

MARTIAL ARCHETYPES

Different fighters choose different approaches to perfecting their fighting prowess. The martial archetype you choose to emulate reflects your approach.

BATTLEMIND

Rare, gifted warriors known as battleminds fight using their mind not only for tactics and reflexes, but as a weapon in its own right. Battleminds are skilled in both psionic and martial combat, allowing them to use their magic to manipulate and deceive their foes even as their fighting skill lets them carve a swath through enemy ranks.

PSIONIC POWERS

As a battlemind, you manifest a number of low-level psionic abilities.

Power Points. You have a pool 3 power points, which increases as you gain levels in this class, as shown in the Power Points table. You can spend these points to gain a number of different abilities, called Psionic Maneuvers, as shown below. You regain all expended power points when you take a short or long rest.

Saving Throw. If one of your psionic abilities calls for a saving throw, the save DC is equal to 8 + your proficiency bonus + your Intelligence modifier.

POWER POINTS

Fighter Level	Power Points
3rd	3
7th	4
10th	6
18th	8

PSIONIC MANEUVERS

At 3rd level, you can spend your power points on the following abilities.

Battlemind's Demand. As a reaction when a creature that you can see attacks you, you can spend 1 power point to cast the spell *compelled duel* targeting it without expending a spell slot or spell components.

Blurred Step. When a creature that you can see adjacent to you moves, you can spend 1 power point and use your reaction to move 10 feet without provoking Opportunity Attacks.

Mind Spike. When a creature you can see attacks a target other than you that is within 5 feet of you, you can spend 1 power point and use your reaction to make a spell attack roll against the attacker. On a hit, the target takes 1d10 + your Intelligence modifier psychic damage.

TELEPATHY

At 7th level, you can focus your psionic power to read the thoughts of others. You can spend 1 power point to cast the *detect thoughts* spell. As long as you maintain concentration on the spell, you can use a bonus action to send a telepathic message to a creature you are focused on. It can reply—using a bonus action to do so—while your focus on it continues.

DISTORTION STRIKE

By 10th level, once on each of your turns when you attack a creature, you can spend one power point to distort its perceptions. The creature must succeed a Wisdom saving throw or have disadvantage on attack rolls against you on its next turn.

SPEED OF THOUGHT

Starting at 15th level, you can move up to half your movement speed when you roll initiative.

Additionally, when a creature you can see within 120 feet of you misses you with a ranged attack roll, you can spend 3 power points and use your reaction to teleport to an unoccupied space adjacent to it.

AUGMENTED FOCUS

By 18th level, you regain all expended power points when you roll initiative.

