

SABLE VEX

Fighter 15 · Kinetic Vanguard · Pyrokinesis Discipline
Tiefling · Soldier Background · Charisma Psionic Ability · Tier 2 Overload Unlocked

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|-----|----|-------|------------|------------|------------|-------------|
| HP | AC | SPEED | INITIATIVE | PROF BONUS | PSI POINTS | INDOMITABLE |
| 128 | 18 | 30 ft | +3 | +5 | 8 / 8 | 2 / LR |

ABILITY SCORES (5 ASIS APPLIED — CHA 20, CON 16, DEX 16)

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|-----------|-----------|-----------|-----------|-----------|-----------|
| STR | DEX | CON | INT | WIS | CHA |
| +0 | +3 | +3 | +0 | +1 | +5 |
| 10 | 16 | 16 | 10 | 12 | 20 |

SAVING THROWS

STR +5 ◆ CON +8 ◆
DEX +3 INT +0
WIS +1 CHA +5
(◆ = proficient)

SKILLS

Athletics +5 Intimidation +10
Perception +6 History +5
Racial: Hellish Resistance (fire); darkvision 60 ft

PSIONIC STATS

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| PSIONIC ABILITY | SAVE DC | MANIFESTED STRIKE | STRIKE RANGE |
| Charisma (+5) | 18 | 1d10+5 fire | 60 ft |

OVERLOAD: **TIER 1 & TIER 2 BOTH ACTIVE** | Declare before the roll. Miss still costs HP & suppresses recovery.

OVERLOAD QUICK REFERENCE

| TIER | EFFECT ON MANIFESTED STRIKE | SELF-DAMAGE | NOTES |
|----------|---|-----------------|-------------------------------------|
| Tier 1 ✓ | 1d10→1d12. Add PB (+5) to damage. | 1d4 psychic | Tier 2 inherits Tier 1 bonuses |
| Tier 2 ✓ | 1d10→1d12 (+T1). Add PB+CHA mod to damage again (+10). If die would exceed 1d20: roll 2d20 take higher. | 1d4+1d8 psychic | Each Overload decl. = own Blood Tax |

COMBAT ACTIONS (3 ATTACKS PER ATTACK ACTION — FIGHTER 11)

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| Longsword ACTION · WEAPON | To hit: +3. Damage: 1d8+3 slashing. Dueling style: +2 bonus → 1d8+5. Versatile (two-hand): 1d10+3. |
| Manifested Strike ACTION · REPLACES ANY 1 ATTACK · 60 FT | Ranged spell attack. To hit: +10 (PB+CHA). Damage: 1d10+5 fire. Magical. Not a weapon. Not a spell (cannot be Counterspelled). Make up to 3 per Attack action if replacing all weapon attacks. |
| Overloaded MS (T1) DECLARE BEFORE ROLL | Damage: 1d12+10 fire (1d10→1d12, +PB). Blood Tax: 1d4 psychic (bypasses Temp HP). No healing until end of next turn. |
| Overloaded MS (T2) DECLARE BEFORE ROLL | Damage: 1d12+20 fire (all T1 bonuses, then +PB+CHA again). Blood Tax: 1d4+1d8 psychic. If die would exceed 1d20: roll 2d20 take higher. |
| Action Surge FREE · 1/SR | Take one additional action this turn. |

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| Second Wind BONUS ACTION · 1/SR | Regain 1d10+15 HP. (Cannot be used while Overloaded.) |
| Indomitable FREE · 2/LR | Reroll one failed saving throw. Must use the new result. |

PYROKINESIS DISCIPLINE FEATURES

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| Ember Lance 1 PSI · ON MS HIT (3RD) | Target takes fire damage = PB (+5) at start of its NEXT turn. T1 OL: also takes +5 fire IMMEDIATELY on hit (both apply). T2 OL: target becomes vulnerable to fire until end of your next turn (takes effect after this attack's damage). |
| Blazing Step 2 PSI · BONUS ACTION (7TH) | Teleport up to 15 ft. Creatures adjacent to arrival point: Dex save DC 18 or take +5 fire (CHA mod). T1 OL: teleport up to 30 ft instead. T2 OL: creatures that fail are also pushed 10 ft away from arrival point. |
| Flare 2 PSI · ON MS HIT (10TH) | Burst of fire 10 ft around target (not the target). Dex save DC 18 or take 1d10 fire (half on success). T1 OL: original target makes Con save or Blinded until end of your next turn. T2 OL: radius becomes 15 ft and includes the original target. |
| Piercing Flame PASSIVE (10TH) | Your fire damage from subclass features ignores resistance. Ribbon: ignite/extinguish small fires by thought at will. Comfortable in extreme heat. |
| Spreading Flames ★ PASSIVE (15TH) ★ NEW | When you reduce a creature to 0 HP with Manifested Strike: fire erupts. All creatures within 15 ft make Dex save DC 18 or take 2d10 fire (half on success). Eruption cannot trigger itself. Tier inherited from killing blow's Pyrokinesis feature: T1 OL kill → eruption ignores fire resistance. T2 OL kill → failed creatures also gain Burning (take PB fire damage at start of next turn). |

PSYCHIC AWAKENINGS (4 OF 5 — CHOOSE 4TH BELOW)

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| Psychic Lash STRIKE · 1 PSI · TRIGGERED (3RD) | Once per turn, when a target FAILS a save against a Discipline feature from a MS hit, spend 1 Psi: deal +1d10 fire damage (no action). T1 OL: deal +2d10 instead. T2 OL: target has disadvantage on saves against one mental ability score (your choice) until end of their next turn. |
| Psychic Sustenance STRIKE · PASSIVE · ONCE/TURN (7TH) | Reduce a creature to 0 HP with MS → regain 1 Psi (once/turn). T1 OL: regain 2 Psi. T2 OL: also regain HP = PB (+5). |
| Inner Reservoir PASSIVE · 1/LONG REST (10TH) | Once per long rest, when you drop to 0 Psi, regain Psi = PB (+5). |
| Subtle Suggestion ★ ACTIVE · CONCENTRATION · 2 PSI · 15TH ★ NEW | Cast Suggestion once per long rest (no spell slot required). Spend 2 additional Psi to cast it again. Target makes a Wisdom save DC 18 or follows a reasonable suggestion for up to 8 hours. T1 Overload: target has disadvantage on the saving throw. T2 Overload: on a failed save, target is also Charmed by you for the spell's duration. |

SABLE'S CORE COMBAT LOOP AT LEVEL 15

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| TURN | 3 Manifested Strikes at +10. Base: 1d10+5 each. On hit, trigger Ember Lance (1 Psi) for +5 delayed fire. On failed Con save, Psychic Lash (1 Psi) for +1d10 fire right now. Each kill triggers Spreading Flames (15 ft eruption, 2d10 fire). |
| NOVA | T2 Overload one strike. Declare → 1d12+20 fire (+15 vs normal). Blood Tax: 1d4+1d8 psychic through your HP. Then T2 Ember Lance: target vulnerable to fire. Follow with two more normal strikes into a now-vulnerable target. |
| PSI | 8 Psi per short rest. Budget: Ember Lance (1/hit × 3) + Psychic Lash (1/proc). Kills refund 1-2 Psi via Sustenance. Inner Reservoir gives emergency refill of +5 Psi (1/LR) when you hit 0. |

EQUIPMENT

Weapons & Armor

+1 Half Plate (AC 18)

Longsword (1d8 slashing, Dueling +2)

2× Handaxe (1d6 slashing, thrown 20/60)

Character

Personality: Eerily calm. People listen — sometimes against their will.

Flaw: She overloads when she shouldn't. The power is addictive.

Bond: She burned down the wrong building once.