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

Manifested Strike	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.
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 rider per Attack action = 0 Psi (any tier). BT still applies if Overloaded.
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	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.

04 PLAY PATTERNS

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.

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