

# The Warper

Level	Proficiency Bonus	Features
1st	+2	<a href="#">Spacetime Warp</a> , <a href="#">Unarmored Defense</a>
2nd	+2	<a href="#">Quantum Tunneling</a>
3rd	+2	<a href="#">Cosmic Archetype</a>
4th	+2	<a href="#">Ability Score Improvement</a>
5th	+3	<a href="#">Extra Attack</a>
6th	+3	<a href="#">Retry</a>
7th	+3	<a href="#">Cosmic Feature</a>
8th	+3	<a href="#">Ability Score Improvement</a>
9th	+4	<a href="#">Heisenberg</a>
10th	+4	<a href="#">Cosmic Feature</a>
11th	+4	<a href="#">Superposition</a> , <a href="#">Quantum Decay</a>
12th	+4	<a href="#">Ability Score Improvement</a>
13th	+5	<a href="#">Entanglement</a>
14th	+5	<a href="#">Dark Energy</a>
15th	+5	<a href="#">Cosmic Feature</a>
16th	+5	<a href="#">Ability Score Improvement</a>
17th	+6	<a href="#">Expansion</a>
18th	+6	<a href="#">Cosmic Feature</a>
19th	+6	<a href="#">Ability Score Improvement</a>
20th	+6	<a href="#">Background Radiation</a>
21st	+6	<a href="#">Ability Score Improvement</a> , <a href="#">Feynman</a>
22nd	+6	<a href="#">Improved Unarmored Defense</a>
23rd	+6	<a href="#">Background Radiation Improvement</a>
24th	+6	<a href="#">Extra Attack (2)</a>
25th	+6	<a href="#">Ability Score Improvement</a>

26th	+6	<a href="#">Shrödinger's Cat</a>
27th	+6	<a href="#">Cosmic Feature</a>
28th	+6	<a href="#">Background Radiation Improvement</a>
29th	+6	<a href="#">Ability Score Improvement</a> , <a href="#">Extra Attack (3)</a>
30th	+6	<a href="#">Death Save Advantage</a> , <a href="#">Warp Mastery</a>

## CLASS FEATURES

As a Warper, you gain the following class features.

### HIT POINTS

**Hit Dice:** d6

**Hit Points at 1st Level:** 6 + constitution modifier

**Hit Points at Higher Levels:** 1d6 (or 4) + constitution modifier

### PROFICIENCIES

**Armor:** [Light Armor](#), [Shields](#)

**Weapons:** [Simple](#), [Martial Weapons](#)

**Tools:** None

**Saving Throws:** Dexterity, Intelligence

**Skills:** Select 3 from [Acrobatics](#), [Arcana](#), [History](#), [Insight](#), [Investigation](#), [Medicine](#), [Perception](#), and [Religion](#)

### EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background:

- (a) a longsword (b) a longbow and 20 arrows or (c) any martial weapon
- (a) a scholar's pack or (b) an explorer's pack.
- Two daggers

## Spacetime Warp

As a bonus action at the end of your turn, you can set a Warp Point. Within 3 rounds of setting a Warp Point, as a bonus action or as a reaction at the end of another creature's turn, you may choose to activate your Spacetime Warp. Your character automatically teleports back to the space they were at the time of using their warp point, with their HP and conditions being changed to what they'd originally been at the end of that usage of their spacetime warp ability. If another creature occupies the same space as you'd be teleported to with your Spacetime Warp ability, you may instead either teleport to any point within 5 feet of this creature or teleport the creature 5 feet in any direction. The creature can resist with a Charisma Save ( $DC\ 10 + \text{Your Proficiency Bonus} + \text{Your Intelligence Modifier}$ ) You may use this ability a number of times equal to  $1 + (1/4 \text{ your Warper level})$  per short rest, (rounded up) but you may not have more than one Warp Point selected at any one time.

## Unarmored Defense

While wearing no armor and wielding no shield, you have an AC of  $10 + \text{Dex Modifier} + \text{Int Modifier}$ .

## Quantum Tunneling

As a reaction after being damaged by an attack or spell, you may teleport up to 10 feet in any direction of your choosing. The space you teleport to must be open space, and you must be able to clearly see it.

## Cosmic Archetype

At level 3, you may choose a particular way in which you specialize in manipulating the fabric of spacetime, emulating this specialization through an archetype. You may choose between the [Space](#), [Time](#), and [Gravity](#) Archetypes. These archetypes provide you with features at 3rd, 7th, 10th, 15th, 18th, and 27th level.

## Ability Score Improvement

When you reach 4th level, and again at 8th, 12th, 16th and 19th level, you can increase one ability score of your choice by 2 or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

Alternatively, if your DM allows it, in place of an ability score improvement you may choose a feat (as found in the player's handbook).

## Extra Attack

Beginning at 5th level, you can attack twice, instead of once when you take the Attack action on your turn.

The number of attacks increases to three when you reach 24th level in this class and to four when you reach level 29 in this class.

## Retry

After failing a skill check that doesn't have Advantage or Disadvantage imposed on it, you may reroll that skill check once more. You may use Retry a number of times equal to your intelligence modifier per long rest. Additionally, you may use Retry on the same skill check multiple times, though this still expends retry uses, and you cannot retry again if the skill check proves successful at any point.

## Heisenberg

You may now use Quantum Tunneling as a bonus action immediately after making a successful attack.

## Superposition

When hidden, or when a creature is incapable of seeing you, you are treated as being under the effects of a [Mirror Image](#) spell against creatures you're hidden from. (Or the creature that can't see you) This benefit is lost when you are no longer hidden or when the creature can see you.

## Quantum Decay

Spacetime Warp now lasts a number of rounds equal to your intelligence modifier. (Min. 3)

## Entanglement

When using Quantum Tunneling, you may also select one creature within 60 feet, teleporting them to a chosen point within 10 feet of them. They may attempt to resist teleportation with a Charisma Save ([DC](#) 10 + [Your Proficiency Bonus](#) + Your Intelligence Modifier). The chosen point must be open space and within your line of sight.

## Dark Energy

As a bonus action, you may activate an aura of Dark Energy. While this aura is up, at the end of your turn, creatures within 5 feet of you must succeed on a Strength Save ([DC](#) 10 + [Your Proficiency Bonus](#) + Your Intelligence Modifier) or be pushed 5 feet away from you. You may deactivate this aura as a Bonus Action.

## Expansion

Dark Energy's range increases to 10 feet, though still only pushes 5 feet at a time. Additionally, dark energy now attempts a push at the end of every creature's turn, rather than just your own.

## Background Radiation

Creatures successfully pushed by Dark Energy are automatically dealt Force Damage. The damage is equal to 1d8 + your Intelligence Modifier.

## **Feynman**

Because of your manipulation of the realities, you can now cast the "Blur" and "Pass without trace" spells at will. Intelligence is your spellcasting ability for these spells.

## **Ability Score Improvement**

When you reach 21st level, and again at 25th and 29th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. Contrary to earlier levels, you can now improve your ability scores up to 24 using this feature, except for Strength and Constitution, which you can improve to 28.

Alternatively, if your DM allows it, in place of an ability score improvement, you may either choose an Epic Boon or a Feat.

## **Improved Unarmored Defense**

While wearing no armor and wielding no shield, you have an AC of 13 + Dex Modifier + Int Modifier.

## **Background Radiation Improvement**

At 23rd level, and then at 28th level, your background radiation damage increases by 1d8.

## **Schrödinger's Cat**

Since you can change subtle details in everyday life, when you make a Dexterity saving throw, you do it with advantage.

## **Death Save Advantage**

Your battle hardened physicality makes you very difficult to kill. Starting at 30th level any death saving throws are made with advantage.

## **Warp Mastery**

Due to your mastery and understanding of the multiverse, you can now take two bonus actions on your turn, instead of one.

# **Cosmic Archetypes**

## **Space Warper**

### **Portal**

At level 3, as a standard action, you may create two portals, both within 40 feet of you and within 80 feet of each other, on a floor, wall, or ceiling. These portals take up a 5' by 5' space and can only be entered by a creature Large sized or smaller. Creatures and ranged attacks that enter one portal's space are instantaneously transported to the other. In addition, if you are within 5 feet of one of your portals, creatures who are within 5 feet of the other portal are treated as being within your melee range. You may only have one pair of portals functioning at any one time.

### **Extradimensional**

At level 7, you may now cast Tenser's Floating Disk and Rope Trick at-will, at their lowest level. As an action, you may teleport up to 30 feet to an unoccupied space you can see. This ability, for all mechanics, intents, and purposes, is treated as a self-affecting instantaneous 2nd-level spell casted at-will with only a verbal component. Intelligence is your casting ability for these spells. Additionally, as a bonus action, you may increase your size category up to 1 level above or below your base size category. (For example, as a medium sized character, you may become Large or Small, but nothing beyond or below those.) Your height and width also change along with this, though your weight is unaffected.

### **Bigger On The Inside**

At level 10, each carrying space on your person (Sacks, Backpacks, Pouches, Pockets, etc.) can be treated as a Bag of Holding, though only for the purposes of storage space and ignoring item weight.

## Momentum

At level 15, Ranged Attacks that pass through portals gain an additional +1d4 damage for every time they enter and exit through a set of portals. (Max +5d4)

## Aperture Science

At level 18, You may now have two pairs of portals functioning at the same time, instead of just one. Additionally, when using a standard action to create a pair of portals, you may use a bonus action to create a second pair of portals.

## Improved Extradimensionalism

At level 27, as a bonus action instead of a standard action, you may teleport up to 30 feet to an unoccupied space you can see. This ability, for all mechanics, intents, and purposes, is treated as a self-affecting instantaneous 2nd-level spell casted at-will with only a verbal component. Intelligence is your casting ability for these spells.

## Time Warper

### Rewind

At level 3, immediately after you've ended your turn, you may ask to perform a Rewind, reversing the effects of everything you've done in that turn up to that point and taking you back to the beginning of your turn. After performing a Rewind, you may not attempt to perform the exact actions you'd made before choosing to Rewind. You may rewind 2 times per short rest. At 18th level, you may use this ability a number of times equal to your intelligence modifier (minimum of 2).

### Timeless

At level 7, you may now cast Longstrider, Expeditious Retreat, and Continual Flame at-will, at their lowest level. Intelligence is your casting ability for these spells. Additionally, you no longer suffer any negatives effects from

aging, and may elect to age slower or not age whatsoever.

## Alternate Timelines

At level 10, at the end of your turn, and after completing your Rewind turn, you may then choose which of the two realities is actually accepted, the actions of the first turn or the actions of the Rewind turn.

## Flux Competitor

At level 15, as a reaction, at the end of an enemy's turn, you may expend one Rewind use to force an enemy to Rewind, taking them back to the start of their turn and preventing them from taking the same exact actions they'd made before the rewind. Alternate Timelines does not apply to this feature.

## Pause

At level 27, you may cast the Time Stop spell at its lowest level once per day.

## Gravity Warper

### Gravity Well

At level 3, as a standard action, you may select a point within 60 feet. Within 60 feet of this point, movement toward it is doubled, while movement away from it is halved. Additionally, within 30 feet of this point, creatures must succeed on a Strength Save or be pulled 10 feet closer toward the point ( $DC\ 10 + \text{Your Proficiency Bonus} + \text{Your Intelligence Modifier}$ ). Creatures within 10 feet of this point have disadvantage on this save. (Objects are also pulled toward the gravity well, though to what extent is left to the DM's discretion) You may only have 1 gravity well in place at a time.

## Floaty

At level 7, you may now cast Feather Fall, Jump, and Levitate at-will, at their lowest level, so long as the target of these spells is self only. Intelligence is your casting ability for these spells.

Additionally, you may freely alter your own weight to be anywhere between 1/4 of and 4 times your base weight.

### **Meteoric Assault**

At level 10, all ranged attacks (including ranged spell attacks) that cross within 30 feet of the Gravity Well are immediately diverted toward the center of the Gravity Well. If the attack doesn't strike a creature along the way, the attack will stop at the central point of the Gravity Well.

### **Antigravity**

At level 15, you gain a fly speed of 20 feet. Additionally, you gain the Hover capability with your fly speed, as well as the ability to move up, down, and across vertical surfaces and upside down along ceilings while leaving your hands free, gaining a climb speed of 20 feet.

### **Singularity**

At level 18, once per long rest, as a standard action, you may expose all creatures within 10 feet of your Gravity Well to the raw gravitational power of a black hole for a very brief period of time. Anything non-magical and not a creature within a 10 foot spherical radius of the Gravity Well is annihilated instantly. Creatures within 10 feet of the gravity well take 10d6 Force Damage. Additionally, if the creature is reduced to 0 Hit Points by this effect, they are annihilated instantly. Magic Items take only 5d8 Force damage, saving for half damage if the save is applicable.

### **Gravity Mastery**

At 27th level you may now cast [reverse gravity](#) at its lowest level three times per long rest. Intelligence is your spellcasting ability for this trait.