# KINETIC VANGUARD

*Pyrokinesis Player Sheet · v6.3.1*

| 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) |

| | |
|---|---|
| **Psionic Ability** | Intelligence, Wisdom, or Charisma (chosen at 3rd) |
| **Save DC** | 8 + PB + Psionic Ability modifier |
| **Manifested Strike** | Magical ranged weapon attack, 60 ft, fire damage. Replaces weapon attacks. Crits double all dice including Overloaded steps. |
| **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 discipline T0 rider free each Attack action. |
| **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 | — |
| 9–10 | +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

### 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 1d10 + Psionic Ability modifier.
**T1:** Reduction increases to 1d10 + Psionic Ability modifier + PB.
**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 2 of the following 3. Swappable on level-up. One rider per hit still applies.*

### Mind Crush · *3 Psi · On MS Hit · Once per Attack Action*

**T0:** Target makes Int save or loses reactions until end of your next turn.
**T1:** On failed save, also Incapacitated until end of your next turn.
**T2:** On failed save, Stunned instead of Incapacitated.

### Dazzle · *3 Psi · Special*

**T0:** Action: choose a creature within 60 ft. Wis save or Charmed until end of your next turn. Charmed-immune creatures skip T0.
**T1:** On MS hit: target makes Wis save or Blinded until end of your next turn.

**T2:** On MS hit: target makes Wis save or Incapacitated until end of your next turn. Charmed-immune targets can still be Blinded (T1) or Incapacitated (T2).

### Burst · *3 Psi · On MS Hit · Once per Attack Action*

**T0:** All creatures within 15 ft of target make Dex save. Fail: 2 MS dice force damage. Success: half.

**T1:** Radius increases to 20 ft.

**T2:** Creatures that fail are also knocked Prone and pushed 10 ft away from target.

# PYROKINESIS

*Compounding Pressure · Fire damage*

*A sustained pressure discipline that rewards relentless aggression — burning targets compound into an attrition machine.*

**Burning (Condition):** PB fire damage at start of each of its turns. Can use action to extinguish (no save).

## Ember Lance · *3rd · 1 Psi · On MS Hit*

**T0:** Target takes fire damage = PB immediately on hit and at start of its next turn.

**T1:** Both burn instances double.

**T2:** Next MS hit against same target before end of your next turn has its MS damage doubled (strike only, not rider). Applies once.

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

**T0:** Each creature within 15 ft of target (excl. target): Dex save. Fail: 2d8 fire + pushed 10 ft. Success: half, no push.

**T1:** Radius 20 ft. Damage 3d8 + mod. Push 15 ft.

**T2:** Failed = also Burning. If already Burning from EL, Burning damage doubles + cannot Dash.

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

**T0:** Con save or Blinded until end of your next turn.

**T1:** Failed = also 1 MS die fire (uses Overloaded die if MS Overloaded). Success negates both.

**T2:** Incapacitated instead of Blinded.

## Firestorm · *15th · 4 Psi · Action · Concentration, up to 1 min*

**T0:** 20-ft radius within 60 ft. Difficult terrain. Creatures entering or starting turn: Dex save, 5d8 fire on fail (half on success).

**T1:** 6d8 + mod. Failed = cannot Dash until start of next turn.

**T2:** Failed = also Burning. Radius expands to 30 ft.

## Spreading Flames · *20th · 2 Psi · On Kill*

**T0:** When you reduce a creature to 0 HP with MS, you may spend 2 Psi to trigger an eruption. All within 20 ft: Dex save or 3 MS dice fire (half on success). One eruption per Attack action.

**T1 Overload:** Creatures that fail also gain Burning.

**T2 Overload:** Radius expands to 30 ft + creatures that fail cannot take reactions until start of next turn.

*Exception: stacks on top of any Pyro rider on the killing hit. One-rider-per-hit does not apply. You choose the OL tier when you trigger; BT applies as normal.*

## 04 PLAY PATTERNS

### LEVEL 11 — FIRST T2 POWER SPIKE

*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): Ember Lance T2 → burn + doubling primer.
3. Attack 2: T2 MS + Flare T1 (2 Psi) → doubled MS damage + Blind.
4. Attack 3: Fiery Blast T0 (2 Psi) → AoE push + ignition.

*Budget: 5 Psi. BT = PB + 2×3×PB = 28. Focus: EL T2 first to prime doubling.*

### LEVEL 20 — FULL BUILD

*MS 1d12 · PB 6 · 16 Psi · 4 Attacks*

**Sample nova turn:**

1. Phase Step T1 to flank (1 Psi).
2. Hit 1 (Instinct free): Ember Lance T2 → burn + primer.
3. Hit 2: T2 MS + Flare T1 (2 Psi) → doubled damage + Blind.
4. Hit 3–4: Fiery Blast T1 (2 Psi) + naked MS → spread ignition.
5. Kill trigger: Spreading Flames T1 (2 Psi) → 3d12 AoE eruption + Burning.
6. Zone control: Firestorm T2 (4 Psi) → 30-ft fire zone, 6d8+mod/round + Burning.

*Identity: One target melts, the room catches fire, burns keep ticking. Pick Pyro if you love attrition.*