

KINETIC VANGUARD *Electrokinesis Player Sheet · v9.7*

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	3	Varies
18th	AT IV pick	3	Varies
20th	AT V pick	3	Varies
15th+	Surge	3	On MS Hit
15th+	Barrier	3	Bonus Action
15th+	Leaping Strike	3	Bonus Action
20th	Ball Lightning	5	Action · Conc

Psionic Ability	Intelligence, Wisdom, or Charisma (chosen at 3rd)
Save DC	8 + PB + Psionic Ability modifier
Manifested Strike	Special ranged psionic attack, 60 ft (+½ PB to hit), lightning damage. Replaces weapon attacks on the Attack action. On a crit, double all damage dice as normal. Counts as a ranged weapon attack for feats/fighting styles. Not a weapon, not a spell, not an object. Holdout Option: you may declare a strike as force damage instead of lightning for half damage (rounded down) — riders keep their element and do not benefit. Use it when lightning is immune, not merely resisted.
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.

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	+4	9	1d6	1d8	—
10	+4	9	1d6	1d8	1d10
11–12	+4	10	1d8	1d10	1d12
13–14	+5	12	1d8	1d10	1d12
15–16	+5	13	1d8	1d10	1d12
17–18	+6	15	1d8	1d10	1d12
19–20	+6	16	1d8	1d10	1d12

01 OVERLOAD

OVERLOAD & BLOOD TAX

Declare before rolling. Full package (MS tier + rider + rider tier) committed upfront. **Blood Tax is paid when you declare an Overload, whether or not the attack hits** — the power is spent the moment you channel it, same as Psi. Hit = everything resolves. Miss = Psi and Blood Tax are still spent; no effects resolve.

Blood Tax per Overload declared: Tier 1 = PB. Tier 2 = 2×PB. Sum all Overloads in the sequence. A double-Overload declaration (e.g., T2 MS + T1 rider) pays each separately. Tier 2 may be declared only once per Attack action, on either the MS or one rider; Action Surge creates a new Attack action and a new limit.

Overload Mastery (18th): Once per short rest, when you declare an Overload, you can activate this feature: all Blood Tax you pay this turn — including during a second Attack action from Action Surge — is halved (round down). Overload effects still apply normally.

⚠ *Psychic resistance halves Blood Tax normally. Blood Tax cannot be reduced below half its declared value 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 9. 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. Failed = speed 0 until end of your next turn.

T2: Damage increases to 6d8 psychic. Failed = Stunned instead of Incapacitated.

Dazzle · 3 Psi · Action

T0: Produce the effects of charm person (Concentration, up to 1 hour) without casting a spell. Cha save vs your Psi 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.

T2: Produce the effects of hold monster instead (Concentration, up to 1 minute), without casting a spell; repeat the Cha save at the end of each target turn.

Dazzle is a standalone Action — not a rider or spell. All tiers require Concentration.

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

T0: Target takes 2d8 psychic damage. Cha save or Blinded until end of your next turn.

T1: Damage increases to 3d8 psychic. Failed = also Incapacitated until end of your next turn.

T2: Damage increases to 4d8 psychic. 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, 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; each swap costs 1 Psi. You cannot swap into an effect already active.

Surge · 3 Psi · On MS Hit · Once per Attack Action

T0: 2 MS dice, your MS damage type (always your base Manifested Strike die, even if the strike is Overloaded). Signature save or no reactions until end of next turn.

T1: Also Restrained on failed save.

T2: Stunned instead of Restrained.

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 18th

Gain 1 additional use of Overload Mastery per short rest (2 total with Psionic Apex).

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 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): Static Discharge T0 → PB lightning arcs to every creature next to the target (no save).
3. Attack 2: T2 MS + Voltaic Bolt T1 (2 Psi) → big single-target hit plus 2 MS dice of lightning with NO save.
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 (T2 MS) + PB (T1 Voltaic Bolt) = 4×PB = 16 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 1d8/1d10/1d12 · PB 5 · Psi 13 · 3 Attacks · +12 to hit · AT III pick: Barrier (assumed)

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× T0 MS, Static Discharge hit 1 (Instinct free)	~31	0	0	3× T0 MS = 28.5 average; Static adds 2 to the target and arcs 5 to each adjacent creature.
Cluster	T0 MS×3, Arc Nova T0 hit 1 (2 Psi), Static Discharge hit 2 (Instinct free)	~31 + AoE	2	0	Arc Nova: 3d8 (~13.5) to each other creature, Cha half. Static adds 2 to target and arcs 5.
Bolt	T0 MS×3, Voltaic Bolt T2 hit 1 (2 Psi), Static Discharge hit 2 (Instinct)	~40	2	10 (2×PB)	Voltaic Bolt T2 adds 2d8 (~9) with no damage save, plus Cha save or Restrained. Static adds 2.
Mini Nova	T2 MS h1 + Voltaic Bolt T1; T1 MS h2 + Arc Nova T1; T1 MS h3 + Static Discharge T1 (Instinct)	~44 + AoE	4	35 (7×PB)	Legal one-T2 sequence. H1 ~20.5; H2 ~10.5 plus 23 AoE; H3 ~12.5 plus 10 arc damage and no-reactions save.
→ Next round	Sustain (3× T0 MS, Static Discharge hit 1 Instinct)	~31	0	0	Mini Nova → Sustain: ~74 single-target plus heavy AoE over two rounds. Action Surge preserved.
Full Nova	Mini Nova + Action Surge → Action: Chain Lightning T0 (3 Psi)	~80 + arcs	7	35 (7×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 35-BT

mini nova is roughly one quarter 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 1d8/1d10/1d12 · 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: T2 MS + Voltaic Bolt T1 (2 Psi) → sole Tier 2 declaration in this Attack action; 2 base MS dice of lightning with no damage save.
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 = 8×PB = 48 before Overload Mastery, or 24 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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