

# KINETIC VANGUARD v2.6.7

DM REFERENCE · Fighter Martial Archetype · 5e Homebrew

## AT A GLANCE — What This Class Does

**Role:** Ranged mental-stat martial striker/controller

**Core loop:** Manifested Strike + discipline riders + Overload escalation

**Resource:** Psi Points (half Fighter level, rounded up). Recharges on short rest.

**Self-damage:** Overload and Desperate Overload both deal HP that **BYPASSES** Temp HP

**Concentration:** Frozen Ground, Hover (T1+), Mass Levitation, Mental Dominance require Conc

**Multiclass dip:** Manifested Strike locked at 1d4 permanently on dip — by design

**Tier 2 gate:** 11th Fighter level — not character level

**Psi recharge:** All on short OR long rest (Monk-style, not Spellcaster-style)

**Watch for:** Stacking Psi recovery from Mind Tap + Psychic Sustenance + Inner Reservoir

**NEW v2.6.7:** Desperate Overload, Hover costs 2 Psi, Telekinetic Shove costs 1 Psi

## PSI POINTS — Track This During Play

Lvl 3	Lvl 5	Lvl 7	Lvl 11	Lvl 15	Lvl 17	Lvl 20
2	3	4	6	8	9	10

Recovery sources: Inner Reservoir (PB Psi when hitting 0, 1/LR) · Mind Tap (+1 on crit) · Psychic Sustenance (+1/+2 on kill)

## OVERLOAD — Key Rules for the Table

**MUST DECLARE BEFORE ROLL:** Player must declare Overload before rolling the attack. A miss still pays the Blood Tax. Do not allow retroactive declarations.

**BLOOD TAX bypasses Temp HP:** Self-damage goes directly to real HP — not absorbed by Temp HP, not reduced by resistance, not halved by any feature.

**RECOVERY SUPPRESSION:** Until end of their NEXT turn — no healing, no Second Wind, no Hit Dice. Multiple Overloads do not extend this window.

**NO PER-TURN CAP:** Players can declare multiple Overloads in a turn. Each pays its own Blood Tax separately. Suppression window still only one.

Tier	Available	MS Change	Self-Damage
Tier 1	When feature learned	Die +1 step (max 1d20). +PB to dmg.	1d4 psychic (Blood Tax)
Tier 2	11th level (Fighter)	Die +2 steps. 2d20 higher if >1d20. +PB + Psi-mod again.	1d4 + 1d8 psychic (Blood Tax)

## DESPERATE OVERLOAD — NEW v2.6.7 (Critical Rule for DM)

**Trigger:** Player wants to use a Psi-costed feature but has 0 Psi (or too little).

**Mechanic:** Spend what Psi they have. For each missing Psi: 1d4 psychic self-damage (Blood Tax rules — bypasses Temp HP, cannot be reduced).

**ALWAYS flat Tier 1 self-damage:** 1d4 per missing Psi regardless of Overload tier. Separate from any voluntary Overload declaration.

**Manifested Strike itself is ALWAYS free:** MS costs no Psi. Player can always attack. Only Psi-costed riders are gated.

**DM Corner Case:** A Tier 2 Overloaded Kinetic Blast at 0 Psi costs: 1 Psi for Kinetic Blast (→ 1d4 Desperate Overload tax) + 1d4+1d8 for T2 Overload = two separate Blood Tax applications.

## MANIFESTED STRIKE — Rules Clarifications

**Is:** Spell attack · Magical · Not a weapon

**Is NOT:** A spell (can't counterspell) · Weapon attack (no Smite)  
· Concentration

**Range:** 60 ft fixed

**Damage type:** Force by default. Changed by Discipline.

**Scales with:** SUBCLASS level only — not total character level

**Multiclass cap:** 3-level dip = 1d4 PERMANENTLY (by design)

**Extra Attack:** Uses Fighter's Extra Attack — 3 attacks by default at 11th

**Replace any:** Can replace one, some, or all weapon attacks in Attack action

Lvl 3–6	Lvl 7–10	Lvl 11–14	Lvl 15–18	Lvl 19–20
1d4	1d6	1d8	1d10	1d12

## DISCIPLINE DM REFERENCE

### CRYOKINESIS · Cold damage · Escalating Lockdown

Feature	Level	Cost	DM Notes
Glacial Spike	3rd	1 Psi	Con save. Fail = Speed 0 (T1OL). T2OL: Restrained. Stacks with Cold Supremacy's speed penalty.
Frozen Ground	7th	2 Psi	Concentration. 15ft radius. Prone on failed Con each turn. T1OL: 25ft. T2OL: Restrained. Difficult terrain persists while conc active.
Cold Supremacy	10th	Passive	Cold resistance. +PB cold once/Attack action (T1OL: all hits). Ignores cold resistance. T2OL adds speed penalty — stacks with Glacial Spike.
Frost Cage	15th	3 Psi	Con save or Restrained. T1OL: Stunned — ONCE PER COMBAT cap. Reset between combats. T2OL: Psi-mod cold dmg/turn.
Psychic Blizzard	18th	4 Psi	8d10 AoE, 3 targets. Con save half + Restrained. T1OL: vulnerability applies AFTER this damage. T2OL: Stunned upgrades Restrained.

### PYROKINESIS · Fire damage · Compounding Pressure

Feature	Level	Cost	DM Notes
Ember Lance	3rd	1 Psi	PB fire damage at start of target's NEXT turn. T1OL: also immediate. T2OL: vulnerability applies AFTER this attack's damage resolves.
Blazing Step	7th	2 Psi	Bonus action teleport 15ft (T1OL: 30ft). Dex save or Psi-mod fire to adjacent at arrival. T2OL: fail = pushed 10ft.
Flare	10th	2 Psi	10ft AoE around target (excl target). Dex save half. T1OL: target Con save or Blinded. T2OL: 15ft + includes target.
Spreading Flames	15th	Passive	Kill with MS = 2 MS-die fire burst 15ft. Tier inheritance from Pyro feature used (Ember Lance / Flare). NOT from plain OL MS.
Direstorm	18th	4 Psi	8d10 fire 15ft radius. Dex save half. T1OL: +2d10. T2OL: fail = Burning; creatures w/in 5ft of Burning take PB fire (no save).

### PSYCHOKINESIS · Force damage · Tactical Space Control

Feature	Level	Cost	DM Notes
Telekinetic Shove	3rd	1 Psi/hit	Each MS hit: Str save or push 5ft. CHANGED v2.6.7: now costs 1 Psi. T1OL: 10ft. T2OL: 15ft + Prone.
Deflection Screen	3rd	1 Psi/round	Reaction: reduce dmg 1d10+Psi mod. Once per round. Enhancement tiers use Blood Tax only (no extra Psi). T2 Enh: attacker pushed, Str fail = Prone.
Kinetic Blast	7th	1 Psi	All creatures in 15ft of target: Str save or pushed 15ft + Prone (including target). T1OL: 30ft. T2OL: + Psi-mod force.
Hover	10th	2 Psi, BA	CHANGED v2.6.7: now costs 2 Psi. Concentration. T1 Enh: full fly speed. T2 Enh: no opportunity attacks. Minor Telekinesis at-will (free, no Conc).
Mass Levitation	15th	4 Psi	Up to 3 Med/Sm or 1 Lg. Concentration. Str save each turn to escape. T1OL: Con fail = Incapacitated. T2OL: Psi-mod force/turn.
Telekinetic Slam	18th	4 Psi	Passive: force ignores resistance. Active: 8d10 force Str save. T1OL: +2d10 + Stunned. T2OL: no reactions, disadv 1st attack.

## AWAKENING INTERACTIONS — What to Watch For

### STRONG COMBOS

**Mind Tap + Psychic Sustenance:** Crits regain 1 Psi AND kills regain 1-2 Psi. Against minion swarms, the loop can be near self-sustaining.

**Psychic Sustenance T2 + Overload:** Kill while Overloaded to partially offset Blood Tax with HP recovery. Intentional tension.

**Inner Reservoir:** Auto-refills PB Psi when hitting 0, once per LR. Combined with Desperate Overload this extends the nova turn significantly.

**Psychic Lash + Glacial Spike:** Failed Con save → Psychic Lash bonus damage in the same declaration. Efficient Psi use.

**Mental Dominance T1 + Tier 2 Overload:** Player uses bonus action MS against Paralyzed target. Each hit gives target a Con save to break free. Self-limiting by design.

### DM GOTCHAS

**Vulnerability timing:** Ember Lance T2 and Psychic Blizzard T1 vulnerability takes effect AFTER the triggering damage. It does NOT double the triggering hit.

**Spreading Flames tier:** The eruption tier is inherited from the Pyrokinesis feature on the killing blow — NOT from a separate Overload declaration.

**Frost Cage stun cap:** Tier 1 Overload Stun is once per COMBAT, not per rest. Track it per encounter.

**Overlapping Suppression:** Multiple Overloads in a turn = same one window (until end of next turn). The windows do not stack or extend.

**Deflection Screen Enhancement:** Tier 1/2 Enhancement does NOT cost extra Psi. Only the Blood Tax. Player still only needs 1 Psi for the reaction.

## COMMON QUESTIONS AT THE TABLE

QUESTION	RULING
Can I declare Overload after seeing the roll?	No. Must declare BEFORE the roll. Miss still pays full Blood Tax.
Does Blood Tax damage reduce my Max HP?	No. It reduces current HP only. Treated as any other damage except cannot be prevented.
Can Temp HP absorb Blood Tax damage?	No. Blood Tax explicitly bypasses Temporary Hit Points entirely.
Can I use Psionic Precision AND a discipline feature on the same hit?	Yes. They are separate Psi spends. Both apply.
Can I declare multiple Overloads on one attack?	MS Overload is one declaration (T1 or T2). But you can also separately Overload discipline features. Each is its own Blood Tax.
Is Desperate Overload a choice or automatic?	A choice. Player opts in when they want to use a feature but lack Psi. MS is always free.
Does Tier 2 Overload replace Tier 1?	No. Tier 2 INHERITS all Tier 1 bonuses in addition to its own.
Can the player use Second Wind while Overloaded?	No. Recovery suppression blocks Second Wind until end of their next turn.
Does Hover require Concentration if not Overloaded?	Yes. Base Hover (ground-level) still requires Concentration even without enhancement.
Telekinetic Shove: once per turn or once per hit?	Once per EACH MS hit — costs 1 Psi per use. No limit per turn beyond Psi availability. [Changed v2.6.7]

## v2.6.7 CHANGES — What's New This Version

CHANGE	DETAIL
<b>Desperate Overload — NEW</b>	At 0 Psi, activate Psi-costed features by paying 1d4 Blood Tax per missing Psi (flat, regardless of OL tier). Manifested Strike always free.
<b>Telekinetic Shove — Psi Cost Added</b>	Now costs 1 Psi per use (was free). Aligns it with other 3rd-level discipline features. Desperate Overload applies at 0 Psi.
<b>Hover — Psi Cost Added</b>	Now costs 2 Psi to activate (was free). Psychokinesis players now feel the empty-tank tension on this feature. Desperate Overload applies.