

### ATTACK DECLARATION FLOW

**Player declares BEFORE rolling:** MS tier + one rider + rider tier. Everything committed upfront.

- HIT: All effects resolve. Pay full Blood Tax for each Overload declared.
- MISS: Psi spent. No rider effects. No Blood Tax.
- One rider per hit (discipline OR Advanced Training, never both).

### KEY NUMBERS

<b>Save DC</b>	8 + PB + Psionic Ability mod
<b>Psi Pool</b>	⌈Fighter level ÷ 2⌉ + PB
<b>MS Range</b>	60 ft, magical ranged weapon
<b>MS Attack Bonus</b>	PAM + PB + LPB ÷ 2⌋
<b>Recovery</b>	Short or long rest (all Psi)

### BLOOD TAX

**Self-damage on HIT only. Psychic resistance halves it normally.**

Tier	Blood Tax	At PB 4
T0 (base)	None	0 hp
T1 Overload	PB	4 hp
T2 Overload	3×PB	12 hp
<b>Double OL hit</b>	Sum both	4–16 hp

**Conc startup exception:** BT from the activation that starts a concentration feature does NOT trigger a conc check.

### PSIONIC INSTINCT (v7.15.6)

**First rider per Attack action = 0 Psi, any tier.**

- Psi waived. Blood Tax still applies if Overloaded.
- Action Surge = new Attack action = new free rider.
- Second+ rider activations in same Attack action cost Psi normally.

### MS DIE BY LEVEL

Level	Base	T1	T2	Psi
3–6	1d4	1d6	—	4–6
7–9	1d6	1d8	—	7–9
10	1d6	1d8	1d10	9
11–14	1d8	1d10	1d12	10–12
15–18	1d10	1d12	1d20	13–15
19–20	1d12	1d20	d20+d12	16

**Crit:** Double all damage dice as normal (per 5.5e rules).

### DISCIPLINE RIDERS — WHAT TO EXPECT

#### CRYOKINESIS (Cold)

Feature	Level	Save / Effect
<b>Glacial Spike</b>	3rd	Con. Speed –5 (no save) + Con save: –5 more / speed 0 / Restrained
<b>Snow Chains</b>	7th	Auto speed 0. Con save or: Restrained / +no reactions / Stunned. Once/action.
<b>Frozen Ground</b>	10th	Con. Difficult terrain zone. Prone / Restrained. Conc.
<b>Arctic Tempest</b>	15th	Con. 3 targets, 8d10. Restrained / vuln cold / Stunned.
<b>Absolute Zero</b>	20th	Con. Single, 10–15d10. Speed 0 / Restrained / Stunned.

#### PYROKINESIS (Fire)

Feature	Level	Save / Effect
<b>Ember Lance</b>	3rd	None. +2×PB / +4×PB / no damage, primes next MS hit doubled.
<b>Flare</b>	7th	Con. +1 MS die + save Blinded / +2 MS dice + save Blinded / Incapacitated not Blinded. Once/action.
<b>Fiery Blast</b>	10th	Dex. 15–20 ft AoE around target. 2–3d8 + push. Once/action.
<b>Firestorm</b>	15th	Dex. 20–30 ft zone, 5–6d8/round. Conc.
<b>Spreading Flames</b>	20th	Dex. On kill: 20–30 ft eruption, 3 MS dice. Once/action.

#### PSYCHOKINESIS (Force)

Feature	Level	Save / Effect
<b>TK Shove</b>	3rd	Str. Push 5 ft / 10 ft + Prone / 15 ft + Prone.
<b>Vectored Thrust</b>	7th	None. Fly 30 ft / no OA / +5×PB ft. BA, Conc, up to 10 min.
<b>Explosion/Imp.</b>	10th	Auto push or pull 15 ft / 30 ft / 30 ft + PAM force dmg. Str save or Prone. Once/action.
<b>TK Slam</b>	15th	Str. Single target. 8d10 push 10 ft / 10d10 Prone / 13d10 Stunned.
<b>Mass Levitation</b>	20th	Str. Up to 5 targets. Restrained (lifted). Conc.

### COMMON RULINGS

- **One rider per hit.** Discipline OR AT rider, never both on the same hit.
- **Different riders on different hits** within the same Attack action are fine.
- **Psionic Instinct:** 1st rider/Attack action = 0 Psi. BT still applies if OL'd.
- **Psychic resistance halves Blood Tax normally.**
- **Miss:** Psi spent, no effects, no Blood Tax.
- **Standalone features** (Deflection Screen, Vectored Thrust) and on-kill triggers (Spreading Flames): no attack roll, BT fires when the feature fires.

- **Conc startup:** BT from the activation that starts concentration ≠ conc check.
- **Overload Mastery (18th):** 1/short rest, negate BT for ONE Overload in the package.
- **Feats (MS = ranged weapon attack):** Sharpshooter, Archery FS, Elven Accuracy all apply. Resilient (Con) stacks with Steeled Mind.
- **Feats that do NOT apply:** War Caster (spell prereq, spell-only adv). Crusher/Piercer/Slasher (no phys dmg). Melee feats.
- **Crossbow Expert / Gunner:** Adjacency clause only (DM call). Loading & BA shot do not apply — MS isn't a wielded weapon.

**UNIVERSAL  
FEATURES (ALL  
DISCIPLINES)**

Feature	Level	Psi	Quick Ref
<b>Deflection Screen</b>	5th	1	Reaction. Reduce dmg by 3d8+PAM / 4d8 / push+Prone.
<b>Phase Step</b>	10th	1	BA. Teleport 15 ft / 30 ft / bring ally.
<b>Steeled Mind</b>	10th	—	Passive. +PB to concentration saves.
<b>AT III–V picks</b>	15/18/ 20	varies	3 of 6: P.Lance, Dazzle, M.Blast, G.Press, Barrier, C.Surge