

MARTIAL ARCHETYPE

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

SPELLBREAKER

The spellbreaker wields their focus as both a weapon and shield, which they use to strike at the very fabric of magic, stripping it from their foes. They meditate to see past their enemies' defenses, and they use their supernatural abilities to counter attacks.

FOCUS

Starting at 3rd level, your mystical training grants you access to a number of special maneuvers and a reserve of mystical energy known as focus. You have a number of focus points equal to half your fighter level, rounded up, which you can spend to fuel your abilities. You regain expended focus points when you take a short or long rest.

You begin with three maneuvers: Full Counter, Imposing Presence, and Leaf's Grace.

Saving Throws. Some of your maneuvers require your target to make a saving throw to resist the maneuver's effects. The saving throw DC is calculated as follows:

$$\text{Focus save DC} = 8 + \text{your proficiency bonus} + \text{your Wisdom modifier}$$

Full Counter. As a reaction when a creature you can see within 30 feet of you makes an attack against you, you can spend 1 focus point to counter attack with a blast of energy. When you do so, make a melee spell attack (attack bonus equals your proficiency bonus + your Wisdom modifier) against the attacking creature, dealing 1d8 + your Wisdom modifier force damage on a hit.

At 7th level, your AC increases by 2 against the triggering attack, possibly causing the attack to miss. At 10th level this increases to 2d8 + Wisdom modifier force damage.

Imposing Presence. As a bonus action when you make a melee weapon attack, you can spend 1 focus point to cause your presence to loom over the target. Until the beginning of the next turn, the target has disadvantage on attack rolls against any creature other than you.

Leaf's Grace. As a bonus action, you can spend 1 focus point to increase your movement speed by 15 feet and gain resistance to all damage till the end of this turn.

SPELL SEVER STRIKE

At 7th level, you can channel your focus to tear through magic. When you hit a creature with a weapon attack you can spend 1 focus point to cast the spell *dispel magic* targeting the creature.

SIGHT BEYOND SIGHT

At 10th level, you can sense the magic of all living things, and see things as they truly are. As a bonus action, you can spend 3 focus points to grant yourself truesight with a range of 30 feet. Once you use this ability, you can't do so again until you finish a short or long rest.

SPELLBREAKER'S SOUL

Beginning at 15th level, your mastery of arcane combat grants you proficiency in Wisdom saving throws. Additionally, whenever you use the Full Counter maneuver, you can choose to replace the melee spell attack with an energetic explosion. Each creature within 5 feet of you must make a Dexterity saving throw, taking force damage equal to 1d10 + your Wisdom modifier on a failed save.

WINDS OF DISENCHANTMENT

At 18th level, you can siphon magic from the world around you. You can cast the spell *antimagic field* once, without expending a spell slot or material components. Once you use this ability, you can't do so again until you finish a long rest.

