

KINETIC VANGUARD

Fighter · Martial Archetype · Psychokinesis

Character Sheet · v3.1

Quick Reference

Psionic Ability: Intelligence, Wisdom, or Charisma (chosen at 3rd level)

Save DC = 8 + Proficiency Bonus + Psionic Ability modifier

Psi Points = ⌈Fighter level ÷ 2⌉ + Proficiency Bonus. Regain all on short/long rest.

Manifested Strike: Magical ranged attack (60 ft), force damage, +Psionic Ability mod to damage. Replaces any weapon attacks.

Psionic Instinct: First Manifested Strike hit each Attack action triggers your 3rd-level T0 rider for 0 Psi.

Blood Tax Formula (hit only): (T1 × PB) + (T2 × 3 × PB). Self-damage bypasses THP, cannot be reduced.

Fighter Level	PB	Psi Points	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	2d20kh

01 OVERLOAD

The Blood Tax

Tier 1 Overload (3rd level): Increase MS die by one step. Add PB to damage. On hit: BT = PB.

Tier 2 Overload (11th level): Increase MS die by two steps total. Add 2×PB to damage total. On hit: BT = 3×PB (includes T1).

Declare full package before the roll: MS + one rider + all Overloads. Hit: everything resolves, full Blood Tax. Miss: Psi spent, no effects, no Blood Tax.

One rider per hit. MS Overload and rider Overload are independent — Overload one, the other, both, or neither.

02 CORE FEATURES

| **Telepathy** 3rd Level · Passive

Communicate telepathically with any creature you can see within 60 ft that understands at least one language. Does not grant mind reading.

Empathic Sense 7th Level · Passive

Perceive surface emotions within 60 ft. Advantage on Wisdom (Insight) checks against creatures in range.

Vanguard Training 7th Level · Passive

Gain proficiency in one of: Arcana, Insight, Intimidation, Investigation, Perception, or Persuasion. Add Psionic Ability modifier to checks using that skill.

Steeled Mind 11th Level · Passive

Add your Proficiency Bonus to Constitution saving throws made to maintain concentration.

Psionic Apex 20th Level · Passive

Psychic Resistance: Resistant to psychic damage. Overload self-damage still applies.

Overload Mastery: Once per short rest, declare an Overload with no Blood Tax. Effects still apply normally.

Mental Fortitude: Advantage on saves against charmed or frightened.

03 ADVANCED TRAINING

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

T0: When you take damage, spend 1 Psi to reduce it by 1d10 + Psionic Ability modifier.

T1: Reduction increases to 1d10 + Psionic Ability modifier + Proficiency Bonus.

T2: Attacker makes a Str save: fail = pushed 15 ft + Prone; success = pushed 5 ft.

Phase Step 10th Level · 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 (15th) and IV (20th): Choose 2 of 3. Swappable on level-up. You cannot hold the same feature across both slots.

Mind Crush High Tier · 3 Psi · On MS Hit · Once per Attack Action

T0: Target makes a Wis save or loses the ability to take reactions until end of your next turn.

T1: On failed save, target is also Incapacitated until end of your next turn.

T2: Target is Stunned instead of Incapacitated on a failed save.

Concussive Surge High Tier · 3 Psi · On MS Hit · Once per Attack Action

T0: Target makes a Con save. On failure: 2 MS dice additional force damage + cannot take reactions until end of its next turn.

T1: Target is also Restrained until end of your next turn.

T2: Target is Stunned until end of your next turn instead of Restrained.

Burst High Tier · 3 Psi · On MS Hit · Once per Attack Action

T0: All creatures within 15 ft of target make a Dex save, taking 2 MS dice force damage on failure (half on success).

T1: Radius increases to 20 ft.

T2: Creatures that fail are also knocked Prone and pushed 10 ft away from the target.

PSYCHOKINESIS

Tactical Space Control · Force damage

A repositioning specialist that dictates where enemies stand — controlling entry points, collapsing formations, and punishing poor positioning. Force is the least-resisted damage type in the game.

Telekinetic Shove 3rd · 1 Psi · On MS Hit · Once per Attack Action

T0: Push target 5 ft horizontal (Str save negates). Free once per Attack action via Psionic Instinct.

T1: Push distance increases to 10 ft.

T2: Push distance increases to 15 ft and target is knocked Prone on failed save.

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

Piercing Force: Your force damage from subclass features ignores resistance.

T0: Telekinetic implosion on the target. All creatures within 15 ft (including target) make Str save or are knocked Prone. Non-targets are pulled 15 ft toward the target.

T1: Pull distance increases to 30 ft.

T2: Creatures that fail also take force damage equal to Psionic Ability modifier.

Combo: Shove on hit 1 to position the target, Implosion on hit 2 to collapse the cluster.

Vectored Thrust 10th · 2 Psi · Bonus Action · Concentration, up to 10 min

T0: Hover speed equal to walking speed (no more than 1 ft off ground — ignores difficult terrain, not true flight).

T1: Full fly speed equal to walking speed. Ends if incapacitated. Standalone: BT on activation (no roll).

T2: Flight does not provoke opportunity attacks.

Force Supremacy 10th · Passive

Resistance: You gain resistance to force damage.

Bonus Damage: Once per turn, when you hit with MS, deal bonus force damage equal to PB.

Ribbon: Minor telekinesis at will — manipulate objects up to 10 lb within 30 ft (invisible Mage Hand, no concentration).

Overload (declare before first MS roll this turn):

T1: Bonus Damage applies to all hits during the Attack action, not just one.

T2: Each target of the Bonus Damage must make a Str save or be pushed 5 ft horizontal. Stacks with Telekinetic Shove.

Mass Levitation 15th · 4 Psi · Concentration, up to 1 min

T0: Choose up to 3 Medium or smaller creatures (or 1 Large) within 60 ft. Str save or lifted 20 ft and Restrained (hovering). Repeat save at start of each turn; success = safe descent. Concentration ends = fall.

While Levitated: Target takes bonus force damage = Psionic Ability modifier the first time each turn it is hit by your MS.

T1: Creatures that fail the initial Str save must also Con save or become Incapacitated for the duration.

T2: Creatures that fail take force damage = Psionic Ability modifier at the start of each of their turns while levitated.

Telekinetic Slam 18th · 4 Psi · Action

T0: Target within 60 ft takes 8d10 force damage (Str save for half).

T1: +2d10 damage. On failed save, target is Stunned until end of your next turn.

T2: On failed save, target is Stunned (T1), lifted 15 ft and slammed — Prone + Psionic Ability modifier force damage. Prone persists after Stun ends.

05 FEATURE TABLE

Level	Feature
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3rd	Psionic Discipline, Psi Reservoir, Telepathy, Manifested Strike, Overload, Psionic Instinct, Telekinetic Shove
5th	Advanced Training I: Deflection Screen
7th	Empathic Sense, Vanguard Training, Implosion
10th	Vectored Thrust, Force Supremacy, Advanced Training II: Phase Step
11th	Steeled Mind
15th	Mass Levitation, Advanced Training III (1 high-tier pick)
18th	Telekinetic Slam, Discipline Mastery
20th	Advanced Training IV (1 high-tier pick), Psionic Apex