KINETIC VANGUARD

FIGHTER · MARTIAL ARCHETYPE · HOMEBREW · v6.2.0

A mental-stat striker that channels elemental and telekinetic force through disciplined psionic projection.

Created by NixNinja in collaboration with AI assistants. Special thanks to various muses, great and small.

DESIGN NOTES

Kinetic Vanguard is built around three deliberate tensions: resource versus impact, power versus survivability, and identity versus flexibility. Psi Points keep you honest turn to turn — you cannot do everything every fight. Overload lets you spend health for power, which means the most dramatic moments cost something real. Your primary Discipline locks in your identity while Deflection Screen, Phase Step, and the Advanced Training features give you a universal toolkit beyond your discipline.

The subclass rewards players who think one turn ahead. Knowing when to Overload, when to hold Psi for Deflection Screen, and when to conserve is more interesting than any individual feature. The Blood Tax scales with your Proficiency Bonus — the pain you accept grows with you.

CLIFF NOTES

Mental-stat Fighter.	Your attack rolls, damage, and save DCs all run off Intelligence, Wisdom, or Charisma. Pick one at 3rd and never look back.
Short-rest resource.	Psi Points = half Fighter level (rounded up) + Proficiency Bonus. They refuel on a short rest — enough for meaningful choices without feeling stingy.
Manifested Strike is your weapon.	Replace a weapon attack with a 60 ft magical attack that adds your Psionic Ability modifier to damage. Scales with Fighter level. Your discipline riders attach to hits with this.
Overload is your throttle.	Declare your full package before the roll — MS, one rider, all Overloads in one go. Hit: everything fires and you pay the full Blood Tax. Miss: Psi is spent, but no effects resolve and no Blood Tax. No suppression; healing is always available.
Your Discipline is your identity.	Cryo locks things down, Pyro burns them out, Psychokinesis controls the field. Five features across twenty levels. Your 3rd-level rider fires once per Attack action for free — you're never naked.
Advanced Training is your toolkit.	Deflection Screen (5th) gives you a reaction damage soak. Phase Step (10th) gives you bonus action teleportation. At 15th and 18th, you pick two of three Advanced Training features — single-target shutdown, force control, or universal AoE. Swappable on level-up.

Abbreviations

MS Manifested Strike
BT Blood Tax (psychic self-damage from Overloading)
OL Overload (Tier 1 or Tier 2 escalation)
PB Proficiency Bonus
Psi Psi Points (short-rest resource pool)

T0 / T1 / T2 Tier 0 (base) / Tier 1 / Tier 2 Overload

HOW TO PLAY THIS SUBCLASS

On your turn, the core loop is simple: when you attack with Manifested Strike, once per Attack action, your first Manifested Strike hit triggers your discipline's T0 rider for free. Want more? Before you roll, declare your full package — which rider you are activating, whether you are Overloading the strike, and whether you are Overloading the rider. One rider per hit, period — discipline or Advanced Training, pick one. MS Overload and rider Overload are independent; you can Overload one, the other, both, or neither. You may use different riders on different hits within the same Attack action. Everything is committed upfront. Roll the die: a hit resolves the entire package and pays the full Blood Tax for each Overload declared. A miss still costs the Psi you committed — no boost, no Blood Tax, no rider effects, but the mental energy is spent. That's the throttle: the decision to escalate always costs something.

A **rider** is any on-hit feature you declare as part of a Manifested Strike package. Passive bonus damage features and triggered passives are not riders unless stated otherwise. This includes Advanced Training riders (Mind Crush, Dazzle, Burst). You may never apply both a discipline rider and an Advanced Training rider to the same hit.

You may mix weapon attacks and Manifested Strikes in any order within the Attack action. Action Surge grants another Attack action, creating a new per-Attack-action window for Psionic Instinct and other per-Attack-action rider limits. Unless a feature says otherwise, damage from the hit resolves before any saving throw rider tied to that hit.

Your Discipline defines your identity across five features. Deflection Screen (5th) and Phase Step (10th) are universal psionic tools granted to every Vanguard. Advanced Training III and IV (15th and 18th) let you pick two of three high-tier techniques regardless of discipline.

01 OVERLOAD TIER SYSTEM

Overload is a deliberate escalation that trades hit points for power. It is declared before making a Manifested Strike attack roll. Two tiers exist, both gated by character level. Tier 2 builds on Tier 1 — all Tier 1 bonuses and costs still apply, and Tier 2 adds to them. For Manifested Strike, each tier builds on the previous. For riders, each tier's text states whether it adds to or replaces the lower tier's effect.

The Blood Tax

Tier 1 Overload (3rd level): Increase the Manifested Strike damage die by one step. Add your Proficiency Bonus to damage. If the attack hits, you take psychic self-damage equal to your **Proficiency Bonus** (Blood Tax).

Tier 2 Overload (11th level): Increase the Manifested Strike damage die by one additional step (two total). Add an additional Proficiency Bonus to damage (2×PB total). If the attack hits, you take additional psychic self-damage equal to **2× your Proficiency Bonus** on top of the Tier 1 Blood Tax — **3× your Proficiency Bonus** total. Only if it hits.

The full attack package — MS Overload tier, rider activation, rider Overload tier — is declared before the roll. One rider per hit (discipline or Advanced Training). MS Overload and rider Overload are independent — you can Overload one, the other, both, or neither. A hit resolves and pays the whole package. A miss cancels rider effects and Blood Tax, but Psi is still spent. If both the strike and the rider are Overloaded, a hit pays Blood Tax twice — once per Overload declared. Blood Tax damage occurs immediately after the attack resolves.

⚠ Declare the full package before the roll — MS, one rider, and all Overloads together. Hit: everything resolves, full Tax. Miss: Psi spent, no effects, no Blood Tax.

⚠ Self-damage bypasses Temporary HP and cannot be reduced.

Attack Declaration Costs

Declaration	Psi	Blood Tax	Notes
T0 MS (no rider)	0	None	Always available
T0 MS + T0 rider	Rider cost	None	Psionic Instinct covers 3rd-level T0 rider 1×/Attack action free
Overloaded MS (no rider)	0	Per MS tier*	Die step + bonus damage only
Overloaded MS + T0 rider	Rider cost	Per MS tier*	
T0 MS + Overloaded rider	Rider cost	Per rider tier*	
Overloaded MS + Overloaded rider	Rider cost	MS tax + Rider tax*	Two Blood Taxes on hit

**Blood Tax per tier: PB at Tier 1, +2×PB at Tier 2 (3×PB total). Each Overload declared pays independently — an Overloaded MS plus an Overloaded rider means two separate Blood Taxes on one hit. Psi is spent on declaration (hit or miss). Blood Tax is hit-only. T0 riders cost Psi but no HP. Only T1+ Overloads incur Blood Tax.*

`Blood Tax per Overload that hits: Tier 1 = PB. Tier 2 = 3×PB. Sum all Overloads in the sequence.`

Tier 2 costs 3×PB because it includes Tier 1's PB plus 2×PB more. T0 riders cost 0 HP. A double-Overload hit (e.g., T2 MS + T1 rider) pays each Overload separately.

Die step order: 1d4 → 1d6 → 1d8 → 1d10 → 1d12 → 1d20

Fighter Level	MS Die	T1 Effect	T1 Blood Tax (on hit)	T2 Effect	T2 Blood Tax (on hit)
3–6	1d4	1d6 + PB	PB	—	—
7–10	1d6	1d8 + PB	PB	—	—
11–14	1d8	1d10 + PB	PB	1d12 + 2×PB	+2×PB = 3×PB
15–18	1d10	1d12 + PB	PB	1d20 + 2×PB	+2×PB = 3×PB
19–20	1d12	1d20 + PB	PB	1d20 + 1d12 + 2×PB	+2×PB = 3×PB

1d20 + 1d12 (Tier 2, levels 19–20): Roll 1d20 + 1d12 for damage. On a critical hit, add one d12 to the roll (1d20 + 2d12). With Savage Attacker: roll the full damage package twice and keep the higher result.

Overloading discipline features and standalone features: Your full attack package — the MS, one rider, and all Overloads — is declared together before the roll. One rider per hit, regardless of source (discipline or Advanced Training). MS Overload and rider Overload are independent — you can Overload one, the other, both, or neither. You may use different riders on different hits within the same Attack action. You cannot see the hit land and then decide to Overload. A hit resolves and pays the entire declared package; a miss cancels rider effects and Blood Tax, but any Psi committed to the rider is still spent. Standalone features that involve no attack roll (Deflection Screen, Vectored Thrust) are declared and paid at activation — no roll, so Blood Tax always fires.

> **Concentration startup exception:** If you activate a concentration feature and take Blood Tax from that same activation, you do not make a concentration check for that Blood Tax. This exception applies only during the turn the feature is activated and only to Blood Tax caused by that activation. Any later Blood Tax, or any other damage, requires concentration checks as normal.

Example — Level 11 Cryokinesis (PB 4, Int +3)

Before rolling, you declare: "T2 Overload, Glacial Spike."

Your attack die steps up twice: 1d8 → 1d10 → 1d12

Hit: Roll 1d12 + 11 damage. On a failed Con save, target is Restrained until end of your next turn. Blood Tax: 1 × 3 × PB = 3 × 4 = 12.

Miss: No effects, no Blood Tax. Glacial Spike was free (Psionic Instinct). Roll your next attack.

Example — Full Attack Turn, Level 11 Pyrokinesis (PB 4, Cha +4, MS 1d8, 3 attacks)

You have 10 Psi. Three attacks this turn. You want to burn hard.

Attack 1: T0 MS + T2 Ember Lance
Declare: "T0 MS, Ember Lance T2."
Psi: 0 (Psionic Instinct covers Ember Lance free, 1×/Attack action)
On hit: avg 21 fire. Primes next fire damage doubling (Ember Lance T2).
Blood Tax: 1 × 3 × PB = 12
Miss: No effects, no Blood Tax. Ember Lance was free in Psi via Psionic Instinct, so no Psi is lost.

Attack 2: T2 MS + T1 Flare
Declare: "T2 MS, Flare T1."
Psi: 2 (Flare cost)
On hit: avg 44 fire (MS doubled by EL T2 primer, rider at face value). Target Blinded.
Blood Tax: (1 × PB) + (1 × 3 × PB) = 4 + 12 = 16
Miss: 2 Psi spent. No effects, no Blood Tax.

Attack 3: T1 MS + T1 Ember Lance
Declare: "T1 MS, Ember Lance T1."
Psi: 1 (Ember Lance cost)
On hit: avg 22 fire. Target Burning.
Blood Tax: (1 × PB) + (1 × PB) = 4 + 4 = 8
Miss: 1 Psi lost. No BT.

Turn totals (all three hit): Psi: 3 of 10. Blood Tax = (T1 × PB) + (T2 × 3 × PB) = (3 × 4) + (2 × 12) = 12 + 24 = 36.

Damage to primary target: Attack 1: 21. Attack 2: 44 (MS doubled). Attack 3: 22. Burns: 16. Total: ~103 fire across two turns. Target Blinded, Burning. You paid 3 Psi and 36 HP.

Example — Sustained Turn, Level 11 Psychokinesis (PB 4, Int +4, MS 1d8, 3 attacks)

You have 10 Psi. No need to nova — control the board.

Bonus Action: Vectored Thrust T1 Overload
Psi: 2
Effect: Full fly speed equal to walking speed (Concentration, up to 10 min).
Blood Tax: 1 × PB = 4 (standalone — fires on activation, no roll)

Attack 1: T1 MS + T0 Telekinetic Shove (Instinct free)
Declare: "T1 MS, Telekinetic Shove."
Psi: 0 (Instinct covers Shove)
On hit: avg 17 force. Target pushed 5 ft (Str save).
Blood Tax: 1 × PB = 4
Miss: No Psi lost (Shove was free). No BT.

Attack 2: T0 MS
On hit: avg 9 force.
Blood Tax: 0

Attack 3: T0 MS
On hit: avg 9 force.
Blood Tax: 0

Turn totals: Psi: 2 of 10. BT = (T1 × PB) + (T2 × 3 × PB) = (2 × 4) + 0 = 8. Damage: ~35 force, one target repositioned, flying. Sustainable with occasional VT refresh.

Example — Lockdown Turn, Level 11 Cryokinesis (PB 4, Int +4, MS 1d8, 3 attacks)

You have 10 Psi. Frozen Ground is already active (2 Psi spent last turn).

Attack 1: T0 MS + T0 Glacial Spike (Instinct free)

Declare: "T0 MS, Glacial Spike."

Psi: 0 (Instinct covers Spike)

On hit: avg 13 cold. Target speed −5 ft (no save). Con save or −5 ft more.

Blood Tax: 0

Attack 2: T0 MS + T1 Glacial Spike

Declare: "T0 MS, Glacial Spike T1."

Psi: 1 (Glacial Spike cost)

On hit: avg 9 cold. On failed Con save, target speed becomes 0.

Blood Tax: 1 × PB = 4

Miss: 1 Psi lost. No BT.

Attack 3: T0 MS

On hit: avg 9 cold.

Blood Tax: 0

Turn totals: Psi: 1 of 10. BT = (T1 × PB) + (T2 × 3 × PB) = (1 × 4) + 0 = 4. Damage: ~31 cold. Target likely speed 0 in difficult terrain. Frozen Ground forces Con save or Prone on their turn. Low burn, high lockdown.

02 CORE FEATURES

Psionic Discipline · *3rd Level · Passive*

Choose one of the following as your Psionic Ability: Intelligence, Wisdom, or Charisma. You use your Psionic Ability for Manifested Strike attack and damage rolls, saving throw DCs, and all subclass features that reference your Psionic Ability.

Save DC = 8 + Proficiency Bonus + Psionic Ability modifier

Psi Reservoir · *3rd Level · Short/Long Rest*

Your Psi Points equal half your Fighter level (rounded up) + your Proficiency Bonus. You regain all expended Psi Points on a short or long rest.

Fighter Level	Proficiency Bonus	Psi Points
3–4	+ 2	4
5–6	+ 3	6
7–8	+ 3	7
9–10	+ 4	9
11–12	+ 4	10
13–14	+ 5	12
15–16	+ 5	13
17–18	+ 6	15
19–20	+ 6	16

Telepathy · *3rd Level · Passive*

You can communicate telepathically with any creature you can see within 60 feet, provided you share a common language. The communication is two-way. This does not grant mind reading.

Manifested Strike · *3rd Level · Attack Action*

When you take the Attack action, you can replace any number of your weapon attacks with a magical ranged weapon attack (range 60 feet) formed from psionic force. Your Discipline changes the damage type (which is always magical). Add your Psionic Ability modifier to all Manifested Strike damage. On a critical hit, double the Manifested Strike damage dice per normal 5e rules, including any Overloaded die steps. Not a physical weapon (does not qualify for Divine Smite or Infusions). The damage die scales with Fighter level per the table in Section 01. Manifested Strike itself costs no Psi — you can always attack.

Overload · *3rd Level · Before Attack Roll*

Declare that you are Overloading before making a Manifested Strike attack roll. See Overload Tier System (Section 01) for full rules.

Psionic Instinct · *3rd Level · Passive*

Once per Attack action, the first Manifested Strike hit triggers your Discipline's 3rd-level T0 feature for 0 Psi. This free activation does not inherit any Overload tier. Additional activations cost Psi as normal.

Psychic Resistance · *3rd Level · Passive*

You are resistant to psychic damage. Overload self-damage still applies as normal.

Empathic Sense · *7th Level · Passive*

You perceive surface emotions within 60 feet (excludes creatures without emotions, such as undead and constructs). You gain advantage on Wisdom (Insight) checks against any creature within that range. You also add your Psionic Ability modifier to your passive Perception against creatures within 60 feet that harbor hostile intent toward you, provided they have surface emotions you can perceive.

Vanguard Training · *7th Level · Passive*

You gain proficiency in one of the following skills of your choice: Arcana, Insight, Intimidation, Investigation, Perception, or Persuasion. You also add your Psionic Ability modifier to checks using that skill.

Advanced Training I: Deflection Screen · *5th Level · 1 Psi · Reaction · Once per Round*

Your psionic instincts develop a reflexive shield. When you take damage, you may use your reaction and spend 1 Psi to reduce it by 3d8 + your Psionic Ability modifier. Can be Overloaded normally (see Section 05).

Advanced Training II: Phase Step · *10th Level · 1 Psi · Bonus Action*

Your psionic control extends to spatial displacement. Teleport up to 15 ft to an unoccupied space you can see. This movement does not provoke opportunity attacks. Can be Overloaded normally (see Section 05).

Steeled Mind · *10th Level · Passive*

Channeling psionic force through your own body has hardened your concentration against disruption. When you make a Constitution saving throw to maintain concentration, you add your Proficiency Bonus to the roll.

Advanced Training III · *15th Level · Passive*

Your psionic mastery deepens. Choose one feature from the Advanced Training pool (Section 05). The chosen feature can be Overloaded normally.

Swapping: You may replace your chosen feature whenever you gain a Fighter level. There is no Psi cost to swap.

Advanced Training IV · *18th Level · Passive*

Choose a second feature from the Advanced Training pool (Section 05). You cannot hold the same feature across Advanced Training III and Advanced Training IV. The chosen feature can be Overloaded normally.

Swapping: You may replace your chosen feature whenever you gain a Fighter level. There is no Psi cost to swap.

At 18th level a Vanguard holds two Advanced Training picks (2 of 3) alongside Deflection Screen, Phase Step, and the full five-feature discipline progression.

Psionic Apex · *18th Level · Passive*

Your psionic mastery reaches its zenith. You gain the following benefits:

Overload Mastery: Once per short rest, when you declare an Overload, you may choose to take no Blood Tax for that Overload. If the same attack package includes a second Overload (e.g., Overloaded MS + Overloaded rider), the other Blood Tax still applies. The Overload effect — die steps and damage bonuses — still applies normally. You have learned to push past your threshold without tearing yourself apart.

Mental Fortitude: You have advantage on saving throws against being charmed or frightened.

03 SUBCLASS FEATURE TABLE

Level	Feature
3rd	Psionic Discipline, Psi Reservoir, Telepathy, Manifested Strike, Overload, Psionic Instinct, Psychic Resistance, Discipline 3rd Feature
5th	Advanced Training I: Deflection Screen
7th	Empathic Sense, Vanguard Training, Discipline 7th Feature
10th	Steeled Mind, Discipline 10th Feature, Advanced Training II (Phase Step)
15th	Discipline 15th Feature, Advanced Training III (1 high-tier pick)
18th	Advanced Training IV (1 high-tier pick), Psionic Apex
20th	Discipline 20th Feature

04 DISCIPLINES

Choose one Discipline at 3rd level. Your Discipline changes your Manifested Strike's damage type and grants features at 3rd, 7th, 10th, 15th, and 20th level.

Discipline I

CRYOKINESIS

[Escalating Lockdown] · Cold damage

A control discipline that builds pressure methodically — speed reduction becomes restraint becomes stun, tightening the vice each round until nothing moves.

Glacial Spike · *3rd · 1 Psi · On Manifested Strike Hit*

T0: The target's speed is reduced by 5 ft until the end of your next turn (no save). The total speed reduction from all Glacial Spike effects cannot reduce any creature's speed below 10 feet. The target must then make a Con save; on a failure, speed is reduced by an additional 5 ft.

Tier 1 Overload: On a failed Con save, speed becomes 0 instead (ignores the 10 ft floor). On a successful save, the guaranteed 5 ft still applies and the target cannot Dash or gain bonus movement until the end of your next turn.

Tier 2 Overload: On a failed Con save, the target becomes Restrained until the end of your next turn instead of having its speed reduced to 0 (ignores the 10 ft floor).

Frozen Ground · *7th · 2 Psi · Action · Concentration, up to 1 minute*

T0: Create a 15-ft radius area of icy difficult terrain centered on a point within 60 ft. Creatures that enter or start their turn in the area must make a Con save or fall Prone.

Tier 1 Overload: Expand the radius to 25 ft.

Tier 2 Overload: On a failed save, the target is Restrained instead of Prone (until the end of your next turn).

Ribbon: While Frozen Ground is active, you ignore difficult terrain created by your own ice.

Snow Chains · *10th · 3 Psi · On Manifested Strike Hit · Once per Attack Action*

T0: The target must make a Con save or become Restrained until the end of your next turn.

Tier 1 Overload: The target also takes cold damage equal to your Psionic Ability modifier at the start of each of its turns while Restrained.

Tier 2 Overload: On a failed save, the target is Stunned instead of Restrained until the end of your next turn.

Arctic Tempest · *15th · 4 Psi · Action*

T0: Up to 3 creatures within 60 ft take 8d10 cold damage (Con save for half) and are Restrained until the end of your next turn on a failed save.

Tier 1 Overload: +2d10 damage. Targets that fail their save gain vulnerability to cold damage until the end of your next turn. Vulnerability takes effect after this ability's damage is applied.

Tier 2 Overload: On a failed save, targets become Stunned until the end of your next turn instead of Restrained.

Absolute Zero · *20th · 4 Psi · Action*

T0: Choose one creature within 60 ft. The target must make a Constitution saving throw, taking 10d10 cold damage on a failed save, or half on a successful one. On a failed save, the target's speed becomes 0 until the end of your next turn.

Tier 1 Overload: Damage increases to 12d10. On a failed save, the target is also Restrained until the end of your next turn.

Tier 2 Overload: Damage increases to 15d10. On a failed save, the target is Stunned until the end of your next turn instead of Restrained. The target's speed becomes 0 even on a successful save.

Discipline II

PYROKINESIS

[Compounding Pressure] · Fire damage

A sustained pressure discipline that rewards relentless aggression — burning targets, erupting kills, and spreading fire compound into an attrition machine that grows deadlier the longer combat runs.

Burning (Condition)
A creature that is Burning takes your Proficiency Bonus in fire damage at the start of each of its turns. It can use its action to extinguish the flames (no save required).

Ember Lance · *3rd · 1 Psi · On Manifested Strike Hit*

T0: The target takes fire damage equal to your Proficiency Bonus immediately on hit and at the start of its next turn.

Tier 1 Overload: The fire damage from both burn instances doubles.

Tier 2 Overload: After this hit fully resolves, the next Manifested Strike hit against the same target before the end of your next turn has its Manifested Strike damage doubled (the strike itself only — rider damage is not doubled). This effect applies only once. Delayed burn ticks do not consume this doubling — only a direct hit qualifies.

Fiery Blast · *7th · 2 Psi · On Manifested Strike Hit · Once per Attack Action*

T0: Psionic fire erupts from the impact. Each creature within 15 feet of the target (excluding the target) must make a Dexterity saving throw. On a failed save, a creature takes 2d8 fire damage and is pushed up to 10 feet directly away from the target. On a successful save, it takes half damage and is not pushed.

Tier 1 Overload: The burst radius increases to 20 feet and the damage increases to 3d8 + your Psionic Ability modifier. The push distance increases to 15 feet.

Tier 2 Overload: Creatures that fail the save also gain the Burning condition until the end of your next turn. If a creature already has the Burning condition from your Ember Lance when it failed the save, the Burning damage is doubled and it cannot take the Dash action until the end of its next turn.

Flare · *10th · 2 Psi · On Manifested Strike Hit · Once per Attack Action*

T0: The target must make a Constitution saving throw or be Blinded until the end of your next turn.

Tier 1 Overload: On a failed save, the target also takes additional fire damage equal to 1 Manifested Strike die (use the Overloaded die if MS is Overloaded on this hit). A successful save negates both the Blind and this damage.

Tier 2 Overload: On a failed save, the target is Incapacitated instead of Blinded until the end of your next turn.

Firestorm · *15th · 4 Psi · Action · Concentration, up to 1 minute*

T0: Create a 20-ft radius firestorm centered on a point within 60 ft. The area is difficult terrain for the duration. A creature that enters the area for the first time on a turn or starts its turn there must make a Dex save, taking 5d8 fire damage on a failed save, or half as much on a successful one.

Tier 1 Overload: Damage increases to 6d8 + your Psionic Ability modifier. Creatures that fail the save cannot take the Dash action until the start of their next turn.

Tier 2 Overload: Creatures that fail the save also gain the Burning condition. The zone's radius expands to 30 ft.

Spreading Flames · *20th · 2 Psi · On Kill*

T0: The first time during each Attack action you reduce a creature to 0 HP with Manifested Strike, you may spend 2 Psi to trigger an eruption. All creatures within 20 ft make a Dex save or take 3 Manifested Strike dice of fire damage (half on success). One eruption per Attack action. Delayed burn damage from Ember Lance does not trigger Spreading Flames.

Tier 1 Effect: If the killing strike included a T1+ Overloaded Pyrokinesis feature, creatures that fail the save also gain the Burning condition.

Tier 2 Effect: If the killing strike included a T2 Overloaded Pyrokinesis feature, the eruption radius expands to 30 ft and creatures that fail the save cannot take reactions until the start of their next turn.

The eruption tier matches the highest Overload tier declared on the killing strike. Example: T2 MS + T1 Flare on the killing blow = T2 Spreading Flames.

Discipline III

PSYCHOKINESIS

[Tactical Space Control] · Force damage

A repositioning specialist that dictates where enemies stand — controlling entry points, collapsing formations, and punishing poor positioning. Force is the least-resisted damage type in the game, and every inch of displacement is leverage. Forced movement from this subclass follows normal 5e rules unless a feature says otherwise.

Telekinetic Shove · *3rd · 1 Psi · On Manifested Strike Hit*

T0: When you hit a creature with Manifested Strike, you may attempt to push that target 5 ft in any horizontal direction (Str save negates). This requires no action and costs 1 Psi. Psionic Instinct covers this cost once per Attack action — your first activation each Attack action is effectively free.

Tier 1 Overload: The push distance increases to 10 ft on this hit.

Tier 2 Overload: The push distance increases to 15 ft and the target is knocked Prone on a failed save.

Implosion · *7th · 2 Psi · On Manifested Strike Hit · Once per Attack Action*

T0: Release a telekinetic implosion centered on the target. All creatures within 15 ft of the target (including the target itself, which is crushed inward rather than pulled) must make a Strength saving throw or be knocked Prone. Creatures other than the target are also pulled 15 ft directly toward the target's position. The pull is inward — you do not choose the direction. Creatures cannot be pulled into occupied spaces.

Tier 1 Overload: The pull distance increases to 30 ft.

Tier 2 Overload: Creatures that fail the save also take force damage equal to your Psionic Ability modifier from the impact.

Shove and Implosion are each once per Attack action, triggered on separate hits. Use Shove on a first hit to reposition the primary target into a cluster of allies or enemies, then trigger Implosion on a subsequent hit to collapse that cluster inward — Psychokinesis is about making the board look exactly how you want it.

Vectored Thrust · *10th · 2 Psi · Bonus Action · Concentration, up to 10 minutes*

T0: Spend 2 Psi and activate a hover speed equal to your walking speed. This hover keeps you no more than 1 foot off the ground — it ignores ground-based effects such as difficult terrain and prone-causing surfaces but grants no elevation advantage in melee.

Overload: *Standalone feature — Blood Tax paid on activation (no attack roll).*

Tier 1 Overload: Gain a full fly speed equal to your walking speed for the duration instead of hovering. The effect ends early if you are incapacitated.

Tier 2 Overload: Flight does not provoke opportunity attacks.

Telekinetic Slam · *15th · 4 Psi · Action*

You seize a foe with overwhelming telekinetic force and slam it violently into the ground with crushing power.

T0: Choose one creature you can see within 60 feet. The target must make a Strength saving throw, taking 8d10 force damage on a failed save, or half as much on a successful one. On a failed save, the target is also pushed 10 ft in any horizontal direction you choose.

Tier 1 Overload: The damage increases to 10d10. On a failed save, the target is also knocked Prone.

Tier 2 Overload: The damage increases to 13d10. On a failed save, the target is Stunned until the end of your next turn instead of being knocked Prone. The target is knocked Prone even on a successful save.

Mass Levitation · *20th · 4 Psi · Action · Concentration, up to 1 minute*

T0: Choose up to five Medium or smaller creatures within 60 ft, or up to two Large creatures. Huge or larger creatures are immune. Each target must make a Str save or be lifted 30 ft into the air and Restrained (hovering). At the start of each affected creature's turn, it may repeat the Str save; on a success, it descends

safely and the effect ends for that creature. While concentration is maintained, creatures that remain Restrained continue to hover. If concentration ends, all affected creatures fall.

While Levitated: A creature Restrained by this feature takes bonus force damage equal to your Psionic Ability modifier the first time each turn it is hit by your Manifested Strike. This bonus is automatic and does not count as a rider.

Tier 1 Overload: Creatures that fail the initial Str save must also make a Con save or become Incapacitated for the duration. Levitated creatures have disadvantage on the repeat Str save against this feature.

Tier 2 Overload: Creatures that fail the initial Str save take force damage equal to 2× your Psionic Ability modifier at the start of each of their turns while levitated.

05 ADVANCED TRAINING

These are universal psionic techniques — not tied to any Discipline. Advanced Training III (15th) grants one pick; Advanced Training IV (18th) grants a second. You hold 2 of 3. Swapping is free on level-up. Deflection Screen and Phase Step are core features granted at 5th and 10th respectively; their Overload tiers are listed here for reference.

ADVANCED TRAINING I AND II: DEFLECTION SCREEN AND PHASE STEP

Advanced Training I: Deflection Screen · *5th Level · 1 Psi · Reaction · Once per Round*

T0: When you take damage, you may use your reaction and spend 1 Psi to reduce it by 3d8 + your Psionic Ability modifier.

Tier 1 Overload: The reduction increases to 4d8 + Psionic Ability modifier.

Tier 2 Overload: The attacker must make a Strength saving throw. On a failed save, it is pushed up to 15 feet away from you and knocked Prone. On a successful save, it is pushed 5 feet away.

Advanced Training II: Phase Step · *10th Level · 1 Psi · Bonus Action*

T0: Teleport up to 15 ft to an unoccupied space you can see. This movement does not provoke opportunity attacks.

Tier 1 Overload: Teleport up to 30 ft instead.

Tier 2 Overload: You may bring one willing creature within 5 ft of you. Both of you appear in the destination space (you) and an adjacent unoccupied space (them).

ADVANCED TRAINING III AND IV (15TH AND 18TH LEVEL)

Mind Crush · *High Tier · 3 Psi · On Manifested Strike Hit · Once per Attack Action*

T0: When you hit a creature with Manifested Strike, you may spend 3 Psi to assault its mind directly. The target must make an Intelligence saving throw or lose the ability to take reactions until the end of your next turn.

Tier 1 Overload: On a failed save, the target is also Incapacitated until the end of your next turn.

Tier 2 Overload: The target is Stunned instead of Incapacitated on a failed save.

Dazzle · *High Tier · 3 Psi · Special*

A psionic flashbang that overloads the target's senses.

T0: As an action, choose a creature within 60 feet that you can see. The target must make a Wisdom saving throw or be Charmed by you until the end of your next turn.

Tier 1 Overload: When you hit a creature with Manifested Strike, the target must make a Wisdom saving throw or be Blinded until the end of your next turn.

Tier 2 Overload: When you hit a creature with Manifested Strike, the target must make a Wisdom saving throw or be Incapacitated until the end of your next turn. Creatures immune to the Charmed condition are unaffected by T0 but can still be Blinded (T1) or Incapacitated (T2) normally.

Burst · *High Tier · 3 Psi · On Manifested Strike Hit · Once per Attack Action*

T0: When you hit a creature with Manifested Strike, psionic energy detonates from the impact. All creatures within 15 feet of the target must make a Dexterity saving throw, taking 2 Manifested Strike dice of force damage on a failed save (half on success).

Tier 1 Overload: The radius increases to 20 feet.

Tier 2 Overload: Creatures that fail the save are also knocked Prone and pushed 10 ft directly away from the target.

06 DESIGN IDENTITY

Complexity: Advanced

Manages Psi Points, Overload tiers, and concentration. Recommended for players comfortable with resource management. New to 5e? Start with Champion or Battle Master.

Mental-stat Fighter · Short-rest striker/controller hybrid

Voluntary self-destructive nova engine · Blood Tax scales with Proficiency Bonus at Tier 1

Three Discipline identities · Universal Arsenal toolkit · Multiclass-resistant by design · No Psi recovery in combat

07 DISCIPLINE CHEATSHEETS

Quick-reference feature list per Discipline. Detailed play patterns and sample turns are available in the separate Discipline Player Sheets (not included in this document).

CRYOKINESIS — ESCALATING LOCKDOWN

3rd: Glacial Spike (rider, unlimited). 7th: Frozen Ground (action, concentration). 10th: Snow Chains (rider, once/Attack action). 15th: Arctic Tempest (action, nova). 20th: Absolute Zero (single-target nuke, 10d10 cold). Identity: speed → 0 → Restrained → Stunned. No innate flight; use Phase Step.

PYROKINESIS — COMPOUNDING PRESSURE

3rd: Ember Lance (rider, unlimited). 7th: Fiery Blast (rider, once/Attack action). 10th: Flare (rider, once/Attack action). 15th: Firestorm (action, concentration zone, 5d8/round). 20th: Spreading Flames (2 Psi, on-kill, 3 MS dice AoE). Identity: burns stack, zone denies ground, kills cascade. No innate flight; use Phase Step.

PSYCHOKINESIS — TACTICAL SPACE CONTROL

3rd: Telekinetic Shove (rider, unlimited). 7th: Implosion (rider, once/Attack action). 10th: Vectored Thrust (bonus action, concentration, flight). 15th: Telekinetic Slam (action, single-target nuke). 20th: Mass Levitation (4 Psi, action, concentration, up to 5 targets Restrained). Identity: push, pull, Prone, fly. Force is least-resisted. Innate flight via VT.

Universal tools (all disciplines): Deflection Screen (5th, 3d8+mod soak). Phase Step (10th, teleport 15 ft). Steeled Mind (10th, +PB to concentration saves). AT III (15th, 1 of 3 picks). AT IV + Psionic Apex (18th, 2nd pick + OL Mastery + Mental Fortitude). 20th: Discipline capstone.

08 CHANGELOG

v6.2.0 — Current

Discipline capstones + polish. 20th-level capstones: Absolute Zero (Cryo, 10d10 cold nuke), Spreading Flames (Pyro, 2 Psi opt-in on-kill AoE), Mass Levitation (Psycho, 5 targets lifted). Spreading Flames tier now inherits from the killing strike. Cliff Notes and How to Play updated to “five features across twenty levels.” S04 intro now lists 20th. Cheatsheet “separate sheets” reference clarified. Mass Levitation T1 save clarified “against this feature.”

v6.0.0 — Previous

Structural redesign. Cut Piercing/Supremacy/Mass Levitation/Spreading Flames (10 features). Riders unlimited (Psi-gated). Telepathy two-way, shared language. Psychic Resistance → 3rd. DS → 3d8+mod (T1: 4d8). Steeled Mind/Snow Chains/VT/Flare → 10th. Novas at 15th: Arctic Tempest/Firestorm (concentration zone)/TK Slam. OL Mastery + Mental Fortitude + AT IV → 18th.