

Fighter - Psi Warrior

CHARACTER NAME

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Fighting Style

LVL 1

Select a **Fighting Style** feat. Defense is recommended.

- ☐ Archery, ☐ Blind Fighting, ☐ Defense, ☐ Dueling,
☐ Great Weapon Fighting, ☐ Interception, ☐ Protection,
☐ Thrown Weapon Fighting, ☐ Two-Weapon Fighting,
☐ Unarmed Fighting

At each Fighter level, you can replace it with a different one.

Second Wind

LVL 1, 4, 10

2 uses at LVL 1, 3 at LVL 4, 4 at LVL 10

You regain one use /Short Rest, Resets on a Long Rest.

Bonus Action: Regain HP = 1d10 + your Fighter level.

Weapon Mastery

LVL 1, 4, 10, 16

Choose kinds of Simple or Martial weapons in which to have Weapon Mastery.

3 Weapons at LVL 1, 4 at LVL 4, 5 at LVL 10, 6 at LVL 16

You can change one weapon / Long Rest.

Action Surge

LVL 2, 17

(1/rest) you get one additional action on your turn

(2/rest) @ 17th LVL

Tactical Mind

LVL 2

Can use **Second Wind** to add 1d10 to an ability check (instead of regaining HP). If the check still fails, Second Wind isn't expended.

Psionic Power

LVL 3

Psi Dice depends on Warrior level. 4 D6s at LVL 3, 6 D8s at LVL 5, 8 D8s at LVL 9, 8 D10s at LVL 11, 10 D10s at LVL 13, and 12 D12s at LVL 17.

Regain 1 die on a Short Rest, all on a Long Rest.

Protective Field. Reaction, Cost 1 Psi Die, Range 30 ft.

When someone in range takes damage, reduce damage by Psi Dice roll + your INT mod.

Psionic Strike. 1/turn, Cost 1 Psi Die, Range 30 ft.

Add Psi Dice roll + your INT mod. of Force damage to your weapon damage.

Telekinetic Movement. Magic action, One free use - after that Cost 1 Psi Die, Range 30 ft. Target: 1 willing creature other than yourself or a Large or Smaller loose object.

Transport target to unoccupied space you can see that is also within range (or to your hand if object is Tiny).

Ability Score Improvement

LVL 4, 6, 8, 12, 16

You gain the Ability Score Improvement or another feat of your choice for which you qualify.

Extra Attack

LVL 5, 11, 20

LVL 5: Can attack twice with an attack action

LVL 11: Can attack three times with an attack action

LVL 20: Can attack four times with an attack action

Tactical Shift

LVL 5

Can use **Second Wind** with a Bonus Action to move up to half your Speed without provoking Opportunity Attacks.

Telekinetic Adept

LVL 7

Psi-Powered Leap. One free use - after that Cost 1 Psi Die, Bonus Action, Duration: 'til the end of the current turn, You gain a Fly Speed equal to twice your Speed.

Telekinetic Thrust. When you use a Psionic Strike that does damage: Target makes a STR save (DC 8 + your INT mod. + PB) or is either Prone or transported up to 10 feet horizontally.

Indomitable

LVL 9, 13, 17

1/Long Rest. Can re-roll a saving throw + bonus = your Fighter level.

1 use at LVL 9, 2 at LVL 13, 3 at LVL 17

Tactical Master

LVL 9

Substitute the Push, Sap, or Slow property for any mastery property.

Guarded Mind

LVL 10

You have **Resistance to Psychic** damage.

If you start your turn **Charmed** or **Frightened**, at the Cost of 1 Psi Die, end every effect giving you those conditions.

Studied Attacks

LVL 13

If you miss with an attack you have Adv. on your next attack against it before the end of your next turn.

Bulwark of Force

LVL 15

One free use - after that Cost 1 Psi Die, Bonus Action, Range 30 ft., Duration: 1 minute. Target: number of creatures within range (can include yourself) = your INT mod.

Targets have Half Cover for duration or you are Incapacitated.

Telekinetic Master

LVL 18

You always have the **Telekinesis** spell prepared.

One free use / Long Rest - after that Cost 1 Psi Die.

You cast it without a spell slot or components. While the spell is active, on each of your turns including the turn when you cast it, you can make one Bonus Action weapon attack.

Epic Boon

LVL 19

You gain an Epic Boon feat or another feat of your choice for which you qualify. Boon of Combat Prowess is recommended.

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