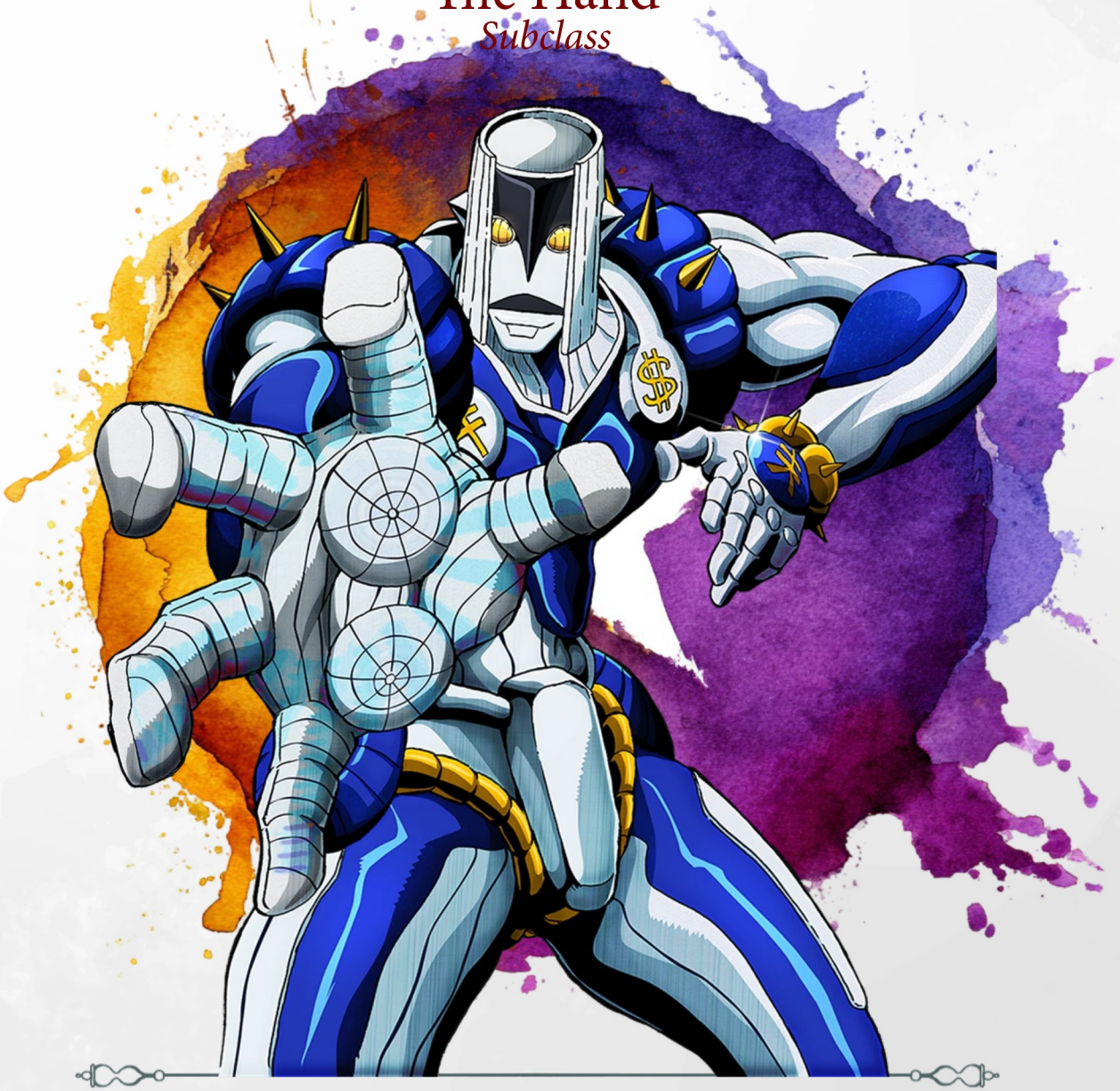
DUALINK

The Hand

Subclass



JoJo's Bizarre Adventure Edition

The Hand

Roguish Archetype: The Hand

Rogues who wield **The Hand** possess a terrifying Stand whose right hand can erase anything it sweeps across, including the space between two points. Rather than overwhelming enemies with a barrage of attacks, The Hand excels at manipulating distance, creating an opening, and ending a fight with a single devastating strike.

Rogue Level: Feature

- **3rd:** The Hand, Erasure Strike, Spatial Cunning
- **9th:** Scrape Away
- **13th:** Nowhere to Run
- **17th:** Erased in an Instant

3rd Level: The Hand

You possess the Stand known as **The Hand**.

For the purposes of your Rogue features and attacks, The Hand functions as a special melee weapon with which you are proficient. It has the **finesse** property, a reach of 5 feet, and deals **1d6 force damage** on a hit.

You can use Dexterity for the attack and damage rolls of attacks made with The Hand. The Hand isn't a physical weapon, can't be disarmed from you, and doesn't require a free hand to use.

Because The Hand has the finesse property, attacks made with it can trigger your **Sneak Attack** normally.

The Hand has no monetary value,

can't be given to another creature, and can't be used by anyone other than you.

You can see Stands and similar spiritual entities normally.
The Hand is invisible to creatures that can't normally perceive Stands or similar spiritual entities. This invisibility doesn't grant you advantage on attacks made with The Hand or otherwise grant you combat benefits.

Right Hand of Erasure

The Hand's supernatural erasure comes exclusively from its right hand.
All features of this subclass that erase matter or space represent The Hand sweeping its right hand across the affected creature, object, or area.

3rd Level: Erasure Strike

The Hand can erase part of a creature rather than simply injuring it.

When you deal **Sneak Attack** damage to a creature using The Hand, you can make the attack an **Erasure Strike**.
The attack deals damage normally. After determining the damage dealt by your Sneak Attack dice, the target's hit point maximum is reduced by an amount equal to **half that damage, rounded down**.
This reduction lasts until the creature finishes a long rest. A *greater restoration*, *regenerate*, or similarly powerful restorative effect can also end the reduction.
A creature dies if its hit point

maximum is reduced to 0.

Erasing Matter

As an action, you can have The Hand erase a portion of an unattended nonmagical object or structure within your reach occupying no more than a **1-foot cube**.

The affected matter simply ceases to exist, leaving no debris or remains behind. Particularly thick or durable structures may require multiple uses to erase enough material to pass through them.

Artifacts and similarly indestructible objects are unaffected.

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

3rd Level: Spatial Cunning

By erasing the space between two points, The Hand can violently pull distant creatures closer or carry you across the battlefield.

When you use **Cunning Action**, you gain the following additional options.

Bring Them Here

Choose one Large or smaller creature you can see within **20 feet** of you.

The target must succeed on a Strength saving throw or be pulled in a straight line to an unoccupied space of your choice within 5 feet of you.

A creature can willingly fail this saving throw.

Close the Distance

Choose an unoccupied space you can see within **20 feet** of yourself. You immediately move up to 20 feet toward that space without provoking opportunity attacks.

This movement isn't teleportation. The Hand erases the intervening space, causing you and the surrounding space to close the resulting gap.

You can't move through creatures or solid objects in this way.

Spatial Cunning Uses

Your Spatial Cunning save DC equals:

8 + your proficiency bonus + your Dexterity modifier

You can use Bring Them Here or Close the Distance a combined number of times equal to your **proficiency bonus**, regaining all expended uses when you finish a **short or long rest**.

9th Level: Scrape Away

Your control over The Hand's ability to erase matter and space becomes considerably more precise.

Greater Material Erasure

When you use **Erasing Matter**, you can erase a section of unattended nonmagical matter occupying up to a **5-foot cube**.

Greater Spatial Cunning

The range of **Bring Them Here** and the maximum distance you can move with **Close the Distance** increase to **30 feet**.

Additionally, whenever a creature fails its saving throw against Bring Them Here, choose one of the

following effects:

Off Balance. The creature falls prone after being pulled.

No Escape. The creature can't take reactions until the start of its next turn.

Line Them Up. Instead of pulling the creature to within 5 feet of you, you can stop it in any unoccupied space along the line between its original position and you.

13th Level: Nowhere to Run

You have learned to use The Hand's spatial erasure to drag an opponent directly into a devastating attack.

Your **Bring Them Here** can now affect creatures that are **Huge or smaller**.

Additionally, when a creature fails its saving throw against Bring Them Here, you can immediately make one attack with **The Hand** against that creature as part of the same bonus action.

This attack can trigger Sneak Attack normally if you meet its requirements, though you still can't use Sneak Attack more than once per turn.

If this attack hits and you use **Erasure Strike**, the target can't willingly move farther away from you until the start of your next turn.

17th Level: Erased in an Instant

You can exploit the smallest opening with a single devastating sweep of The Hand's right hand, erasing enormous portions of an enemy

before they have a chance to react.

When you **use Erasure Strike** and hit a creature with The Hand, you can use **Erased in an Instant** to force the creature to make a Constitution saving throw against your Spatial Cunning save DC.

On a failed save, the attack becomes a **Perfect Erasure** and gains the following effects:

- The target's hit point maximum is reduced by an amount equal to the **full damage dealt by your Sneak Attack dice**, rather than half.
- The attack ignores resistance to force damage.
- If the target has **50 hit points or fewer after taking the attack's damage**, it is reduced to 0 hit points.

On a successful save, the Erasure Strike functions normally.

A use of Erased in an Instant is expended regardless of whether the creature succeeds or fails its saving throw.

You can use Erased in an Instant a number of times equal to your **Dexterity modifier** (minimum of once), regaining all expended uses when you finish a **long rest**.

Absolute Material Erasure

Your control over The Hand's destructive power has reached its peak.

When you use **Erasing Matter**, you can erase a section of unattended nonmagical matter occupying up to a **10-foot cube**.