

MARTIAL ARCHETYPES

Different fighters choose different approaches to perfecting their fighting prowess. The martial archetype you choose to emulate reflects your approach.

TELEKNIGHT

The mind is the greatest weapon ever born of man. This is a fact known by warriors the world over, but it is often thought of as a euphemism, an eloquent statement about the ability of the brain to absorb and utilize combat training to great effect. For most, this is true; for Teleknights, this is taken to its literal extreme. Teleknights hone their minds to an uncanny sharpness, unlocking the ability to manipulate objects and creatures at a distance.

VECTORS

Starting at 3rd level, you learn to manipulate objects from afar using a set of invisible "hands" known as vectors. On your turn, you can use an action to summon a number of vectors equal to your Intelligence modifier (minimum 1), which you concentrate on as you would a spell. Your

vectors remain in existence until you dismiss them or until your concentration breaks. On any turn you use your action to either attack or manipulate objects with your vectors, you can move each of them up to 30 feet, out to a maximum range of 30 feet away from you.

On your turn, you can use your action to manipulate your vectors. You can use each vector to manipulate an object, such as opening an unlocked door or container, stowing or retrieving an item from an open container, or pouring the contents out of a vial. You can perform more complex actions with your vectors, such as picking a lock or playing an instrument, but you can only do so once per turn. Your limbs can carry a total weight in pounds of 10 times your Intelligence score.

Additionally, you can wield weapons and fight with your vectors. Each of your vectors can hold a single melee weapon, even if it is heavy or two-handed. Whenever you take the Attack action on your turn, you can forgo one or more of your attacks to allow an equal number of your vectors to attack. Your vectors use your Intelligence modifier for attack and damage rolls. A vector that is not carrying a weapon deals 1d4 force damage on a hit.

VECTOR MANEUVER

At 3rd level, you can use your vectors to perform basic combat maneuvers, such as the Grapple or Shove actions, against creatures at range. When you do so, rather than a Strength (Athletics) or Dexterity (Acrobatics) check, you roll an intelligence check, and you add your proficiency bonus to this check.

You may attempt to grapple multiple creatures with your vectors, up to as many vectors as you have. While you are maintaining a grapple on a creature (either physically or with your vectors) if you attempt to grapple an additional creature, you have disadvantage on the ability check to do so.

VECTOR SIGHT

At 7th level, you send out numerous micro-vectors to feel the world around you. You gain blindsense within 10 feet. This sense fails in any place that your vectors fail to function, such as in an *antimagic field*.

At 15th level, the range of this ability increases to 30 feet.

IMPROVED VECTORS

Through constant training with your vectors, you have become much more deadly. At 10th level, your vectors improve in a number of ways:



- The maximum range of your vectors increases to 60 ft.
- When a creature leaves a space adjacent to a space occupied by a weapon you are wielding with a vector, it provokes an opportunity attack from you.
- When you use the Attack action and make all of your available attacks with your vectors, you may use a bonus action to make an additional attack with a vector.

VECTOR WALK

At 15th level, you can use your vectors for movement. While you are maintaining your vectors, you gain a flight speed equal to your movement speed. However, you must remain close to a solid surface; if at any time you are further than your vectors' maximum range from a solid surface, you fall.

VECTOR ANNIHILATION

In the ultimate achievement of your vector abilities, you can splinter your mind to attack everything in your reach. Starting at 18th level, as an action, you can make a single attack against any creatures within range of your vectors. This attack deals $4d8 +$ your Intelligence modifier force damage to each target. Doing so is highly taxing, and you must finish a short or long rest before you can use this ability again.

