

FIGHTER ARCHETYPE OF BATTLEHANDS

Using psionics to create large battlehands, fighters of this archetype are mobile and hard-hitting, weaponizing this particular psionic pursuit in order to provide a shield, a grappler, a platform, and an ally in combat. These fighters are master mentalists whose creation is versatile and aids their ability to traverse the world, as well as to challenge many foes. Even removed from it, they are cunning and resilient in the face of trickery and magic.

The battlehand is a large, floating hand, a construct of psychic energy created by the fighter.

BATTLEHAND

Starting with 3rd level, as a bonus action on your turn, you may summon your Battlehand. It is a large, shimmering hand of psionic energy that you can control and move around. You may pick its color each time you summon it. It is roughly as tall from the tip to the wrist as you are, with the same size, and it hovers in the air.

As an action on your turn, you can use your powers to make your battlehand strike an enemy. Attacks made with the battlehand may hit a target you can see within 5 feet of it, and they use your Intelligence for the attack and damage rolls and do 1d6 force damage on a hit. Alternatively, you may use your action to dismiss the battlehand until you summon it again or to have it hide, interact with an object, or move an 30 additional feet. You may use it as a platform for yourself and allies, but it may only hold up to 1,000 pounds at a time.

As an action, you may also have the battlehand flip over, shake violently, or push or grapple a creature. In all of these cases, all creatures on, or, being pushed or grabbed by the battlehand must make a Strength (Athletics) or Dexterity (Acrobatics) check contested by an Intelligence (Acrobatics) or Intelligence (Athletics) check made by you. If they succeed, they stay on the battlehand, or are not pushed or grabbed by it. If they fail, they are knocked off or pushed or grappled by it. The battlehand may not grapple more than one creature at a time.

As part of your movement each turn, you may move the battlehand 30 feet in any direction, and you may move it through walls as long as you can see the location it ends up at. You may not move it if it is over 120 feet from you or move it over 120 feet above the ground. If it ends its turn in a wall, it takes 1d10 force damage and is pushed out. In addition, it may pick up or put down an object as part of your movement each turn.

Your battlehand has hit points equal to your fighter level * 5 + your Intelligence modifier, and AC = 12 + your Intelligence modifier. Its Strength, Dexterity, and Constitution are your Intelligence score for the purpose of its saves, and it is unaffected by effects that would cause an Intelligence, Wisdom, or Charisma save. If it is reduced to 0 hit points, it disappears until you finish a long rest. It regains all lost hit points when you finish a long rest.

Your battlehand is immune to poison and psychic damage.

OFFENSIVE BATTLEHAND

Beginning with 7th level, whenever you would make an attack on your turn, you may instead have your battlehand strike an enemy within 5 feet of it. Its damage die increases to 1d8.

SOUND MIND

Also, at level 7, you are much more secure in your mental facilities. You have advantage on saves against having your mind read and being convinced of an illusion. You also gain advantage on Intelligence (Investigation) checks when looking for illusions.

VERSATILE BATTLEHAND

Starting at level 10, as a bonus action on your turn, you may change the color of your battlehand to any other color; you may change how much light it is emitting, up to the same amount as a lit torch and with a minimum of none; or you may make the hand become invisible.

When you summon your battlehand, you may cause it to be invisible or glowing.

PROVEN INTELLECT

At level 15, you gain proficiency in Intelligence saving throws. If you already are proficient in Intelligence saving throws, choose Wisdom or Charisma, and you gain proficiency in that type of saving throws.

SURGING MIND

Beginning with 18th level, whenever you use Second Wind or Action Surge, your battlehand may immediately attack any creature in range. Its range is increased to 10 feet around it.