back on a short rest.
- At 13th level you add your proficiency modifier to the blink DC
- At 15th level you replace the D8 with a D10
- At 20th level you may mark 4 creatures instead of 2

- Dancing blink

- A good defence is rooted in being able to dodge oncoming attacks and predict where the next one will strike. When you take this feature when you are hit with an attack you may use blink as a reaction to add 5 to your AC until the end of your next turn and to blink away up to 20 ft. If the attack roll is still more than your ac after adding 5 you still take the damage but it does not interrupt the blink. This does not consume your bonus action blink. If you end this reaction within a creature's threat range you provoke an attack of opportunity. Unlike your bonus

action blink creatures may not make a perception check to spot you. You may use this feature a number of times equal to your dex modifier per long rest. However you are still limited to the number of reactions you have per round.

- When taking this archetype you also gain the uncanny dodge feature: When an attacker that you can see hits you with an attack, you can use your reaction to halve the attack's damage against you.
- At 7th level you gain an additional 10 ft of movement with blink.
- At 13th level you add your proficiency mod to blink DC
- At 15th level as a reaction you may blink to an ally within 40 ft when a creature makes a successful attack against them. Add 5 to your AC, and the creature must then re-roll its attack against you with disadvantage. You may use this feature 3 times per long rest, regaining 1 use after a short rest.
- **Shadow Blink**
 - The front lines of a skirmish are no place for someone of your talents. Instead you tend to focus on the big picture. When you select this feature, you may gain the rogue's sneak attack damage at your blink fighter, instead of your D6 for blink. Otherwise you do the standard d6 damage. You may use this feature 3 times per long rest, regaining 1 use after a short rest.
 - At 7th level you add your full level to the blink DC in dim or dark light.
 - At 13 level you add double your proficiency mod to blink DC
 - At 15th level When starting a combat round as the first creature in the initiative order, you may blink to any location within 30 ft. This blink does not consume your bonus action and does not provide the typical perception DC.
 - At 20th level you are able to use the rogues sneak attack feature for blink damage indefinitely

Blink Lightning

Starting at 5th level, you gain the ability to channel the energy of your blink into an attack instead of movement. Energy travels in a straight line for 30 feet. Each creature in this line must make a Dexterity saving throw (DC = 10+ dex modifier + proficiency bonus) or take damage. On a failed save creatures take 3d6 lightning damage

At 9th level, you may use your reaction when you hit with blink lightning to cause it to stun a creature DC 15 Con save.

Blink Surge

At 10th level you tap into the wyrd magics of the feywyld and you push yourself beyond your limits, allowing you to use blink step a second time in a turn. This can be used between attacks, essentially granting a second bonus action. You may only use blink surge once per long rest until you reach 18th level, where you gain a second surge per long rest.

Adaptive Blink

Beginning at 15th level normal creatures have a harder time predicting the path of your blink. The DC for creatures predicting your blink becomes $10 + \text{blink fighter level} + \text{Dexterity modifier}$. This does not apply to creatures of Fey Origin, these creatures use your previous DC but gain disadvantage.

Critical Strike

At 20th level you take full advantage of striking from your blink, Once per long rest you gain the ability to apply a critical as if you rolled a natural 20 on one target your attacking from your blink step. You must specify this before blinking as it nullifies the creatures perception DC.

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