

SUBCLASS

MARTIAL ARCHETYPE

COSMIC KNIGHT

The extraordinary Cosmic Knights are fighters who can tap into their deep connection with the cosmos to manifest supernatural power. Sometimes referred to as void warriors or star fighters, these specialized combatants harness their attunement to the underlying forces of the multiverse to artfully weave their martial mastery with magical effects as they manipulate and devastate their foes.

INTERSTELLAR INTUITION

When you choose this archetype at 3rd level, your affinity for constellations and the night sky grants you the following benefits:

- You gain proficiency with navigator's tools.
- You gain darkvision out to a range of 60 feet. If you already have darkvision from another source, its range increases by 30 feet.
- You learn the *dancing lights* cantrip, and when you cast it, it requires no material components.

COSMIC STRIKE

At 3rd level, you learn to call upon the power of the cosmos to create magical effects. When you gain this feature, you learn two Cosmic Strike options of your choice (see "Cosmic Strike Options" below). You have three uses of this feature, and you regain all expended uses when you finish a short or long rest.

You learn an additional Cosmic Strike option of your choice when you reach certain levels in this class: 7th, 10th, and 15th level. Each option also improves when you become a 10th-level fighter.

AETHERSPEAK

When you reach 7th level, your connection to the multiverse allows you to communicate with others across great distances, even to the farthest reaches of space. You can cast the *sending* spell, requiring no material components.

You can use this feature a number of times equal to your proficiency bonus. You regain all expended uses when you finish a long rest.

UNASSAILABLE SPIRIT

By the time you reach 10th level, your sense of self has become strongly grounded in reality, fortifying your mind and helping you resist effects that would hurl you to other planes of existence. You gain proficiency in Charisma saving throws. If you already have this proficiency, you instead gain proficiency in Intelligence saving throws.

PLANAR PURSUIT

At 15th level, your understanding of the inner workings of the multiverse allows you to magically slip alongside other creatures when they teleport. When a hostile creature that you can see within 120 feet of you travels to another plane of existence or teleports, you can use your reaction to follow that creature to its new location and make a melee weapon attack against it. On a hit, the target must succeed on a Charisma saving throw (DC 8 + your proficiency bonus + your Constitution modifier) or return to its previous space. Hit or miss, you then return to your previous space.

In addition, when a willing creature you can see within 120 feet of you teleports no farther than 500 feet, you can use your reaction to travel alongside the creature, appearing within 5 feet of it.

INFINITY WARRIOR

Starting at 18th level, your perfect attunement with the cosmos allows you to instinctively tap into your supernatural power. Once on each of your turns, you can forgo one of your attacks as part of the Attack action to use one of your Cosmic Strike options this turn without expending a use of your Cosmic Strike feature.

COSMIC STRIKE OPTIONS

The following options are presented in alphabetical order.

Dimensional Warp. Immediately before or after you make a weapon attack on your turn, you can use your bonus action to teleport up to 20 feet to an unoccupied space you can see.

Starting at 10th level, when you use this option, the next time you hit a creature with a weapon attack before the end of your next turn, the target takes an extra 2d6 force damage from the attack.

Lunar Lock. When you hit a creature with a weapon attack, you can infuse the target with a moonlit glow, exerting a restrictive force upon it. Until the end of your next turn, the target sheds dim light in a 10-foot radius, and it can't willingly move away from you.

Starting at 10th level, when you use this option, the target also takes an extra 2d6 cold damage from the attack.

Meteoric Impact. When you make your first attack on your turn, you can choose to infuse your strikes with the unrelenting force of a comet. Until the end of your turn, your weapon attacks count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage, and whenever you hit a creature with a weapon attack, the target is pushed up to 5 feet away from you. If you score a critical hit on the attack, and the target is Huge or smaller, it is also knocked prone.

Starting at 10th level, when you use this option, the next time you hit a creature with a weapon attack before the end of your turn, the target takes an extra 2d6 fire damage from the attack.

Nebulous Shroud. Immediately before you make a weapon attack, you can cause a thin cloud of fog to sur-

round you, which whirrs with faint, illusory images of your choosing. The cloud causes you to be lightly obscured to all other creatures, and the next time a creature makes an attack against you while the cloud exists, the attack roll is made with disadvantage. The cloud fades immediately after that attack, or after 1 minute if no creature makes an attack against you before then.

Starting at 10th level, when you use this option, the next time you hit a creature with a weapon attack while the cloud exists, the target takes an extra 2d6 psychic damage from the attack.

Planetary Shell. Immediately before you make a weapon attack on your turn, you can use your bonus action to coat yourself in a thick layer of rocky debris. The next time you take bludgeoning, piercing, or slashing damage before the end of your next turn, you have resistance to that damage.

Starting at 10th level, when you use this option, the next time you hit a creature with a weapon attack before the end of your next turn, the target takes an extra 2d6 cold, fire, or poison damage from the attack (your choice).

Solar Flare. When you hit a creature with a weapon attack on your turn, you can unleash an overwhelmingly brilliant flash of light immediately after your attack. The target becomes blinded until the end of your turn or until it takes any damage.

Starting at 10th level, when you use this option, the target also takes an extra 2d6 radiant damage from the attack.