

# KINETIC VANGUARD

FIGHTER · MARTIAL ARCHETYPE · HOMEBREW · v2.9.0

*A mental-stat striker that channels elemental and telekinetic force through disciplined psionic projection.*

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## Design Notes

Kinetic Vanguard is built around three deliberate tensions: resource versus impact, power versus survivability, and identity versus flexibility. Psi Points keep you honest turn to turn — you cannot do everything every fight. Overload lets you spend health for power, which means the most dramatic moments cost something real. Your primary Discipline locks in your identity while Cross-Discipline Training and Awakenings let you shape the edges of that identity into something personal.

The subclass rewards players who think one turn ahead. Knowing when to Overload, when to hold Psi for Deflection Screen, and when to go Desperate is more interesting than any individual feature. The Blood Tax is not a punishment — it's the design talking. You are a fighter who wins by accepting pain, not avoiding it.

## Cliff Notes

**Mental-stat Fighter.** Your attack rolls, damage, and save DCs all run off Intelligence, Wisdom, or Charisma. Pick one at 3rd and never look back.

**Short-rest resource.** Psi Points refuel on a short rest. You have roughly half your Fighter level in points — enough for meaningful choices, not enough to spend carelessly.

**Manifested Strike is your weapon.** Replace a weapon attack with a 60ft force attack that scales with subclass level. Your discipline riders attach to hits with this.

**Overload is your throttle.** Declare before the roll, take psychic self-damage, step up the die and hit harder. Tier 1 from 3rd level, Tier 2 from 11th. A miss still costs you.

**Your Discipline is your identity.** Cryo locks things down, Pyro burns them out, Psychokinesis throws them around. Everything else builds on top of it.

**Awakenings are your personality.** Five modular picks across twenty levels — strike riders, active tools, passive always-ons. Swappable on level-up.

**Cross-Discipline Training is your toolkit.** At 10th, pick two features from any discipline's 3rd or 7th tier. At 20th, pick two from any discipline's 10th or 15th tier. All swappable on level-up.

**Desperate Overload is your emergency valve.** Out of Psi and the fight isn't done? Bleed for it. 1d4 per Psi owed, straight from your HP pool.

## How to Play This Subclass

On your turn, the core loop is simple: when you attack with Manifested Strike, you may spend Psi Points to activate a discipline feature on that hit. If you want more power, declare Overload before you roll — you take the Blood Tax in psychic self-damage, your die steps up, and the hit lands harder. Overloading the discipline feature as well costs a second Blood Tax. That's the throttle: every escalation costs you.

The rest is toolkit. Your Discipline defines your identity and gives you five features across eighteen levels. Your Awakenings are modular pickups that shape your playstyle. Cross-Discipline Training gives you situational tools borrowed from other disciplines — you'll reach for them when the moment calls for it, not every turn. Desperate Overload is a last-resort valve when you're out of Psi and the fight isn't over.

The subclass is rated Advanced not because any single rule is complicated, but because you're managing a resource, a risk dial, and a broad toolkit simultaneously. If you know what Psi you have, what Overload costs you, and what your discipline does — you know enough to play.

## 04 Overload Tier System

Overload is a deliberate escalation that trades hit points for power. It is declared before making a Manifested Strike attack roll. Two tiers exist, both gated by character level. Tier 2 inherits all Tier 1 bonuses — it does not replace them.

### The Blood Tax [REVISED v2.9.0]

**Tier 1 Overload (3rd level):** Increase the Manifested Strike damage die by one step. Add your Proficiency Bonus to damage. You take **1d4 psychic damage**.

**Tier 2 Overload (11th level):** Increase the Manifested Strike damage die by two steps. Add your Proficiency Bonus and your Psionic Ability modifier to damage again. You take **1d4 psychic damage, plus 1d4 per Psi Point the Overloaded feature costs** (minimum 2d4).

**Recovery Suppression:** Until the end of your next turn: you cannot regain hit points, cannot use Second Wind, and cannot spend Hit Dice.

*Each Overload declaration is its own Blood Tax. If you Overload a Manifested Strike and also Overload a discipline feature triggered by that same hit, you pay the Blood Tax twice — once for each declaration.*

! Declare before the roll. A miss still costs you HP and suppresses recovery.

! Self-damage bypasses Temporary Hit Points and cannot be reduced by any means.

**Die step order:** 1d4 → 1d6 → 1d8 → 1d10 → 1d12 → 1d20

**Standalone Overload (non-Manifested Strike features):** Every Overload declaration is its own Blood Tax, paid at the moment of activation — whether on a Manifested Strike, a discipline feature triggered by that hit, or a standalone feature such as Deflection Screen, Hover, or an active Awakening. The recovery suppression does not extend beyond your next turn regardless of how many Overloads you declare in a turn.

## Overload on Discipline Features

When a discipline feature says ‘if the triggering attack was Overloaded,’ the tier of that feature’s upgrade matches the tier you declared on Manifested Strike. To Overload the discipline feature as well, you must declare a separate Overload on that feature and pay its own Blood Tax. Discipline Tier 1 effects are available from 3rd level; Tier 2 effects require 11th level.

| Fighter Level | MS Die | Overload Tier 1 | Overload Tier 2       |
|---------------|--------|-----------------|-----------------------|
| 3–6           | 1d4    | 1d6 + PB        | —                     |
| 7–10          | 1d6    | 1d8 + PB        | —                     |
| 11–14         | 1d8    | 1d10 + PB       | 1d12 + PB + Psi mod   |
| 15–18         | 1d10   | 1d12 + PB       | 1d20 + PB + Psi mod   |
| 19–20         | 1d12   | 1d20 + PB       | 1d20+2 + PB + Psi mod |

## 05 Core Features

## Psionic Discipline — 3rd Level

Choose one of the following as your Psionic Ability: Intelligence, Wisdom, or Charisma. You use your Psionic Ability for Manifested Strike attack and damage rolls, saving throw DCs, and Psychic Awakening prerequisites.

**Save DC** = 8 + Proficiency Bonus + Psionic Ability modifier

## Psi Reservoir — 3rd Level

Your Psi Points equal half your Fighter level, rounded up. You regain all expended Psi Points on a short or long rest.

| Fighter Level | Psi Points |
|---------------|------------|
| 3–4           | 2          |
| 5–6           | 3          |
| 7–8           | 4          |
| 9–10          | 5          |
| 11–12         | 6          |
| 13–14         | 7          |
| 15–16         | 8          |
| 17–18         | 9          |
| 19–20         | 10         |

## Telepathy — 3rd Level

You can communicate telepathically with any creature you can see within 60 feet, provided it understands at least one language. This does not grant mind reading.

## Manifested Strike — 3rd Level

When you take the Attack action, you may replace one of your weapon attacks with a ranged spell attack formed from psionic force (range 60 feet). The attack deals force damage by default; your Discipline changes the damage type. Add your Psionic Ability modifier to all Manifested Strike damage.

**This attack:** is a spell attack and is magical. Is not a weapon and does not qualify for Divine Smite or similar features. Is not a spell and cannot be counterspelled. Does not require

concentration. Scales with subclass level, not total character level. A 3-level multiclass dip is permanently locked at 1d4.

### **Psionic Precision — 3rd Level — 1 Psi / hit**

When you hit with Manifested Strike, you may spend 1 Psi Point to add your Proficiency Bonus to that attack's damage. No per-turn limit. Applies only to Manifested Strike.

**Tier 1 Overload:** Add your Proficiency Bonus to damage twice instead of once.

**Tier 2 Overload:** This attack's damage bypasses resistance.

### **Overload — 3rd Level**

Declare that you are Overloading before making a Manifested Strike attack roll. See Overload Tier System (Section 01) for full rules.

### **Desperate Overload — 3rd Level**

**Running on Blood:** When you use a feature that requires Psi Points and lack sufficient points, you may still activate it. Spend as much Psi as you have; for each remaining Psi you cannot pay, you take 1d4 psychic self-damage. This self-damage follows all Blood Tax rules — it bypasses Temporary Hit Points and cannot be reduced by any means. Recovery suppression applies as normal.

**Flat Cost:** Desperate Overload self-damage is always 1d4 per Psi owed, regardless of your Overload tier. If you also voluntarily Overload the same Manifested Strike, the voluntary Blood Tax applies as a separate declaration.

**Manifested Strike is free:** Manifested Strike itself does not require Psi and is not affected by Desperate Overload. You can always attack — you just can't power your riders without paying in blood.

! This is a lifeline, not a rotation. A 4 Psi capstone at 0 Psi costs 4d4 (~10) self-damage on top of any voluntary Overloads. Use it to close out a fight, not to sustain one.

### **Vanguard Training — 3rd Level**

You gain proficiency in one of the following skills of your choice: Arcana, Insight, Intimidation, Investigation, Perception, or Persuasion.

## Cross-Discipline Training — 10th Level

You have studied beyond your primary Discipline. Choose two Base features from the pool below — drawn from the 3rd or 7th-level tier of any discipline. You may take both from the same discipline or mix freely.

**3rd-level options:** Glacial Spike (Cryo), Ember Lance (Pyro), Telekinetic Shove (Psychokinesis), Deflection Screen (Psychokinesis)

**7th-level options:** Frozen Ground (Cryo), Blazing Step (Pyro), Kinetic Blast (Psychokinesis)

You do not gain the damage type change of a borrowed feature's discipline. Borrowed features can be Overloaded normally.

**Swapping:** You may replace either borrowed feature whenever you gain a Fighter level, choosing again from the full pool above. You cannot hold the same feature twice.

## Discipline Mastery — 18th Level

The 3rd-level Base feature of your primary Discipline no longer costs Psi Points to activate. (Glacial Spike, Ember Lance, or Telekinetic Shove — whichever belongs to your chosen Discipline.)

## Cross-Discipline Training II — 20th Level

Your psionic breadth reaches its peak. Choose two features from the high-tier pool below — drawn from the 10th or 15th-level tier of any discipline. These are the deep tools: sustained battlefield control, passive power, and high-cost finishers. You may take both from the same discipline or mix freely.

**10th-level options:** Cold Supremacy (Cryo), Flare (Pyro), Hover (Psychokinesis)

**15th-level options:** Frost Cage (Cryo), Spreading Flames (Pyro), Mass Levitation (Psychokinesis)

You do not gain the damage type change of a borrowed feature's discipline. Borrowed features can be Overloaded normally. You cannot hold the same feature twice across CDT and CDT II.

**Swapping:** You may replace either borrowed feature whenever you gain a Fighter level, choosing again from the high-tier pool above.

*At 20th level a Vanguard holds four cross-discipline features — two entry-level tools and two high-tier picks. The primary discipline remains dominant through Overload, Mastery, and its full five-feature progression.*

## 06 Subclass Feature Table

| Level | Feature                                                                                                                                               |
|-------|-------------------------------------------------------------------------------------------------------------------------------------------------------|
| 3rd   | Psionic Discipline, Psi Reservoir, Telepathy, Manifested Strike, Psionic Precision, Overload, Desperate Overload, Discipline 3rd Feature, 1 Awakening |
| 7th   | Discipline 7th Feature, 1 Awakening                                                                                                                   |
| 10th  | Discipline 10th Feature, 1 Awakening, Cross-Discipline Training (2 picks, 3rd/7th tier)                                                               |
| 15th  | Discipline 15th Feature, 1 Awakening                                                                                                                  |
| 18th  | Discipline 18th Feature, 1 Awakening, Discipline Mastery                                                                                              |
| 20th  | Cross-Discipline Training II (2 picks, 10th/15th tier)                                                                                                |

## 07 Disciplines

Choose one Discipline at 3rd level. Your Discipline changes your Manifested Strike's damage type and grants features at 3rd, 7th, 10th, 15th, and 18th level.

### Discipline I

## CRYOKINESIS

*[ Escalating Lockdown ] · Cold damage*

**Identity:** *A control discipline that builds pressure methodically — speed reduction becomes restraint becomes stun, tightening the vice each round until nothing moves.*

### Glacial Spike — 3rd — 1 Psi — On Manifested Strike Hit

**Base:** The target's speed is reduced by 5 ft until the end of your next turn (no save). The target must then make a Con save; on a failure, speed is reduced by an additional 5 ft (10 ft total).

**Tier 1 Overload:** On a failed Con save, speed becomes 0 instead of reduced by 10 ft. On a successful save, the guaranteed 5 ft still applies and the target cannot Dash or gain bonus movement until the end of your next turn.

**Tier 2 Overload:** On a failed Con save, the target becomes Restrained until the end of your next turn instead of having its speed reduced to 0.

### **Frozen Ground — 7th — 2 Psi — Concentration, up to 1 minute**

**Base:** Create a 15-ft radius area of icy difficult terrain centered on a point within 60 ft. Creatures that enter or start their turn in the area must make a Con save or fall Prone.

**Tier 1 Overload:** Expand the radius to 25 ft.

**Tier 2 Overload:** On a failed save, the target is Restrained instead of Prone (until the start of your next turn).

### **Cold Supremacy — 10th — Passive**

**Resistance:** You gain resistance to cold damage.

**Bonus Damage:** Once per Attack action, when you hit a creature, you may deal bonus cold damage equal to your Proficiency Bonus.

**Piercing Cold:** Your cold damage from subclass features ignores resistance.

**Ribbon:** You can chill, freeze, or preserve objects and small quantities of liquid by touch at will. You are comfortable in extreme cold environments.

**Overload (declare when making the Attack action):** Before you roll your first attack in the Attack action, you may declare an Overload and pay the Blood Tax. If you do:

**Tier 1 Overload:** The Bonus Damage applies to all hits during the Attack action, not just one.

**Tier 2 Overload:** The target of the Bonus Damage must make a Con save or have their speed reduced by 10 ft until the end of your next turn. Stacks with Glacial Spike's lockdown chain.

### **Frost Cage — 15th — 3 Psi — On Manifested Strike Hit**

**Base:** The target must make a Con save or become Restrained until the end of your next turn.



**Tier 1 Overload:** Instead of Restrained, the target becomes Stunned until the end of your next turn.

**Tier 2 Overload:** On a failed save, the target also takes cold damage equal to your Psionic Ability modifier at the start of each of its turns while Restrained or Stunned.

## Psychic Blizzard — 18th — 4 Psi

**Base:** Up to 3 creatures within 60 ft take 8d10 cold damage (Con save for half) and are Restrained on a failed save.

**Tier 1 Overload:** +2d10 damage. Targets that fail their save gain vulnerability to cold damage until the end of your next turn. Vulnerability takes effect after this ability's damage is applied.

**Tier 2 Overload:** On a failed save, targets become Stunned until the end of your next turn instead of Restrained.

### Discipline II

## PYROKINESIS

[ Compounding Pressure ] · Fire damage

**Identity:** *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.*

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## Ember Lance — 3rd — 1 Psi — On Manifested Strike Hit

**Base:** The target takes fire damage equal to your Proficiency Bonus at the start of its next turn.

**Tier 1 Overload:** The target also takes the Proficiency Bonus fire damage immediately on hit. Both the immediate and the delayed damage apply.

**Tier 2 Overload:** The target becomes vulnerable to fire damage until the end of your next turn. Vulnerability takes effect after this attack's damage is resolved. If the target already has vulnerability to fire damage, this has no effect.

## Blazing Step — 7th — 2 Psi — Bonus Action

**Base:** Teleport up to 15 ft. Creatures adjacent to your arrival point must make a Dex save or take fire damage equal to your Psionic Ability modifier.

**Tier 1 Overload:** Teleport up to 30 ft instead.

**Tier 2 Overload:** Creatures that fail the save are also pushed 10 ft away from your arrival point.

### **Flare — 10th — 2 Psi — On Manifested Strike Hit**

**Base:** Detonate a burst of fire around the target. All creatures within 10 ft of the target (excluding the target) take Manifested Strike die fire damage (Dex save for half).

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

**Ribbon:** You can ignite or extinguish small fires by thought at will (candle, campfire, torch). You are comfortable in extreme heat environments.

**Tier 1 Overload:** The original target must make a Con save or be Blinded until the end of your next turn.

**Tier 2 Overload:** The burst radius increases to 15 ft and includes the original target.

### **Spreading Flames — 15th — Passive**

**Base:** When you reduce a creature to 0 HP with Manifested Strike, fire erupts from the body. All creatures within 15 ft must make a Dex save or take 2 Manifested Strike dice of fire damage (half on success). This eruption cannot trigger itself.

**Tier 1 Effect:** If the killing blow was a Tier 1 Overloaded Pyrokinesis feature (Ember Lance or Flare), the eruption's damage ignores fire resistance.

**Tier 2 Effect:** If the killing blow was a Tier 2 Overloaded Pyrokinesis feature, creatures that fail the save also gain the Burning condition, taking your Proficiency Bonus fire damage at the start of their next turn.

*The tier is inherited from the Pyrokinesis feature used on the killing blow — no additional cost.*

### **Firestorm — 18th — 4 Psi**

**Base:** Call down a cataclysmic firestorm in a 15-ft radius centered on a point within 60 ft. All creatures in the area take 8d10 fire damage (Dex save for half).

**Tier 1 Overload:** +2d10 damage.

**Tier 2 Overload:** Creatures that fail their save are ignited, taking your Proficiency Bonus fire damage at the start of their next turn. Each creature within 5 ft of an ignited target also takes your Proficiency Bonus fire damage (no save).

### Discipline III

## PSYCHOKINESIS

[ Tactical Space Control ] · Force damage

**Identity:** *A repositioning specialist that dictates where enemies stand and punishes poor positioning — force is the least-resisted damage type in the game, and every inch of displacement is leverage.*

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### Telekinetic Shove — 3rd — 1 Psi — On Each Manifested Strike Hit

**Base:** Each time you hit a creature with Manifested Strike, you may spend 1 Psi to attempt to push that target 5 ft in any horizontal direction (Str save negates). This requires no action. Does not stack with Kinetic Blast — if you use Kinetic Blast on the same hit, use that distance instead.

**Tier 1 Overload:** The push distance increases to 10 ft on this hit.

**Tier 2 Overload:** The push distance increases to 15 ft and the target is knocked Prone on a failed save.

### Deflection Screen — 3rd — 1 Psi — Reaction — Once per Round

**Base:** When you take damage, you may use your reaction and spend 1 Psi to reduce it by 1d10 + your Psionic Ability modifier. You may use this feature once per round.

**Tier 1 Overload:** *The reduction increases to 1d10 + Psionic Ability modifier + Proficiency Bonus.*

**Tier 2 Overload:** *The attacker is automatically pushed 5 ft away and their speed is reduced by 10 ft (no save). The attacker then makes a Str save; on a failure, the push becomes 15 ft and they are knocked Prone. Requires 11th level.*

*v2.7.0: Enhancement label removed. Deflection Screen upgrades now use unified Overload terminology. Blood Tax cost on Overload is unchanged — the terminology shift is cosmetic only.*

## **Kinetic Blast — 7th — 1 Psi — On Manifested Strike Hit**

**Base:** Release a telekinetic burst centered on the target. All creatures within 15 ft of the target (including the target) must make a Strength saving throw or be pushed 15 ft directly away from the target's position and knocked Prone.

**Tier 1 Overload:** The push distance increases to 30 ft.

**Tier 2 Overload:** Creatures that fail the save also take force damage equal to your Psionic Ability modifier.

## **Hover — 10th — 2 Psi — Bonus Action — Concentration**

**Base:** Spend 2 Psi and activate a hover speed equal to your walking speed. This hover keeps you no more than 1 foot off the ground — it ignores ground-based effects such as difficult terrain and prone-causing surfaces but grants no elevation advantage in melee.

**Minor Telekinesis:** You gain minor telekinesis at will: manipulate, lift, or move unattended objects up to 10 pounds within 30 feet, as if using Mage Hand (invisible). This does not require concentration.

**Tier 1 Overload:** *Gain a full fly speed equal to your walking speed for the duration instead of hovering.*

**Tier 2 Overload:** *Flight does not provoke opportunity attacks. Requires 11th level.*

*v2.7.0: Enhancement label removed. Hover upgrades now use unified Overload terminology. Blood Tax cost on Overload is unchanged — the terminology shift is cosmetic only.*

## **Mass Levitation — 15th — 4 Psi — Concentration, up to 1 minute**

**Base:** Choose up to three Medium or smaller creatures within 60 ft, or one Large creature within 60 ft. Huge or larger creatures are immune. Each target must make a Str save or be lifted 20 ft into the air and Restrained (hovering). At the start of each affected creature's turn, it may repeat the Str save; on a success, it descends safely and the effect ends for that creature. While you maintain concentration, creatures that remain Restrained continue to hover. If concentration ends, all affected creatures fall.

**Tier 1 Overload:** Creatures that fail the initial Str save must also make a Con save or become Incapacitated for the duration.

**Tier 2 Overload:** Creatures that fail the initial Str save take force damage equal to your Psionic Ability modifier at the start of each of their turns while levitated.

### **Telekinetic Slam — 18th — Passive + 4 Psi**

**Resistance Bypass:** Your force damage from subclass features ignores resistance.

**Base:** Spend 4 Psi: Seize a target within 60 ft with overwhelming telekinetic force and slam it. The target takes 8d10 force damage (Str save for half).

**Tier 1 Overload:** +2d10 damage. On a failed save, the target is also Stunned until the end of your next turn.

**Tier 2 Overload:** On a failed save: the target cannot take reactions and has disadvantage on its first attack roll until the end of its next turn. If the target is also Stunned (from Tier 1), its speed becomes 0 for one additional round after the Stun ends.

## **08 Psychic Awakenings**

You gain one Awakening at 3rd, 7th, 10th, 15th, and 18th level (5 total). All Awakenings are freestanding — none require another as a prerequisite. You may replace one Awakening whenever you gain a Fighter level.

### **Strike Awakenings**

*These trigger off Manifested Strike hits, critical hits, or kills. They compound your attack loop rather than adding separate actions.*

### **Psychic Lash — Strike — Triggered — 1 Psi**

**Effect:** Once per turn, when a creature fails a saving throw against one of your discipline features on your turn, you may spend 1 Psi to deal one Manifested Strike die of additional damage (your discipline's damage type). This requires no action.

**Tier 1 Overload:** Deal two Manifested Strike dice of additional damage instead of one.

**Tier 2 Overload:** The target has disadvantage on saving throws against one mental ability score of your choice (Intelligence, Wisdom, or Charisma) until the end of their next turn. You choose the ability score when the effect triggers.

### **Mind Tap — Strike — Passive — Once per Turn**

**Effect:** On a critical hit with Manifested Strike, roll one additional Manifested Strike die and regain 1 Psi. Once per turn.

### **Psychic Sustenance — Strike — Passive — Once per Turn**

**Effect:** When you reduce a creature to 0 HP with Manifested Strike, regain 1 Psi. Once per turn.

**Tier 1 Effect:** If the killing blow was made with a Tier 1 Overloaded Manifested Strike, regain 2 Psi instead of 1.

**Tier 2 Effect:** If the killing blow was made with a Tier 2 Overloaded Manifested Strike, also recover hit points equal to your Proficiency Bonus. You drain vital force from the kill, partially offsetting the Blood Tax.

### **Active Awakenings**

*These require you to spend Psi and typically an action or bonus action. Deliberate, resourced plays that expand what you can do on your turn.*

### **Mind Lance — Active — Action — 2 Psi**

**Effect:** Target one creature within 60 ft. It takes 3d10 psychic damage (Intelligence save for half).

**Tier 1 Overload:** +2d10 damage.

**Tier 2 Overload:** On a failed save, the target has disadvantage on its next attack roll (until the end of its next turn).

### **Mental Veil — Active — Bonus Action — 1 minute — 2 Psi**

**Effect:** Gain advantage on Stealth checks and impose disadvantage on Perception checks against you for 1 minute.

**Tier 1 Overload:** You become lightly obscured by psionic distortion.

**Tier 2 Overload:** You may move through occupied spaces as difficult terrain for the duration.

### **Subtle Suggestion — Active — Concentration — 2 Psi**

**Effect:** Cast Suggestion once per long rest. You may spend 2 additional Psi to cast it again.

**Tier 1 Overload:** The target has disadvantage on the saving throw.

**Tier 2 Overload:** On a failed save, the target is also Charmed by you for the spell's duration.

### **Mental Dominance — Active — Action — Concentration — 3 Psi**

**Effect:** Cast Hold Person once per long rest. You may spend 3 additional Psi to cast it again. Requires your action and concentration. You cannot make an Attack action on the same turn you use this feature. The target can repeat the saving throw whenever it takes damage.

**Tier 1 Overload:** While you maintain concentration on this feature, you may make one Manifested Strike against the Paralyzed target as a bonus action (once per turn).

**Tier 2 Overload:** While Paralyzed, the target takes psychic damage equal to your Proficiency Bonus at the start of each of its turns.

### **Astral Perception — Active — 1 minute — 3 Psi**

**Effect:** Gain Truesight 30 ft for 1 minute.

**Tier 1 Overload:** Range increases to 60 ft.

**Tier 2 Overload:** Range increases to 120 ft.

### **Farsight — Active — 3 Psi**

**Effect:** Cast Arcane Eye once per long rest. Spend 3 Psi to cast again.

**Tier 1 Overload:** Gain auditory input from the eye's location as well as visual.

**Tier 2 Overload:** Duration extends to 2 hours.

## **Passive Awakenings**

*Always-on enhancements. No activation required. These define the shape of your character rather than expanding your action economy.*

### **Deep Focus — Passive**

**Effect:** Add your Proficiency Bonus to Constitution saving throws made to maintain concentration.

### **Inner Reservoir — Passive — Once per Long Rest**

**Effect:** Once per long rest, when you drop to 0 Psi, regain Psi equal to your Proficiency Bonus.

### **Mental Link — Passive — 1 hour**

**Effect:** Establish a telepathic link with a number of willing creatures equal to your Psionic Ability modifier for 1 hour.

**Tier 1 Effect:** If established while Overloaded, duration becomes 8 hours.

**Tier 2 Effect:** If established while Overloaded, duration becomes 24 hours.

### **Psychic Impression — Passive**

**Effect:** When you gain this Awakening, choose one skill: Persuasion, Deception, or Intimidation. Add your Psionic Ability modifier to checks using that skill. This choice cannot be changed unless you replace this Awakening.

### **Echoing Thoughts — Passive [NEW v2.7.0]**

**Effect:** You perceive surface emotions within your Telepathy range (60 feet). You gain advantage on Wisdom (Insight) checks against any creature within that range.



## Kinetic Step — Passive [NEW v2.7.0]

**Effect:** You may use your Psionic Ability modifier instead of Strength for jumping distances and Strength (Athletics) checks.

## 09 Design Identity

**Complexity: Advanced** — Manages Psi Points, Overload tiers, concentration, and Awakening selections. Recommended for players comfortable with resource management. New to 5e? Start with Champion or Battle Master.

**Mental-stat Fighter · Short-rest striker/controller hybrid**

Voluntary self-destructive nova engine · One Blood Tax per Overload declaration

Three Discipline identities · Five modular Awakenings · Strong multiclass resilience

## 10 Changelog

### v2.9.0 — Current

**Tier 2 Blood Tax — per-Psi scaling:** Self-damage on Tier 2 Overload is now 1d4 base + 1d4 per Psi Point the feature costs (minimum 2d4). Cheap features stay accessible at level 11; expensive capstone nukes bite back proportionally. The gambler dynamic stays intact — cost is driven by what you Overload, not your level.

### v2.8.3 — Previous

**Tier 2 Blood Tax — increased to 1d4 + 1d10:** Self-damage on Tier 2 Overload raised from 1d4 + 1d8 to 1d4 + 1d10. Sharpens the cost of the highest-power escalation at late levels where HP pools make the old figure trivial.

### v2.8.2 — Previous

**Blood Tax — per-invocation:** Each Overload declaration now pays its own Blood Tax. Overloading both Manifested Strike and a discipline feature on the same hit costs two Blood Taxes. Creates a genuine three-way decision: Overload the strike, the rider, or both — instead of always stacking for free.

**Frost Cage (15th) — once per combat removed:** Tier 1 Overload stun no longer limited to once per combat. The 3 Psi cost plus Blood Tax is sufficient gating — a whiffed Con save already punishes the investment. Trust the economy.

## v2.8.1 — Previous

**Cross-Discipline Training (10th) — two picks, 3rd/7th tier:** Now grants two features chosen freely from the 3rd and 7th-level pool across all disciplines. Seven options, pick any two — same discipline or mixed. Forces a choice but not a painful one.

**Cross-Discipline Training II (20th) — two picks, 10th/15th tier:** Expanded from one pick to two. Six options across two tiers — pick any two. Clean mirror of CDT's structure: two lower-tier picks at 10th, two higher-tier picks at 20th. Four total cross-discipline features at 20th.

## v2.8.0 — Previous

**Cross-Discipline Training — renamed from Dual-Pathing:** Individual feature selection introduced. One pick from the 3rd/7th pool. Overload restored on borrowed features.

**Cross-Discipline Training II — renamed from Dual-Pathing II:** One pick from the full 3rd–15th pool. Two total borrowed features at 20th.

**Design Notes, Cliff Notes, How to Play:** Three new front-matter sections added.

## v2.7.2 — Previous

**Dual-Pathing II (20th):** Added. Package selection of remaining discipline's 3rd and 7th features.

**Dual-Pathing (10th):** Added. Package selection of a second discipline's 3rd and 7th features.

**Discipline Mastery (18th):** Added. Primary 3rd-level Base feature no longer costs Psi.

**Psychic Lash:** Trigger broadened to ‘any save failure on your turn.’

**Mind Tap:** Scales with Manifested Strike die table.

**Recovery Suppression:** Separated into its own labeled line in the Blood Tax box.

**Echoing Thoughts & Kinetic Step:** Two new Passive Awakenings added.

### v2.7.1 — Previous

**Deflection Screen & Hover — vestigial text removed:** ‘Blood Tax applies — no additional Psi required’ removed. All Overload entries now state only the effect.

**Cold Supremacy — Overload activation moment clarified:** Now explicit: declare before rolling the first attack in the Attack action.

**Spreading Flames — labels corrected to ‘Effect’:** Tier is inherited from the killing blow, not declared independently.

**MS damage table — Tier 2 cell for levels 7–10 corrected to ‘—’:** The 1d6 die row is unreachable when Tier 2 unlocks at 11th level.

**Psychic Sustenance & Mental Link — labels corrected to ‘Effect’:** Passive triggers cannot host an active Overload declaration.

### v2.7.0 — Previous

**Overload Unified (Blood Tax Revision):** Merged v3.0’s tiered self-damage model. Tier 1 costs 1d4; Tier 2 costs 1d4 + 1d4/Psi (minimum 2d4). One Blood Tax per declaration covers both Manifested Strike and any chained discipline feature.

**Enhancement Label Removed:** All feature upgrade tiers now uniformly ‘Tier 1/2 Overload.’ Deflection Screen and Hover standalone Overload cost unchanged.

### v2.6.7 — Previous

**Telekinetic Shove:** Reverted to per-hit (1 Psi each).

**Hover:** Duration extended to concentration (no fixed cap).

**Mental Dominance:** Save-on-damage added. Tier 1 reworked to bonus action MS against Paralyzed target.

**Desperate Overload:** Added as 3rd-level core feature.

## **Earlier Versions**

**v2.6.0 through v2.4.2:** Mass Levitation concentration, Frost Cage stun once-per-combat, Direstorm Tier 2 simplified, Psi Reservoir halved from full Fighter level, Groundless Step activation cost added.