KINETIC VANGUARD

Pyrokinesis Player Sheet · v6.5.0

Acronym	Meaning
PB	Proficiency Bonus
PAM	Psionic Ability Modifier
MS	Manifested Strike
BT	Blood Tax
OL	Overload
AT	Advanced Training
DS	Deflection Screen
VT	Vectored Thrust (Psychokinesis)

Psi Cost Reference

Level	Feature	Psi	Type
3rd	Ember Lance	**1**	Rider
5th	Deflection Screen	**1**	Reaction
7th	Fiery Blast	**2**	Rider (1×/action)
10th	Flare	**2**	Rider (1×/action)
10th	Phase Step	**1**	Bonus Action
10th	Steeled Mind	**—**	Passive
15th	Firestorm	**3**	Action · Conc
15th	AT III pick	**3**	Varies
18th	AT IV pick	**3**	Varies
20th	Spreading Flames	**5**	On Kill

Psionic Ability	Intelligence, Wisdom, or Charisma (chosen at 3rd)
Save DC	8 + PB + Psionic Ability modifier
Manifested Strike	Magical ranged weapon attack, 60 ft, fire damage. Replaces weapon attacks. Crits double all dice including Overloaded steps.
Psi Points	Half Fighter level (rounded up) + PB. Short/long rest recovery.
Psychic Resistance	Resistant to psychic damage (3rd level). Overload self-damage still applies.
Psionic Instinct	First discipline T0 rider free each Attack action.

One Rider Per Hit	Discipline or Advanced Training, pick one. You may never apply both to the same hit.

Level	PB	Psi	MS Die	T1 Die	T2 Die
3–4	+2	4	1d4	1d6	—
5–6	+3	6	1d4	1d6	—
7–8	+3	7	1d6	1d8	—
9–10	+4	9	1d6	1d8	—
11–12	+4	10	1d8	1d10	1d12
13–14	+5	12	1d8	1d10	1d12
15–16	+5	13	1d10	1d12	1d20
17–18	+6	15	1d10	1d12	1d20
19–20	+6	16	1d12	1d20	1d20+1d12

01 OVERLOAD

OVERLOAD & BLOOD TAX

Declare before rolling. Full package (MS tier + rider + rider tier) committed upfront. Hit = everything resolves + full Blood Tax. Miss = Psi spent, no effects, no Blood Tax.

Blood Tax per Overload that hits: Tier 1 = PB. Tier 2 = 3×PB. Sum all Overloads in the sequence. A double-Overload hit (e.g., T2 MS + T1 rider) pays each separately.

Overload Mastery (18th): Once per short rest, negate Blood Tax for one declared Overload. If the same package includes a second Overload, the other Blood Tax still applies.

⚠ *Self-damage bypasses Temp HP and cannot be reduced.*

02 CORE FEATURES

Psionic Discipline · *3rd · Passive*

Choose Int, Wis, or Cha as your Psionic Ability. Used for MS attack/damage, save DCs, and all subclass features.

Telepathy · *3rd · Passive*

Communicate telepathically with any creature you can see within 60 ft, provided you share a common language. The communication is two-way. No mind reading.

Psychic Resistance · *3rd · Passive*

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

Empathic Sense · *7th · Passive*

Perceive surface emotions within 60 ft (excludes undead/constructs). Advantage on Insight checks in range. Add Psionic Ability modifier to passive Perception against hostile creatures within 60 ft with readable emotions.

Vanguard Training · *7th · Passive*

Proficiency in one skill (Arcana, Insight, Intimidation, Investigation, Perception, or Persuasion) + add Psionic Ability modifier to that skill.

Steeled Mind · *10th · Passive*

Add PB to Constitution saves to maintain concentration.

03 ADVANCED TRAINING

Deflection Screen · *5th · 1 Psi · Reaction · Once per Round*

T0: When you take damage, spend 1 Psi to reduce it by 3d8 + Psionic Ability modifier.
T1: Reduction increases to 4d8 + Psionic Ability modifier.
T2: Attacker makes Str save. Fail: pushed 15 ft + Prone. Success: pushed 5 ft.

Phase Step · *10th · 1 Psi · Bonus Action*

T0: Teleport up to 15 ft to an unoccupied space you can see. No opportunity attacks.
T1: Teleport up to 30 ft instead.
T2: Bring one willing creature within 5 ft. Both appear at destination (you) and adjacent space (them).

ADVANCED TRAINING III & IV (15TH & 18TH)

Choose 2 of the following 4. Swappable on level-up. One rider per hit still applies.

Psychic Lance · *3 Psi · On MS Hit · Once per Attack Action*

T0: Target takes 4d8 psychic damage. Int save or Incapacitated until end of your next turn.
T1: Damage increases to 5d8 psychic + PAM. Failed = speed 0 until end of your next turn.
T2: Damage increases to 6d8 psychic + 2×PAM. Failed = Stunned instead of Incapacitated.

Dazzle · *3 Psi · Action*

T0: You cast charm person (Concentration, up to 1 hour). Uses your Psi save DC. This feature is exclusive — choose one tier. Higher tiers replace, not stack.
T1: You cast suggestion instead (Concentration, up to 8 hours).
T2: You cast hold monster instead (Concentration, up to 1 minute).
Dazzle is a standalone Action — not a rider. All tiers require Concentration.

Mind Blast · *3 Psi · On MS Hit · Once per Attack Action*

T0: Target takes 2d8 psychic damage. Wis save or Blinded until end of your next turn.
T1: Damage increases to 3d8 psychic + PAM. Failed = also Incapacitated until end of your next turn.
T2: Damage increases to 4d8 psychic + 2×PAM. Failed = Stunned instead of Incapacitated.
A focused psionic burst that overloads the target's nervous system.

Burst · *3 Psi · On MS Hit · Once per Attack Action*

T0: All creatures within 15 ft of target make Dex save. Fail: 2 MS dice force damage. Success: half.
T1: Radius increases to 20 ft.
T2: Creatures that fail are also knocked Prone and pushed 10 ft away from target.

PYROKINESIS

Compounding Pressure · Fire damage

A sustained pressure discipline that rewards relentless aggression — burning targets compound into an attrition machine.

Burning (Condition): PB fire damage at start of each of its turns. Can use action to extinguish (no save).

Ember Lance · *3rd · 1 Psi · On MS Hit*

T0: Target takes fire damage = PB immediately on hit and at start of its next turn.

T1: Both burn instances double.

T2: Next MS hit against same target before end of your next turn has its MS damage doubled (strike only, not rider). Applies once.

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

T0: Each creature within 15 ft of target (excl. target): Dex save. Fail: 2d8 fire + pushed 10 ft. Success: half, no push.

T1: Radius 20 ft. Damage 3d8 + mod. Push 15 ft.

T2: Failed = also Burning. If already Burning from EL, Burning damage doubles + cannot Dash.

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

T0: Con save or Blinded until end of your next turn.

T1: Failed = also 1 MS die fire (uses Overloaded die if MS Overloaded). Success negates both.

T2: Incapacitated instead of Blinded.

Firestorm · *15th · 3 Psi · Action · Concentration, up to 1 min*

T0: 20-ft radius within 60 ft. Difficult terrain. Creatures entering or starting turn: Dex save, 5d8 fire on fail (half on success).

T1: 6d8 + mod. Failed = cannot Dash until start of next turn.

T2: Failed = also Burning. Radius expands to 30 ft.

Spreading Flames · *20th · 5 Psi · On Kill*

T0: When you reduce a creature to 0 HP with MS, you may spend 5 Psi to trigger an eruption. You choose the OL tier at the moment of the kill. All within 20 ft: Dex save or 3 MS dice fire (half on success). One eruption per Attack action.

T1 Overload: Creatures that fail also gain Burning.

T2 Overload: Radius expands to 30 ft + creatures that fail cannot take reactions until start of next turn.

Spreading Flames is not a rider. It is a special passive gated by a Psi cost that triggers on a separate proc window (enemy death). It does not compete with your rider for the killing hit.

04 PLAY PATTERNS

LEVEL 11 — FIRST T2 POWER SPIKE

MS 1d8 · PB 4 · 10 Psi · 3 Attacks

Sample turn (nova):

1. Bonus Action: Phase Step T1 (1 Psi, BT = PB; optimize angles).
2. Attack 1 (Instinct free): Ember Lance T2 → burn + doubling primer.
3. Attack 2: T2 MS + Flare T1 (2 Psi) → doubled MS damage + Blind.
4. Attack 3: Fiery Blast T0 (2 Psi) → AoE push + ignition.

Budget: 5 Psi. BT = PB + 2×3×PB = 28. Focus: EL T2 first to prime doubling.

LEVEL 20 — FULL BUILD

MS 1d12 · PB 6 · 16 Psi · 4 Attacks

Sample nova turn:

1. Phase Step T1 to flank (1 Psi).
2. Hit 1 (Instinct free): Ember Lance T2 → burn + primer.
3. Hit 2: T2 MS + Flare T1 (2 Psi) → doubled damage + Blind.
4. Hit 3–4: Fiery Blast T1 (2 Psi) + naked MS → spread ignition.
5. Kill trigger: Spreading Flames T1 (5 Psi) → 3d12 AoE eruption + Burning.
6. Zone control: Firestorm T2 (4 Psi) → 30-ft fire zone, 6d8+mod/round + Burning.

Identity: One target melts, the room catches fire, burns keep ticking. Pick Pyro if you love attrition.