



## MARTIAL ARCHETYPE

At 3rd level, a fighter gains the Martial Archetype feature. The following Ki Tyrant option is available to a fighter, in addition to those normally offered.

### KI TYRANT

There are rare fighters throughout the multiverse who hone their inner ki, the energy that pervades all things and channel it to make their attacks deadlier. Unlike monks, specifically psi-knights, who struggle to maintain balance and discipline, ki tyrants bind their ki with anger, aggression, and fear. As such, most ki tyrants lean towards the evil and chaotic alignments, however, there are those who manage to maintain neutrality.

#### BONUS PROFICIENCIES

Also at 3rd level, you gain proficiency with energy swords (see the sidebar). In addition, whenever you make an ability check that uses tinker's tools related to repairing or crafting an energy sword, you are considered proficient in tinker's tools and add double your proficiency bonus to the check, instead of your normal proficiency bonus.

#### Ki

Starting at 3rd level when you choose this archetype, you can harness the mystic energy of ki. This grants you access to a number of ki points. Your fighter level determines the number of points you have, as shown in the Ki Points column of the Ki Tyrant table.

Similar to monks, you can spend these points to fuel various ki features. You start knowing three such features: Aggressive Strike, Ki Choke, and Ki Defense. You learn more ki features as you gain levels in this class.

When you spend a ki point, it is unavailable until you finish a short or long rest, at the end of which you draw all of your expended ki back into yourself. You must spend at least 30 minutes of the rest dwelling on those who've wronged you to regain your ki points.

#### KI TYRANT

Fighter Level	Ki Points	Features
3rd	1	Bonus Proficiencies, Ki, Mind Over Matter
4th	1	—
5th	1	—
6th	2	—
7th	2	Forceful Charge
8th	2	—
9th	3	—
10th	3	Relentless Fury
11th	3	—
12th	4	—
13th	4	—
14th	4	—
15th	5	Tyrant's Presence
16th	5	—
17th	5	—
18th	6	Improved Mind Over Matter, Improved Ki Features
19th	6	—
20th	6	—

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Some of your ki features require your target to make a saving throw to resist the feature's effects. The saving throw DC is calculated as follows:

**Ki save DC** = 8 + your proficiency bonus + your Wisdom modifier

**Aggressive Strike.** You use your ki to empower one of your attacks. Once per turn, when you hit a creature with one of your attacks, you can spend 1 ki point to deal one extra die of damage of the weapon's damage type.

You can spend additional ki points to deal an extra die of damage of the weapon's type. Each point you spend, to a maximum of 3, increases the number of the weapon's damage dice you roll by one.

**Ki Choke.** As an action, you can spend 1 ki point to target a creature within 30 feet of you. The target must make a Constitution saving throw. On a failed saving throw, the creature takes 2d6 bludgeoning damage and begins to suffocate until the end of your next turn, almost as if you were choking it with your own hand. On the creature's turn, it can use its action to repeat its saving throw, ending the effect on itself with a success. On subsequent turns, you can use your action or bonus action to spend 1 additional ki point in order to maintain the choke, dealing an additional 2d6 bludgeoning damage. The effect lasts as long as you concentrate on it (as if concentrating on a spell), for up to one minute or if you don't use your action or bonus action to maintain the choke on your turn.

You can increase the choke's damage and recurring damage by spending ki points. Each point you spend, to a maximum of 3, increases the damage by 2d6.

After you reach 18th level, the target is also restrained while you maintain the choke.

**Ki Defense.** You can use your reaction to deflect ranged weapon and spell attacks when you are hit by one. When you do so, the damage you take from the attack is reduced by 1d12 + your Wisdom modifier.

You can increase the damage that you reduce with this effect by spending ki points. Each point you spend, to a maximum of 3, reduces the damage by an additional 1d12.

### MIND OVER MATTER

At 3rd level, you learn the *mage hand* cantrip, requiring only somatic components. When you use this feature to cast the cantrip, the hand is invisible.

### FORCEFUL CHARGE

At 7th level, your anger and hatred thrust you into combat, allowing you to strike hard and fast against your foes. As a bonus action, you can spend 1 ki point to take the Dash action on your turn. While using this feature, if you move 10 feet straight towards a creature, you can also make a single weapon attack as part of the same bonus action; you make this attack with advantage.

If you hit the target, it must make a Wisdom saving throw. On a failed saving throw, nothing happens. On a successful one, the creature has advantage on its next attack roll against you until the end of its next turn.

### RELENTLESS FURY

Starting at 10th level, when you roll initiative and have no ki points remaining, you regain 1 ki point.

After you reach 18th level, the ki you regain with this feature increases to 2 ki points.

### TYRANT'S PRESENCE

At 15th level, you can spend 3 ki points to unravel your enemies' confidence. When you do so, each creature within 30 feet of you that is hostile towards you must make a Wisdom saving throw. On a failed saving throw, the creature becomes frightened of you. The creature remains frightened of you until it moves 100 feet or more away from you or it uses its action to repeat the saving throw, ending the effect on itself with a success. A creature that succeeds on its saving throw or the effect ends for it is immune to this feature's frightening effect for 24 hours.

### IMPROVED MIND OVER MATTER

At 18th level, you can spend 3 ki points to cast *telekinesis*.

### ENERGY SWORD

An energy sword is a martial melee weapon. It costs 250 gp and weighs 3 lbs. The weapon deals 1d8 radiant damage on a hit. It has the versatile (1d10) property.