

KINETIC VANGUARD *Electrokinesis Player Sheet · v10.0.0*

Acronym	Meaning
PB	Proficiency Bonus
Psi mod	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	Static Discharge	1	Rider
5th	Deflection Screen	1	Reaction
7th	Voltaic Bolt	2	Rider (1×/action)
10th	Arc Nova	2	Rider (1×/action)
10th	Phase Step	1	Bonus Action
15th	Chain Lightning	3	Action
15th	AT III pick	Varies	Varies
18th	AT IV pick	Varies	Varies
20th	AT V pick	Varies	Varies
15th+	Psychic Lance	3	Rider (1×/action)
15th+	Beguile	3	Action · Conc
15th+	Mind Blast	3	Rider (1×/action)
15th+	Gravitic Press	3	Action · Conc
15th+	Barrier	3	Bonus Action
15th+	Leaping Strike	3	Bonus Action
18th+	Overload Mastery II	0	Passive · Requires Psionic Apex
15th+	Inner Reserve	0	Passive
20th	Ball Lightning	5	Action · Conc

Psionic Ability	Intelligence, Wisdom, or Charisma (chosen at 3rd)
Psionic Save DC	8 + PB + Psionic Ability modifier
Manifested Strike	Special ranged psionic attack, 60 ft; lightning damage; Psionic Focus +1/+2/+3 at levels 3/9/17. Replaces weapon attacks in the Attack action; crits double damage dice. For feats, Fighting Styles, and features referencing ranged weapons or their attacks, treat MS as an attack made with a proficient ranged weapon. Otherwise it is not a weapon, spell, or object. Holdout: declare force instead of lightning for half damage (round down); riders keep their own listed type and never benefit. Use only against immunity.

Psi Points	Half Fighter level (rounded up) + PB. Short/long rest recovery.
Psionic Instinct	First Static Discharge per Attack action = 0 Psi (any tier; 3rd-level rider only). BT still applies if Overloaded.
Kinetic Mastery	Sap. On a hit, the target has disadvantage on its next attack roll before the start of your next turn. Hit-only — no damage needed — so it works in full even against a lightning-immune creature. Free; does not count against your Weapon Mastery limit.
One Rider Per Hit	Discipline or Advanced Training, pick one. You may never apply both to the same hit.
Action / Rider Limits	3rd-level rider: unlimited per Attack action (only the first is Psi-free). All other attack riders: once per Attack action. Only one standalone psionic Action per turn, even with Action Surge; Action Surge may still grant another Attack action.

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

01 OVERLOAD

OVERLOAD & BLOOD TAX

Declare rider + tier before rolling. MS is never Overloaded; its die is set by level and never generates Blood Tax. **Psi and Blood Tax are paid on declaration.** Hit = all declared effects resolve. Miss = Psi and Blood Tax stay spent; no rider effects resolve.

Blood Tax per Overload: Tier 1 = PB. Tier 2 = 2×PB. Sum all Overloads. A rider Overload and standalone Overload each pay separately. Tier 2 is limited to one rider per Attack action; Action Surge opens a new Attack action and limit.

Overload Mastery (18th): 1/short rest. Activate on your first Overload of the turn, before paying its Blood Tax. All Blood Tax that turn — including after Action Surge — is halved (round down); effects resolve normally.

Blood Tax at 0 HP: It resolves before the declaration. If it drops you to 0 HP, you fall Unconscious and the attack or feature does not resolve; Psi and Blood Tax stay spent.

△ *Psychic resistance halves Blood Tax normally. It cannot be reduced below half or prevented entirely, including by psychic immunity.*

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.

Empathic Sense · 7th · Passive / ½PB per Short Rest

Passive: Add your Psionic Ability modifier to passive Insight. Active Scan (BA, standalone, Conc 1 min, ½PB rounded down/short rest): detect hostile intent — T0 15 ft / T1 30 ft / T2 60 ft. BT on activation if Overloaded. Excludes undead/constructs.

Vanguard Training · 7th · Passive

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

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. If the damage had no originating creature, only the reduction applies.

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, & V (15TH, 18TH, 20TH)

Choose 3 of the following 8. 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. No saving throw.

T1: Damage increases to 5d8 psychic.

T2: Damage increases to 6d8 psychic; ignores Resistance to psychic damage.

Beguile · 3 Psi · Action

T0: Produce the effects of charm person (Concentration, up to 1 hour) without casting a spell. The target makes a Charisma saving throw against your Psionic save DC. Exclusive tier; higher tiers replace rather than stack.

T1: Produce the effects of suggestion instead (Concentration, up to 8 hours), without casting a spell. Charisma save against your Psionic save DC.

T2: Produce the effects of mass suggestion instead, affecting up to five creatures you can see within 60 ft (Concentration, up to 8 hours), without casting a spell. Each target makes a Charisma saving throw against your Psionic save DC.

Beguile is a standalone Action — not a rider or spell. All tiers require Concentration and consume your concentration slot. It requires no components, cannot be Counterspelled or dispelled, is unaffected by features that key off spellcasting, and its save is always Charisma regardless of your Discipline.

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

T0: Target is Blinded until end of your next turn. No saving throw.

T1: Blinded (no save) + Int save or also Incapacitated until end of your next turn.

T2: Blinded (no save) + Int save or 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, 20-ft-high Cylinder of intensified gravity on a point within 60 ft. Difficult terrain. Speed halved while in zone (no save). Flying creatures: fall on entry or start of turn (fall damage applies), cannot fly while in zone. Creatures entering or starting turn: Str save or no reactions until start of next turn.

T1: Failed save: also disadvantage on attack rolls while in zone.

T2: Failed save: also Prone.

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

Barrier · 3 Psi · Bonus Action

T0: For 1 min: pick 1 effect. Blade Shield (b/p/s resistance from weapon attacks); Elemental Shroud (pick 1 of acid/cold/fire/lightning/thunder, resistance); Spellward (adv on saves vs spells); Steadfast Guard (adv on Str saves + resist grapple/shove/prone/forced move); Mental Bulwark (adv on saves vs charm/fear/blind/restrain/incap/paralyze/stun).

T1: Pick 2 of the 5 effects instead of 1.

T2: Duration becomes 10 min. BA to swap one effect for another, or to change Elemental Shroud's damage type; each swap costs 1 Psi. Either use consumes the swap — never both in one bonus action. You cannot swap into an effect already active.

Leaping Strike · 3 Psi · Bonus Action

T0: BA: teleport 30 ft to a space you can see. Detonate at origin OR destination (5-ft-radius Sphere): signature save, 3d10 of your MS damage type (half on success). No opportunity attacks; you are unaffected by your own burst.

T1: Range 60 ft. Damage 4d10.

T2: Failed save = also no reactions until end of next turn.

Overload Mastery II · Passive · Requires Psionic Apex (18th)

You can choose this feature only if you have Psionic Apex. You gain one additional use of Overload Mastery per short rest, giving you two total uses per short rest.

Inner Reserve · Passive · Take once

Max Psi pool increases by 4. Cannot be taken more than once.

ELECTROKINESIS — Arcing Disruption · Lightning damage

A spreading-burst discipline — front-load the shock to pin a cluster, then let the bolt fall where it cannot be dodged. You endure lightning; you do not duck it. Control at 3rd, raw damage at 7th — the inverse of Pyrokinesis.

Static Discharge · 3rd · 1 Psi · On MS Hit

T0: Struck target takes 2 lightning (fixed). Each creature within 5 ft of target (excl. target): PB lightning, no save. Arc spreads from the struck target only — no chain.

T1: Lightning damage increases to 2×PB.

T2: Each creature in the arc: Cha save or no reactions until end of your next turn (save applies even if it takes no damage).

Voltaic Bolt · 7th · 2 Psi · On MS Hit · Once per Attack Action

T0: 1 MS die lightning (always base MS die). No save — if the strike hits, the lightning hits.

T1: Bonus lightning increases to 2 MS dice.

T2: Stays 2 MS dice; Cha save or Speed 0 + no reactions until end of your next turn.

Arc Nova · 10th · 2 Psi · On MS Hit · Once per Attack Action

T0: 10-ft-radius Sphere centered on struck target. Each other creature: Cha save, 3d8 lightning (half on success).

T1: Damage 4d8 + Psi mod. Radius stays 10 ft.

T2: Failed = no reactions + disadvantage on attack rolls until end of next turn.

Chain Lightning · 15th · 3 Psi · Action

T0: Primary target within 60 ft: 8d8 lightning (Cha save half). Arcs to up to 3 others within 30 ft: 4d8 each (Cha save half).

T1: Primary 10d8. Arcs to up to 5 others, 5d8 each.

T2: Every target that fails: no reactions + disadvantage on attack rolls until end of your next turn. If the primary fails, its Speed also becomes 0 for that duration.

Ball Lightning · 20th · 5 Psi · Action · Concentration, up to 1 min

T0: Hovering orb, 15-ft-radius Sphere within 60 ft. Enter first time on a turn or start turn there: Cha save, 4d8 lightning (half on success). BA on your turn: move orb up to 15 ft.

T1 Overload: Radius increases to 30 ft.

T2 Overload: Failed save = no reactions + disadvantage on attack rolls while inside the Sphere. Effects end immediately on leaving the Sphere.

Ball Lightning is a standalone Action requiring Concentration — not a rider. Nudge the orb with your bonus action each turn to herd enemies through it and keep the pressure on a cluster.

04 PLAY PATTERNS

LEVEL 11 — FIRST THREE-ATTACK T2 TURN

MS 1d10 · 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): Static Discharge T0 → PB lightning arcs to every creature next to the target (no save).
3. Attack 2: Voltaic Bolt T2 (2 Psi) → 2 MS dice of lightning with NO save, plus a Cha save or Speed 0 and no reactions.
4. Attack 3: Arc Nova T0 (2 Psi) → 10-ft burst, 3d8 lightning to each other creature (Cha save half).

Budget: 5 of 10 Psi. BT = PB (Phase Step) + 2×PB (Voltaic Bolt T2) = 3×PB = 12 at PB 4, paid on declaration. Focus: unavoidable single-target damage from Voltaic Bolt and cluster clear from Arc Nova. Keep Deflection Screen ready.

LEVEL 15 — OPTIMAL ATTACK SEQUENCES

MS 1d10 · PB 5 · Psi 13 · 3 Attacks · +12 to hit

Pick a pattern based on what the round demands. All five are rules-legal turns at L15.

Pattern	Sequence	Damage	Psi	BT	Effects / Notes
Sustain	3× MS, Static Discharge hit 1 (Instinct free)	~34	0	0	Three MS average 31.5; Static adds 2 to the target and arcs 5 to each adjacent creature.
Cluster	MS×3, Arc Nova T0 hit 1 (2 Psi), Static Discharge hit 2 (Instinct free)	~34 + AoE	2	0	Arc Nova: 3d8 (~13.5) to each other creature, Cha half. Static adds 2 to target and arcs 5.
Bolt	MS×3, Voltaic Bolt T2 hit 1 (2 Psi), Static Discharge hit 2 (Instinct)	~45	2	10 (2×PB)	Voltaic Bolt T2 adds 2 MS dice (2d10, ~11) with no damage save, plus Cha save or Speed 0 + no reactions. Static adds 2.

Pattern	Sequence	Damage	Psi	BT	Effects / Notes
Mini Nova	Voltaic Bolt T2 h1; Arc Nova T1 h2; Static Discharge T1 h3 (Instinct)	~45 + AoE	4	20 (4×PB)	Legal one-T2 sequence. H1 ~21.5 plus a Cha save; H2 ~10.5 plus ~23 AoE; H3 ~12.5 plus 10 arc damage. The strike itself is never Overloaded and adds no Blood Tax.
→ Next round	Sustain (3× MS, Static Discharge hit 1 Instinct)	~34	0	0	Mini Nova → Sustain: ~79 single-target plus heavy AoE over two rounds. Action Surge preserved.
Full Nova	Mini Nova + Action Surge → Action: Chain Lightning T0 (3 Psi)	~81 + arcs	7	20 (4×PB)	Chain Lightning T0 adds ~36 to primary and ~18 per arc target; no BT.

Assumptions: PB 5, +5 Psi mod (Int/Wis/Cha boosted), all attacks hit, all saves fail. Hit chance at +12 to hit: ~80% vs AC 17 typical, ~70% vs AC 19 boss — multiply damage accordingly. One Tier 2 declaration maximum per Attack action. A 20-BT mini nova is roughly 15% of a typical L15 Fighter’s HP. Voltaic Bolt damage lands regardless of saves. Run nova turns with Deflection Screen available. **Blood Tax figures are paid on declaration — a miss does not refund them.**

LEVEL 20 — FULL BUILD

MS 1d12 · PB 6 · 16 Psi · 4 Attacks

Sample nova turn:

1. Bonus Action: Phase Step T1 (1 Psi) — reposition to flank.
2. Attack action — Hit 1 (Instinct free): Static Discharge T1 → 2×PB lightning to adjacents; the struck target still takes 2 lightning.
3. Hit 2: Voltaic Bolt T2 (2 Psi) → sole Tier 2 declaration in this Attack action; 2 base MS dice of lightning with no damage save, plus a Cha save or Speed 0 and no reactions.
4. Hit 3: Arc Nova T1 (2 Psi) → 4d8 + Psi mod lightning to each other creature in the burst. Hit 4: naked MS.
5. Action Surge nova option: Chain Lightning T2 (3 Psi) → primary 10d8, Speed 0 on a failed save; up to 5 arc targets take 5d8, and every failed save means no reactions + disadvantage on attacks.
6. Action Surge zone option (instead of Chain Lightning): Ball Lightning T2 (5 Psi, Concentration) → 30-ft-radius orb, 4d8 on entry/start; failed save = no reactions + disadvantage on attacks while inside. Only one standalone psionic Action may be used this turn.

Budget with Chain Lightning: 8 Psi. BT = 7×PB = 42 before Overload Mastery, or 21 with it. Identity: front-load the shock, drop the unavoidable bolt, then arc the whole cluster. Pick Electro if you love hitting a crowd and never whiffing your damage rider.

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