

# FIGHTER: HELLDIVER



The **Helldiver Fighter** excels in dynamic battlefield maneuvering, utilizing precise dives to protect allies and disrupt foes with thunderous entries. This subclass masters the art of rapid deployment, blending agility with tactical counterattacks to dominate the field of combat.

## DIVER'S REFLEX (3RD LEVEL)

At 3rd level, your training allows you to perform a dive roll that repositions you and potentially saves your allies from harm. When an ally within 15 feet of you is targeted by an attack, you can use your reaction to dive roll to move up to half your speed without provoking opportunity attacks, gaining a +2 bonus to AC against the triggering attack for you and the ally. If you choose to intercept the attack, the damage you take is reduced by 1d10 + your fighter level.

Additionally, if caught within an area of effect spell, as a reaction, you can dive roll to move up to half your speed without provoking opportunity attacks, possibly dodging the effects.

You can use this feature a number of times equal to your proficiency bonus and you regain all expended uses after a short rest.

## ENHANCED STIMS (7TH LEVEL)

Starting at 7th level, your use of Second Wind reflects your access to battlefield stims, enhancing your healing capabilities. When you use Second Wind, you regain additional hit points equal to your proficiency bonus.

You also gain one additional use of Second Wind, as well as an additional use at level 15.

## REDEPLOYMENT PLAN (10TH LEVEL)

At 10th level, your mastery over the battlefield allows you to make a dramatic re-entry into the fray. As a bonus action, you can teleport up to 30 feet to an unoccupied space you can see, causing a thunderous explosion upon arrival. This deals 2d8 thunder damage to enemies within 10 feet, pushing them 10 feet away on a failed Strength save, with a DC equal to 8 + your proficiency bonus + your Strength or Dexterity modifier. You can use this feature a number of times equal to your Constitution modifier (minimum of once) and you regain all expended uses after a long rest.

## SUPER EARTH TRAINING (15TH LEVEL)

By 15th level, your dives are not just for evasion but also for counterattack. Using your Diver's Reflex, you can now make an attack with advantage against the attacker as part of the same reaction, dealing an additional 1d8 damage of the weapon's type.

Additionally, using Thunderous Entry now grants you temporary hit points equal to the total damage dealt.

## MASTER HELLDIVER (18TH LEVEL)

Reaching 18th level signifies your peak as a Helldiver. When using Diver's Reflex, you can become immune to damage from an intercepted attack. You can use this feature twice and you regain all expended uses after a long rest.

Additionally, you can also use this feature once per long rest if the damage you intercept would bring you to 0 hit points.