

# KINETIC VANGUARD

Pyrokinesis Player Sheet · v7.2.0

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

## Psi Cost Reference

Level	Feature	Psi	Type
3rd	Ember Lance	1	Rider
5th	Deflection Screen	1	Reaction
7th	Flare	2	Rider (1×/action)
10th	Fiery Blast	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

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

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

**Gravitic Press** · 3 Psi · Action · Concentration, up to 1 min

**T0:** Create a 15-ft radius zone of intensified gravity on a point within 60 ft. Difficult terrain. Creatures entering or starting turn: Str save or Prone.

**T1:** Failed save: also cannot take reactions until start of their next turn.

**T2:** Failed save: also disadvantage on attack rolls while in the zone.

*Gravitic Press is a standalone Action — not a rider. Requires Concentration.*

# PYROKINESIS

Compounding Pressure · Fire damage

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

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

**T0:** Target takes additional fire damage = 2×PB on hit.

**T1:** Fire damage increases to 4×PB on hit.

**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** · 10th · 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 = can't Dash + disadvantage on attack rolls until end of next turn.

## **Flare** · 7th · 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 +2×PB fire damage. 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 take +PB fire damage.

**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.*

### 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 + PB bonus fire.
6. Zone control: Firestorm T2 (4 Psi) → 30-ft fire zone, 6d8+mod/round + 2×PB bonus fire.

*Identity: One target melts, the room catches fire, damage compounds every hit. Pick Pyro if you love pressure.*