

KINETIC VANGUARD

Fighter · Martial Archetype · Pyrokinesis

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 = $\lceil \text{Fighter level} \div 2 \rceil + \text{Proficiency Bonus}$. Regain all on short/long rest.

Manifested Strike: Magical ranged attack (60 ft), fire 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): $(T1 \times PB) + (T2 \times 3 \times PB)$. 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.

PYROKINESIS

Compounding Pressure · Fire damage

A sustained pressure discipline that rewards relentless aggression — burning targets, erupting kills, and spreading fire compound into an attrition machine that grows deadlier the longer combat runs.

Ember Lance 3rd · 1 Psi · On MS Hit

T0: Target takes fire damage equal to PB immediately on hit and at the start of its next turn.

T1: Fire damage from both burn instances doubles.

T2: After this hit fully resolves, the next separate instance of fire damage the target takes from one of your subclass features before end of your next turn is doubled. Applies once. Delayed burn ticks do not consume the doubling — only a direct hit qualifies.

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

Piercing Flame: Your fire damage from subclass features ignores resistance.

T0: Each creature within 15 ft of target (excluding target) makes a Dex save. Fail: 2d8 fire damage + pushed 10 ft away. Success: half damage, no push.

T1: Radius increases to 20 ft. Damage increases to 3d8 + Psionic Ability modifier. Push increases to 15 ft.

T2: Creatures that fail are also ignited until end of your next turn (PB fire damage at start of their next turn). If already burning from Ember Lance, ignition damage doubled and target cannot Dash until end of its next turn.

Flare 10th · 2 Psi · On MS Hit · Once per Attack Action

T0: Target must make a Con save or be Blinded until end of your next turn.

T1: On failed save, target also takes additional fire damage equal to 1 Manifested Strike die. Successful save negates both the Blind and this damage.

T2: On failed save, target is Incapacitated instead of Blinded until end of your next turn.

Fire Supremacy 10th · Passive

Resistance: You gain resistance to fire damage.

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

Ribbon: Ignite or extinguish small fires by thought at will (candle, campfire, torch). Comfortable in extreme heat.

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 Con save or be ignited (PB fire damage at start of its next turn). Stacks with Ember Lance's burn.

Spreading Flames 15th · Passive · Once per Attack Action

T0: When you reduce a creature to 0 HP with MS, fire erupts. All creatures within 15 ft make a Dex save or take 2 MS dice fire damage (half on success). Cannot chain. Delayed burn from Ember Lance does not trigger this.

T1 Effect: If you landed a hit with a T1+ Overloaded Pyrokinesis feature this turn, eruption damage ignores fire resistance.

T2 Effect: If you landed a hit with a T2 Overloaded Pyrokinesis feature this turn, creatures that fail also gain Burning (PB fire damage at start of their next turn).

Eruption tier matches the highest Overload tier that actually landed a hit this turn. A whiffed T2 does not qualify.

Firestorm 18th · 4 Psi · Action

T0: 15-ft radius centered on a point within 60 ft. All creatures take 8d10 fire damage (Dex save for half).

T1: +2d10 damage.

T2: Creatures that fail are ignited (PB fire damage at start of their next turn). Each creature within 5 ft of an ignited target also takes PB fire damage (no save).

05 FEATURE TABLE

Level	Feature
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3rd	Psionic Discipline, Psi Reservoir, Telepathy, Manifested Strike, Overload, Psionic Instinct, Ember Lance
5th	Advanced Training I: Deflection Screen
7th	Empathic Sense, Vanguard Training, Fiery Blast
10th	Flare, Fire Supremacy, Advanced Training II: Phase Step
11th	Steeled Mind
15th	Spreading Flames, Advanced Training III (1 high-tier pick)
18th	Firestorm, Discipline Mastery
20th	Advanced Training IV (1 high-tier pick), Psionic Apex