KINETIC VANGUARD

Psychokinesis Player Sheet · v6.1.0

Psionic Ability	Intelligence, Wisdom, or Charisma (chosen at 3rd)
Save DC	8 + PB + Psionic Ability modifier
Manifested Strike	Magical ranged weapon attack, 60 ft, force 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 1d10 + Psionic Ability modifier.
T1: Reduction increases to 1d10 + Psionic Ability modifier + PB.
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 3. Swappable on level-up. One rider per hit still applies.

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

T0: Target makes Int save or loses reactions until end of your next turn.
T1: On failed save, also Incapacitated until end of your next turn.
T2: On failed save, Stunned instead of Incapacitated.

Dazzle · *3 Psi · Special*

T0: Action: choose a creature within 60 ft. Wis save or Charmed until end of your next turn. Charmed-immune creatures skip T0.
T1: On MS hit: target makes Wis save or Blinded until end of your next turn.
T2: On MS hit: target makes Wis save or Incapacitated until end of your next turn. Charmed-immune targets can still be Blinded (T1) or Incapacitated (T2).

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.

PSYCHOKINESIS

Tactical Space Control · Force damage

A repositioning specialist that dictates where enemies stand. Force is the least-resisted damage type; every inch of displacement is leverage.

Telekinetic Shove · *3rd · 1 Psi · On MS Hit*

T0: Push target 5 ft any horizontal direction (Str save negates). Psionic Instinct covers cost 1×/Attack action.

T1: Push distance increases to 10 ft.

T2: Push 15 ft + Prone on failed save.

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

T0: All creatures within 15 ft (incl. target) make Str save or Prone. Non-targets also pulled 15 ft toward target. Cannot pull into occupied spaces.

T1: Pull distance increases to 30 ft.

T2: Creatures that fail also take force damage = Psionic Ability mod.

Shove and Implosion are each once per Attack action on separate hits. Shove to position, Implosion to collapse.

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

T0: Hover speed = walking speed. No more than 1 ft off ground — ignores ground effects but no elevation advantage.

T1: Full fly speed = walking speed. Ends early if incapacitated.

T2: Flight does not provoke opportunity attacks.

Standalone feature — Blood Tax fires on activation (no attack roll).

Telekinetic Slam · *15th · 4 Psi · Action*

T0: One creature within 60 ft makes Str save. 8d10 force (half on success). Failed = also pushed 10 ft any horizontal direction.

T1: Damage 10d10. Failed = also Prone.

T2: Damage 13d10. Failed = Stunned instead of Prone until end of your next turn. Prone guaranteed even on success.

Mass Levitation · *20th · 4 Psi · Action · Concentration, up to 1 min*

T0: Up to 5 Medium or smaller (or 2 Large) within 60 ft. Huge+ immune. Str save or lifted 30 ft and Restrained (hovering). Repeat Str save at start of each turn; success = safe descent. While levitated, first MS hit each turn deals bonus force damage = Psionic Ability mod (automatic, not a rider).

T1: Failed Str save = also Con save or Incapacitated for duration. Levitated creatures have disadvantage on repeat Str save.

T2: Failed Str save = 2× Psionic Ability mod force damage at start of each turn while levitated.

04 PLAY PATTERNS

LEVEL 11 — FIRST T2 POWER SPIKE

MS 1d8 · PB 4 · 10 Psi · 3 Attacks

Sample turn (control):

1. Bonus Action: Vectored Thrust T1 (2 Psi, BT = PB; full flight).
2. Attack 1 (Instinct free): T0 Telekinetic Shove → push 5 ft into cluster.
3. Attack 2: Implosion T2 (2 Psi) → Prone + 30 ft pull + mod damage.
4. Attack 3: T1 MS + T0 Shove (1 Psi) → reposition stragglers.

Budget: 5 Psi. BT = 2×PB = 8. Focus: fly first, Shove + Implosion to clump enemies.

LEVEL 20 — FULL BUILD

MS 1d12 · PB 6 · 16 Psi · 4 Attacks

Sample turn (vs clustered enemies):

1. Vectored Thrust T1 to soar up (2 Psi, BT = PB).
2. Hit 1 (Instinct free): T0 Shove → push into cluster.
3. Hit 2: Implosion T2 (2 Psi) → Prone + 30 ft pull.
4. Hit 3: Burst T2 (3 Psi, AT pick) → 20-ft AoE + Prone/push.
5. Hit 4: Mind Crush T2 (3 Psi, AT pick) → Stun the boss.
6. Big play: Mass Levitation T1 (4 Psi) → 5 targets lifted, Incapacitated, disadvantage on escape.

Identity: Enemies are ragdolled into a kill zone while you float above. Pick Psycho for positioning.