DUALINK

Spin Master

Fighter Subclass



JoJo's Bizarre Adventure Edition

Spin Master

Martial Archetype

A Spin Master does not simply throw a steel ball. Each throw follows the golden ratio, carrying a rotation that hums through stone, muscle, and nerve. The same discipline that shatters rock can harden skin, steer a ball through the air, or set a broken body right.

3rd: Steel Balls, Spin, Spin Techniques
7th: Wrecking Ball
10th: Golden Rectangle
15th: Golden Spin
18th: Ball Breaker

Steel Balls

When you choose this archetype at 3rd level, you gain proficiency in the Medicine skill and with steel balls, and you gain two of them.

A steel ball is a martial melee weapon that deals 1d6 bludgeoning damage and has the finesse, light, and thrown (range 30/90) properties. After you throw a steel ball, it spins back to your hand immediately after the attack. If you have no free hand, it lands in your space.

If you lose a steel ball, you can spend a short rest balancing any fist-sized metal sphere to replace it.

Spin

At 3rd level, you learn to store rotation in your throws. You have four Spin dice, which are d8s. A Spin die is expended when you use it. You regain all expended Spin dice when you finish a short or long rest.

You gain a fifth Spin die at 10th level and a sixth at 15th level. Your Spin dice become d10s at 10th level and d12s at 18th level.

Spin save DC = 8 + your proficiency bonus + your Strength or Dexterity modifier (your choice)

Spin Techniques

At 3rd level, you learn three Spin Techniques of your choice from the list below. You learn one additional technique at 7th, 10th, and 15th level. Each time you learn a new technique, you can replace one you know with another.

You can use only one Spin Technique per attack.

Guided Throw. When you make an attack with a steel ball, you can expend one Spin die and add it to the attack roll, before or after rolling. The attack also ignores half and three-quarters cover.

Hardened Skin. When you take damage, you can use your reaction and expend one Spin die to reduce the damage by the number rolled + your Constitution modifier.

Medical Spin. As an action, you can expend one Spin die and touch a creature. It regains hit points equal to the number rolled + your fighter level, and you can end the blinded, deafened, paralyzed, or poisoned condition on it. A creature can benefit from this technique only once per short rest.

Nerve Strike. When you hit a creature with a steel ball, you can expend one Spin die and add it to the

damage roll. The target must succeed on a Constitution saving throw against your Spin save DC or its speed becomes 0 until the end of its next turn.

Reinforcing Spin. As a bonus action, you can expend one Spin die and touch a thrown weapon or piece of ammunition, or a creature holding one. The next ranged attack made with it before the end of your next turn deals extra damage equal to the number rolled.

Rebound. When you miss with a steel ball, you can expend one Spin die to make one attack with it against a different creature within 20 feet of the original target, adding the number rolled to the damage on a hit. You can use this technique once per turn.

Rock Breaker. When you hit a creature or object with a steel ball, you can expend one Spin die and add it to the damage roll. Double this die against objects and structures. A creature must succeed on a Strength saving throw against your Spin save DC or be pushed 15 feet away and knocked prone.

Friction Work. As an action, you can expend one Spin die and set a steel ball spinning on an unattended object. For the next minute, it bores through 1 foot of wood or stone or 1 inch of metal, twists loose fibers into 50 feet of rope, or holds a sheet of cloth rigid. You can't throw that ball until the effect ends.

Wrecking Ball

At 7th level, satellites split from your steel balls in flight. Your steel balls count as magical for overcoming resistance and immunity to nonmagical attacks and damage.

Once per turn, when you hit a creature with a steel ball, you can expend one Spin die. Up to two other creatures of your choice within 10 feet of the target each take bludgeoning damage equal to the number rolled, and each creature damaged this way must succeed on a Constitution saving throw against your Spin save DC or suffer **Left-Side Blindness** until the end of its next turn.

While suffering Left-Side Blindness, a creature can't take reactions, and attack rolls against it have advantage.

This isn't a Spin Technique, and you can use it on an attack that uses one.

Golden Rectangle

At 10th level, you can find perfect proportion in living things. As a bonus action, you can focus on a living creature or plant you can see within 60 feet of you, other than yourself. Until the end of your turn, your Spin dice are treated as rolling their maximum, and the range of your steel balls doubles.

You can use this feature a number of times equal to your proficiency bonus, regaining all expended uses when you finish a long rest.

Golden Spin

Starting at 15th level, your rotation

reaches the infinite. While your Golden Rectangle is active, your steel ball attacks ignore damage resistance, and damage they deal can't be reduced or redirected by reactions.

While your Golden Rectangle is active, your steel balls also pass through magical barriers, such as a *wall of force*.

Ball Breaker

At 18th level, you can perform the ultimate throw. As an action while mounted on a creature that moved at least 20 feet this turn, you make one steel ball attack with advantage against a creature within 120 feet of you. This attack ignores the ball's normal range. If you aren't mounted this way, you can expend three Spin dice to use this feature.

On a hit, the attack deals an extra 39 (6d12) force damage, and Golden Spin applies to it. The target must succeed on a Constitution saving throw against your Spin save DC or become **Aged** for 1 minute. While Aged, a creature's speed is halved, it can't take reactions, and it has disadvantage on Strength and Dexterity checks and saving throws. It can repeat the saving throw at the end of each of its turns, ending the effect on a success.

Once you hit with this feature, you can't use it again until you finish a long rest.