

# KINETIC VANGUARD

Psychokinesis Player Sheet · v7.7.0

Acronym	Meaning
PB	Proficiency Bonus
PAM	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	Telekinetic Shove	1	Rider
5th	Deflection Screen	1	Reaction
7th	Vectored Thrust	2	BA · Conc
10th	Explosion/Implosion	2	Rider (1×/action)
10th	Phase Step	1	Bonus Action
10th	Steeled Mind	—	Passive
15th	Telekinetic Slam	3	Action
15th	AT III pick	3	Varies
18th	AT IV pick	3	Varies
20th	AT V pick	3	Varies
20th	Concussive Surge	3	On MS Hit
20th	Reactive Barrier	2	Bonus Action
20th	Mass Levitation	5	Action · Conc

Psionic Ability	Intelligence, Wisdom, or Charisma (chosen at 3rd)
Save DC	8 + PB + Psionic Ability modifier

<b>Manifested Strike</b>	Magical ranged weapon attack, 60 ft (+½ PB to hit), force damage. Replaces weapon attacks. On a crit, add one base (non-Overloaded) MS die. See main doc for examples.
<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 rider per Attack action = 0 Psi (any tier). BT still applies if Overloaded.
<b>One Rider Per Hit</b>	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	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 3 of the following 6. 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.*

### Reactive Barrier · 2 Psi · Bonus Action

**T0:** Gain 4×PB THP. While active, blast melee attackers for free (Str save or pushed 10 ft).

**T1:** THP increases to 6×PB.

**T2:** Failed save: also Prone.

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

**T0:** Con save or 2 MS dice force + no reactions until end of next turn.

**T1:** Also Restrained on failed save.

**T2:** Stunned instead of Restrained.

# 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.

## Vectored Thrust · 7th · 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).*

## Explosion/Implosion · 10th · 2 Psi · On MS Hit · Once per Attack Action

**T0:** Choose Explosion (push) or Implosion (pull). All creatures within 15 ft (incl. target) make Str save or Prone. Non-targets also pushed 15 ft away or pulled 15 ft toward target. Cannot push/pull into occupied spaces.

**T1:** Push/pull distance increases to 30 ft.

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

*Shove and Explosion/Implosion are each once per Attack action on separate hits. Shove to position, then Explosion to scatter or Implosion to collapse.*

## Telekinetic Slam · 15th · 3 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 · 5 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 the repeat Str save against this feature.

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

### LEVEL 10 — 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: Explosion/Implosion T2 (2 Psi) → Prone + 30 ft push/pull + mod force damage.
  4. Attack 3: T1 MS + T0 Shove (1 Psi) → reposition stragglers.
- Budget: 5 Psi. BT = PB + 3×PB + PB = 20. Focus: fly first, Shove + Implosion to clump/scatter 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: Explosion/Implosion T2 (2 Psi) → Prone + 30 ft push/pull.
  4. Hit 3: Concussive Surge T2 (3 Psi, AT pick) → Stunned + no reactions.
  5. Hit 4: Mind Blast T2 (3 Psi, AT pick) → Blinded + Stunned.
  6. Big play: Mass Levitation T1 (5 Psi) → 5 targets lifted, Incapacitated, disadvantage on escape.
- Identity: Enemies are ragdolled into a kill zone while you float above. Pick Psycho for positioning.*

---

**Kinetic Vanguard** is released under a simple attribution license.

You are free to use, copy, modify, and redistribute this homebrew content for any non-commercial purpose, provided that you credit **NixNinja** as the original author. A link back or a mention is all that's required. Commercial use requires prior written permission.

© 2024–present NixNinja. All rights reserved.