KINETIC VANGUARD

Fighter · Martial Archetype · Psychokinesis

Character Sheet · v3.4

Quick Reference

Psionic Ability: Intelligence, Wisdom, or Charisma (chosen at 3rd level)

Save DC = 8 + Proficiency Bonus + Psionic Ability modifier

Psi Points = ⌈Fighter level ÷ 2⌉ + Proficiency Bonus. Regain all on short/long rest.

Manifested Strike: Magical ranged attack (60 ft), force 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 × PB) + (T2 × 3 × 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	1d20 + 1d12

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. Add your Psionic Ability modifier to passive Perception against creatures within 60 ft that harbor hostile intent toward you, provided they have readable surface emotions.

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 an Int 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.

Dazzle High Tier · 3 Psi · Action

T0: Choose a creature within 60 ft that you can see. Target makes a Wis save or is Charmed by you until end of your next turn.

T1: On failed save, target is Blinded instead of Charmed until end of your next turn.

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

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.

PSYCHOKINESIS

Tactical Space Control · Force damage

A repositioning specialist that dictates where enemies stand — controlling entry points, collapsing formations, and punishing poor positioning. Force is the least-resisted damage type in the game.

Telekinetic Shove 3rd · 1 Psi · On MS Hit · Once per Attack Action

T0: Push target 5 ft horizontal (Str save negates). Free once per Attack action via Psionic Instinct.

T1: Push distance increases to 10 ft.

T2: Push distance increases to 15 ft and target is knocked Prone on failed save.

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

Piercing Force: Your force damage from subclass features ignores resistance.

T0: Telekinetic implosion on the target. All creatures within 15 ft (including target) make Str save or are knocked Prone. Non-targets are pulled 15 ft toward the target.

T1: Pull distance increases to 30 ft.

T2: Creatures that fail also take force damage equal to Psionic Ability modifier.

Combo: Shove on hit 1 to position the target, Implosion on hit 2 to collapse the cluster.

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

T0: Hover speed equal to walking speed (no more than 1 ft off ground — ignores difficult terrain, not true flight).

T1: Full fly speed equal to walking speed. Ends if incapacitated. Standalone: BT on activation (no roll).

T2: Flight does not provoke opportunity attacks.

Force Supremacy 10th · Passive

Resistance: You gain resistance to force damage.

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

Ribbon: Minor telekinesis at will — manipulate objects up to 10 lb within 30 ft (invisible Mage Hand, no concentration).

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 Str save or be pushed 5 ft horizontal. Stacks with Telekinetic Shove.

Mass Levitation 15th · 4 Psi · Action · Concentration, up to 1 min

T0: Choose up to 3 Medium or smaller creatures (or 1 Large) within 60 ft. Str save or lifted 20 ft and Restrained (hovering). Repeat save at start of each turn; success = safe descent. Concentration ends = fall.

While Levitated: Target takes bonus force damage = Psionic Ability modifier the first time each turn it is hit by your MS.

T1: Creatures that fail the initial Str save must also Con save or become Incapacitated for the duration.

T2: Creatures that fail take force damage = Psionic Ability modifier at the start of each of their turns while levitated.

Telekinetic Slam 18th · 4 Psi · Action

T0: Target within 60 ft takes 8d10 force damage (Str save for half).

T1: +2d10 damage. On failed save, target is Stunned until end of your next turn.

T2: On failed save, target is Stunned (T1), lifted 15 ft and slammed — Prone + Psionic Ability modifier force damage. Prone persists after Stun ends.

05 FEATURE TABLE

Level	Feature

3rd	Psionic Discipline, Psi Reservoir, Telepathy, Manifested Strike, Overload, Psionic Instinct, Telekinetic Shove
5th	Advanced Training I: Deflection Screen
7th	Empathic Sense, Vanguard Training, Implosion
10th	Vectored Thrust, Force Supremacy, Advanced Training II: Phase Step
11th	Steeled Mind
15th	Mass Levitation, Advanced Training III (1 high-tier pick)
18th	Telekinetic Slam, Discipline Mastery
20th	Advanced Training IV (1 high-tier pick), Psionic Apex