

Archive of Forgotten Lore:

Fighter

This is Supplemental Material

Martial Archetype

At 3rd level, you choose an archetype that you strive to emulate in your combat styles and techniques. This is an option written by Odvaskar for that feature. The Prosthetist

Prosthetist

The archetypal prosthetist is a fighter that lost a limb and spent time learning how to create battle-ready prosthetics, to jump back into the fray. To become a prosthetist, a fighter must have ample knowledge in the crafts smithing and tinkering. The battle prosthetics almost function like a regular limb and are in many ways better than your actual limb.

Clockwork Engineer

3rd-level Prosthetist feature

Your time spent tinkering and smithing clockwork devices has made you into talented engineer. You gain proficiency with tinkerer's tools and smith's tools. If you already have this proficiency with one other type of artisan's tools of your choice.

Prosthetist

3rd-level Prosthetist feature

Your yearning to get into battle inspired you to design and create lightweight prosthetic limbs. You can attach the prosthetic as an action, provided that you have your tinkerer's tools. You can only have a number of prosthetics attached to yourself equal to your proficiency bonus (maximum of 4). The base model for arm and leg prosthetics have the following benefits:

- The prosthetic counts as a simple finesse melee weapon while you aren't holding anything in it, and it deals 1d8 bludgeoning damage.
- When a creature hits you with an attack you use your reaction to have your prosthetic take the attack and damage instead.
- Each arm prosthetic give you a +2 bonus to Athletics checks while using a prosthetic.
- Each leg prosthetic increases your speed by 5 feet.

A creature can target your prosthetic limb. Each prosthetic has an AC of 13 and 10 hit points and is immune to poison and psychic damage unless otherwise stated. If a prosthetic reaches 0 hit points it is no longer functional requiring you to replace it with another prosthetic, which takes an action or repairing it during a short or long rest. Area of effects that damage you also damage prosthetics that are attached to your body.

Prosthetic Models

3rd-level Prosthetist feature

You have created a multitude of other models and designs. Each model has a special function that can only be used twice before needing to be recharged. Recharging a prosthetic takes a short or long rest, at end of which you regain all expended uses. Each model is built upon the design of the base model therefor you will always have the full functionality of the base mode unless it needs to be repaired.

If a model's function causes the target to make a saving throw the DC is equal to 8 + your proficiency bonus + your Intelligence modifier.

You can create and carry a number of prosthetic limbs equal to your intelligence modifier per long rest, provided that you have your tinkerer's tools and smith's tools on your person.

Incognito (Arm or Leg). This model has a concealed blade built in. Your unarmed strikes with the blade deal 1d6 slashing or piercing damage. When you hit a creature with the blade you can expend a charge to deal an extra die of damage.

Jolt (Arm). When you take the attack action on your turn, you can expend a charge to replace one of your attacks with an electrically charged unarmed strike. Make an unarmed strike with your prosthetic arm against the target. On a hit, the target takes an additional 1d8 lightning damage, and it can't take reactions until the start of its next turn.

The lightning damage increases by 1d8 when you reach 5th level, 11th level, and 17th level.

Quick-Fire (Arm). This model has a built-in hand crossbow. The ranged attacks with the hand crossbow deal 1d6 piercing damage. You can expend a charge to make another attack with the hand crossbow immediately.

Scorpion (Arm). This model has a retractable chain attached to the fist. Your unarmed strikes with your prosthetic arm have a reach of 10 feet. When you take the attack action on your turn, you can expend a charge to replace one of your attacks with a ranged attack with a range of 30/60 ft with the fist. If you hit a creature, you can do one of the following:

- Pull a creature of smaller size than you 30 feet closer.
- Grapple a creature of your size. A grappled creature can try to break the grapple by making a strength check against your save DC.
- Pull yourself 30 feet closer to a creature of larger size than you.

Toro (Leg). Your movement speed is increased by another 5 feet. If you move at least 10 feet in a straight line you can use your bonus action to expend a charge to ram in a creature. The target must succeed on a Strength saving throw or be pushed 15 feet away. If the target fails the saving throw by 5 or more, the target is also knocked prone.

Vertical (Leg). Allows you to expend a charge to double your jumping distance for the turn. If you have two vertical prosthetics attached your jumping distance is tripled.

(Be creative! Feel free to create some more prosthetics with your DM)

Base Model MK. II

7th-level Prosthetist feature

Beginning at 7th level, you have upgraded your base model with mithral metal. The AC and hit points of your prosthetics increase to 15, and due to the new design, you can replace a prosthetic as a bonus action. Additionally, attacks made with your prosthetics count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

Advanced Clockwork

10th-level Prosthetist feature

Starting at 10th level, you have made a more efficient system of clockwork. Each model's special function can be used three times before needing to be recharged.

Base Model MK. III

15th-level Prosthetist feature

At 15th level, your prosthetics are now made of adamantine. The AC of your prosthetic increases to 20, and due to the new design, any critical hits against the prosthetic become normal hits. Additionally, attacks made with your prosthetics deals double damage to objects and structures.

Overclocked Gears

18th-level Prosthetist feature

At 18th level, you have found a way to store energy generated when you use your prosthetic. When you use a charge from a prosthetic, the next melee attack you make deals and extra 1d8 lightning damage until the end of your next turn.