

## KINETIC VANGUARD *Psychokinesis Player Sheet · v10.1.0*

| Acronym        | Meaning                         |
|----------------|---------------------------------|
| <b>PB</b>      | Proficiency Bonus               |
| <b>Psi mod</b> | Psionic Ability modifier        |
| <b>MS</b>      | Manifested Strike               |
| <b>BT</b>      | Blood Tax                       |
| <b>OL</b>      | Overload                        |
| <b>AT</b>      | Advanced Training               |
| <b>DS</b>      | Deflection Screen               |
| <b>VT</b>      | Vectored Thrust (Psychokinesis) |

### Psi Cost Reference

| Level | Feature             | Psi           | Type                            |
|-------|---------------------|---------------|---------------------------------|
| 3rd   | Telekinetic Shove   | <b>1</b>      | Rider                           |
| 5th   | Deflection Screen   | <b>1</b>      | Reaction                        |
| 7th   | Vectored Thrust     | <b>2</b>      | BA · Conc                       |
| 10th  | Explosion/Implosion | <b>2</b>      | Rider (1×/action)               |
| 10th  | Phase Step          | <b>1</b>      | Bonus Action                    |
| 15th  | Telekinetic Slam    | <b>3</b>      | Action                          |
| 15th  | AT III pick         | <b>Varies</b> | Varies                          |
| 18th  | AT IV pick          | <b>Varies</b> | Varies                          |
| 20th  | AT V pick           | <b>Varies</b> | Varies                          |
| 15th+ | Psychic Lance       | <b>3</b>      | Rider (1×/action)               |
| 15th+ | Beguile             | <b>3</b>      | Action · Conc                   |
| 15th+ | Mind Blast          | <b>3</b>      | Rider (1×/action)               |
| 15th+ | Gravitic Press      | <b>3</b>      | Action · Conc                   |
| 15th+ | Barrier             | <b>3</b>      | Bonus Action                    |
| 15th+ | Improved Phase Step | <b>3</b>      | Bonus Action                    |
| 18th+ | Overload Mastery II | <b>0</b>      | Passive · Requires Psionic Apex |
| 15th+ | Inner Reserve       | <b>0</b>      | Passive                         |
| 20th  | Mass Levitation     | <b>5</b>      | Action · Conc                   |

|                          |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          |
|--------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>Psionic Ability</b>   | Intelligence, Wisdom, or Charisma (chosen at 3rd)                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        |
| <b>Psionic Save DC</b>   | 8 + PB + Psionic Ability modifier                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        |
| <b>Manifested Strike</b> | Special ranged psionic attack, 60 ft; force damage; Psionic Focus +1/+2/+3 at levels 3/9/17. Replaces weapon attacks in the Attack action; crits double damage dice. For feats, Fighting Styles, and features referencing ranged weapons or their attacks, treat MS as an attack made with a proficient ranged weapon. Otherwise it is not a weapon, spell, or object. Holdout is irrelevant: you already deal force, the least-resisted damage type. Discipline riders keep their type; Advanced Training riders use their listed type. |

|                              |                                                                                                                                                                                                                                                                                                                                                                   |
|------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>Psi Points</b>            | Half Fighter level (rounded up) + PB. Short/long rest recovery.                                                                                                                                                                                                                                                                                                   |
| <b>Psionic Instinct</b>      | First Telekinetic Shove per Attack action = 0 Psi (any tier; 3rd-level rider only). BT still applies if Overloaded.                                                                                                                                                                                                                                               |
| <b>Kinetic Mastery</b>       | Push. On a hit, push a Large or smaller creature up to 10 ft straight away from you, no save. <b>OVERRIDDEN</b> by Telekinetic Shove (any horizontal direction, same 10 ft) if you apply it on the same hit — you move the target once, not twice. Hit-only, so it works even against an immune creature. Free; does not count against your Weapon Mastery limit. |
| <b>One Rider Per Hit</b>     | Discipline or Advanced Training, pick one. You may never apply both to the same hit.                                                                                                                                                                                                                                                                              |
| <b>Action / Rider Limits</b> | 3rd-level rider: unlimited per Attack action (only the first is Psi-free). All other attack riders: once per Attack action. One Tier 2 rider per Attack action. Only one standalone psionic Action feature per turn; Action Surge may still grant another Attack action.                                                                                          |

| Level | PB | Psi | MS Die |
|-------|----|-----|--------|
| 3–4   | +2 | 4   | 1d6    |
| 5–6   | +3 | 6   | 1d8    |
| 7–8   | +3 | 7   | 1d8    |
| 9     | +4 | 9   | 1d8    |
| 10    | +4 | 9   | 1d8    |
| 11–12 | +4 | 10  | 1d10   |
| 13–14 | +5 | 12  | 1d10   |
| 15–16 | +5 | 13  | 1d10   |
| 17–18 | +6 | 15  | 1d12   |
| 19–20 | +6 | 16  | 1d12   |

## 01 OVERLOAD

### OVERLOAD & BLOOD TAX

Declare rider + tier before rolling. MS is never Overloaded; its die is set by level and never generates Blood Tax. **Psi and Blood Tax are paid on declaration.** Hit = all declared effects resolve. Miss = Psi and Blood Tax stay spent; no rider effects resolve.

**Blood Tax per Overload: Tier 1 = PB. Tier 2 = 2×PB. Sum all Overloads.** A rider Overload and standalone Overload each pay separately. Tier 2 is limited to one rider per Attack action; Action Surge opens a new Attack action and limit.

**Overload Mastery (18th):** 1/short rest. Activate on your first Overload of the turn, before paying its Blood Tax. All Blood Tax that turn — including after Action Surge — is halved (round down); effects resolve normally.

**Blood Tax at 0 HP: It is paid before the declared attack or feature resolves. If it drops you to 0 HP, you fall Unconscious and the attack or feature does not resolve; Psi and Blood Tax stay spent.**

⚠ *Blood Tax is psychic damage. Psychic Resistance halves it normally; Psychic Immunity treats it as Resistance against Blood Tax instead of preventing it. Regardless of the source, Blood Tax cannot be reduced below half its declared amount, rounded down.*

## 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.

### **Empathic Sense** · 7th · Passive / ½PB per Short Rest

Passive: Add your Psionic Ability modifier to passive Insight. Active Scan (BA, standalone, Conc 1 min, ½PB rounded down/short rest): detect hostile intent — T0 15 ft / T1 30 ft / T2 60 ft. BT on activation if Overloaded. Excludes undead/constructs.

### **Vanguard Training** · 7th · Passive

Proficiency in one skill (Arcana, Insight, Intimidation, Investigation, Perception, or Persuasion) + add Psionic Ability modifier to that skill.

## **03 ADVANCED TRAINING**

### **Deflection Screen** · 5th · 1 Psi · Reaction · Once per Round

**T0:** When you take damage, spend 1 Psi to reduce it by 3d8 + Psionic Ability modifier.

**T1:** Reduction increases to 5d8 + Psionic Ability modifier.

**T2:** Reduction increases to 7d8 + Psionic Ability modifier. Attacker makes Str save. Fail: pushed 15 ft + Prone. Success: pushed 5 ft. If the damage had no originating creature, only the reduction applies.

### **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:** As T1. Choose the space you left or the space where you appear. Each creature of your choice within 5 ft of that space makes your Discipline's signature save against your Psionic save DC. Failed: cannot take reactions until the start of your next turn.

### **ADVANCED TRAINING III, IV, & V (15TH, 18TH, 20TH)**

Across levels 15, 18, and 20, choose three of the following eight features. You may swap a pick when you gain a Fighter level. Each hit can carry one rider.

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

**T0:** Target takes 4d8 psychic damage. No saving throw.

**T1:** Damage increases to 6d8 psychic.

**T2:** Damage increases to 8d8 psychic; ignores Resistance to psychic damage.

### **Beguile** · 3 Psi · Action

**T0:** Produce the effects of charm person (Concentration, up to 1 hour) without casting a spell. The target makes a Charisma saving throw against your Psionic save DC. Exclusive tier; higher tiers replace rather than stack.

**T1:** Produce the effects of suggestion instead (Concentration, up to 8 hours), without casting a spell. Charisma save against your Psionic save DC.

**T2:** Produce the effects of mass suggestion instead, affecting up to five creatures you can see within 60 ft (Concentration, up to 8 hours), without casting a spell. Each target makes a Charisma saving throw against your Psionic save DC.

*Beguile is a standalone Action — not a rider or spell. All tiers require Concentration and consume your concentration slot. It requires no components, cannot be Counterspelled or dispelled, is unaffected by features that key off spellcasting, and its save is always Charisma regardless of your Discipline.*

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

**T0:** Target is Blinded until end of your next turn. No saving throw.

**T1: Blinded (no save) + Int save or also Incapacitated until end of your next turn.**

**T2:** Blinded (no save) + Int save or Stunned instead of Incapacitated.

*A focused psionic burst that overloads the target's nervous system.*

**Gravitic Press** · 3 Psi · Action · Concentration, up to 1 min

**T0:** Create a 15-ft-radius, 20-ft-high Cylinder of intensified gravity on a point within 60 ft. Difficult terrain. Speed halved while in zone (no save). Flying creatures: fall on entry or start of turn (fall damage applies), cannot fly while in zone. Creatures entering or starting turn: Str save or no reactions until start of next turn.

**T1:** Failed save: also disadvantage on attack rolls while in zone.

**T2:** Failed save: also Prone.

*Gravitic Press is a standalone Action — not a rider. Requires Concentration.*

**Barrier** · 3 Psi · Bonus Action

**T0:** For 1 min: pick 1 effect. Blade Shield (b/p/s resistance from weapon attacks); Elemental Shroud (pick 1 of acid/cold/fire/lightning/thunder, resistance); Spellward (adv on saves vs spells); Steadfast Guard (adv on Str saves + resist grapple/shove/prone/forced move); Mental Bulwark (adv on saves vs charm/fear/blind/restrain/incap/paralyze/stun).

**T1:** Pick 2 of the 5 effects instead of 1.

**T2:** Duration becomes 10 min. BA to swap one effect for another, or to change Elemental Shroud's damage type; each swap costs 1 Psi. Either use consumes the swap — never both in one bonus action. You cannot swap into an effect already active.

**Improved Phase Step** · 3 Psi · Bonus Action

**T0:** BA: teleport 30 ft to a space you can see. Detonate at origin OR destination (5-ft-radius Sphere): signature save, 3d10 of your MS damage type (half on success). No opportunity attacks; you are unaffected by your own burst.

**T1:** Range 60 ft. Damage 4d10.

**T2:** Damage increases to 5d10. Failed save = also no reactions until the end of its next turn.

**Overload Mastery II** · Passive · Requires Psionic Apex (18th)

You can choose this feature only if you have Psionic Apex. You gain one additional use of Overload Mastery per short rest, giving you two total uses per short rest.

**Inner Reserve** · Passive · Take once

Max Psi pool increases by 4. Cannot be taken more than once.

## PSYCHOKINESIS — Tactical Space Control · Force damage

*A repositioning specialist that dictates where enemies stand. Force is the least-resisted damage type; every inch of displacement is leverage.*

**Telekinetic Shove** · 3rd · 1 Psi · On MS Hit

**T0:** Deal 2 force damage on hit (fixed), and push target 10 ft any horizontal direction (Str save negates); replaces your Push mastery on that hit, whether or not the target saves — direction, not distance, is what the Psi buys, and a successful save means no movement at all. Psionic Instinct covers cost 1×/Attack action.

**T1:** Push distance increases to 15 ft on this hit.

**T2:** Push distance increases to 20 ft; on a failed save the target's Speed becomes 0 until end of your next turn.

**Vectored Thrust** · 7th · 2 Psi · Bonus Action · Concentration, up to 10 min

**T0:** Fly speed 30 ft. Ends early if incapacitated.

**T1:** Flying does not provoke opportunity attacks.

**T2:** Fly speed +5×PB ft.

*Standalone feature — Blood Tax is paid on activation (no attack roll).*

**Explosion/Implosion** · 10th · 2 Psi · On MS Hit · Once per Attack Action

**T0:** Choose Explosion (push) or Implosion (pull). All creatures within 15 ft (incl. the struck target) make a Str save. Fail = Restrained until end of your next turn; non-target creatures that fail are also pushed 15 ft away or pulled 15 ft toward the target. The struck target is never moved. Success = neither moved nor Restrained. Cannot move into occupied spaces. Resolve movement in an order you choose.

**T1:** Sphere radius increases to 20 ft; push/pull distance increases to 30 ft.

**T2:** Creatures that fail also take force damage = Psionic Ability mod.

*Explosion/Implosion is once per Attack action. Telekinetic Shove may be used on other hits; the first activation is Psi-free via Psionic Instinct and later activations cost 1 Psi. Use Shove to position, then Explosion to scatter or Implosion to collapse.*

**Telekinetic Slam** · 15th · 3 Psi · Action

**T0:** One creature within 60 ft makes Str save. 8d10 force (half on success). Failed = also pushed 10 ft any horizontal direction.

**T1:** Damage 10d10. Failed = push distance increases to 20 ft.

**T2:** **Damage 12d10. Failed = push increases to 30 ft (unobstructed path, unoccupied space you can see) + Speed 0 until end of your next turn. Success = still push up to 10 ft.**

**Mass Levitation** · 20th · 5 Psi · Action · Concentration, up to 1 min

**T0:** Up to 5 Medium or smaller (or 2 Large) within 60 ft. Huge+ immune. Str save or lifted 30 ft and Restrained (hovering). Repeat Str save at start of each turn; success = safe descent. While levitated, first MS hit each turn deals bonus force damage = Psionic Ability mod (automatic, not a rider).

**T1:** Levitated creatures have disadvantage on the repeat Str save against this feature. At the start of each of your turns, move each still-levitated creature up to 15 ft in any direction to an unoccupied space you can see (forced movement; it remains lifted and Restrained).

**T2:** **At the start of each levitated creature's turn, it first repeats the Strength saving throw from T0. On a success, it descends safely and takes no damage from this tier. On a failure, it remains levitated and takes force damage equal to 2× your Psionic Ability modifier.**

## 04 PLAY PATTERNS

### LEVEL 11 — FIRST THREE-ATTACK T2 TURN

*MS 1d10 · PB 4 · 10 Psi · 3 Attacks*

#### Sample turn (control):

1. Bonus Action: Vectored Thrust T1 (2 Psi, BT = PB; 30 ft fly + no OA).
2. Attack 1 (Instinct free): T0 Telekinetic Shove → push 10 ft into cluster.
3. Attack 2: Explosion/Implosion T2 (2 Psi) → Str save; fail = Restrained + 30 ft push/pull + mod force damage.
4. Attack 3: T0 Shove (1 Psi) → reposition stragglers.

*Budget: 5 Psi. BT = PB (Vectored Thrust) + 2×PB (E/I T2) = 3×PB = 12, paid on declaration. Focus: fly first, Shove + Implosion to clump/scatter enemies.*

## LEVEL 15 — OPTIMAL ATTACK SEQUENCES

MS 1d10 · PB 5 · Psi 13 · 3 Attacks · +12 to hit

Pick a pattern based on what the round demands. All five are rules-legal turns at L15.

| Pattern      | Sequence                                                                          | Damage              | Psi | BT        | Effects / Notes                                                                                                                                                                                                        |
|--------------|-----------------------------------------------------------------------------------|---------------------|-----|-----------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Sustain      | 3× MS, TK Shove T0 hit 1 (Instinct free)                                          | ~34                 | 0   | 0         | Repeatable. Three MS average 31.5; TK Shove T0 = 2 force + push 10 ft (Str save negates).                                                                                                                              |
| Control      | BA Vectored Thrust T0, MS×3, E/I T0 hit 1 (2 Psi), TK Shove hit 2 (Instinct free) | ~34                 | 4   | 0         | BA: fly 30 ft (Conc). Hit 1: Str save; on a failure the creature is pushed or pulled 15 ft and Restrained, on a success neither. Hit 2: attempt to push 10 ft (Str save negates).                                      |
| Mob          | MS×3, E/I T0 hit 1 (2 Psi), TK Shove T0 hit 2 (Instinct free)                     | ~34 + repositioning | 2   | 0         | Hit 1: every creature within 15 ft makes a Str save; on a failure it is pushed or pulled 15 ft and Restrained, on a success neither. Hit 2: attempt to push 10 ft (Str save negates). Scatter or collapse the cluster. |
| Mini Nova    | 3× MS, E/I T2 hit 1 (2 Psi), TK Shove T0 hits 2–3 (first free via Instinct)       | ~41                 | 3   | 10 (2×PB) | Legal one-T2 sequence. E/I T2 costs 2×PB; the strike itself is never Overloaded and adds no Blood Tax. E/I adds Psi mod force and a Str save or Restrained; the two T0 Shoves add +2 each and reposition.              |
| → Next round | Sustain (3× MS, TK Shove T0 hit 1 Instinct)                                       | ~34                 | 0   | 0         | Mini Nova → Sustain pair: ~75 total dmg / 3 Psi / 10 BT over two rounds.                                                                                                                                               |
| Full Nova    | Mini Nova + Action Surge → Action: TK Slam T1 (3 Psi)                             | ~96                 | 6   | 15 (3×PB) | TK Slam T1 adds 10d10 force (Str save half) and a 20 ft push on a failed save. Single target. No concentration conflict; Vectored Thrust can stay active.                                                              |

Assumptions: PB 5, +5 Psi mod (Int/Wis/Cha boosted), all attacks hit, all saves fail. Hit chance at +12 to hit: ~80% vs AC 17 typical, ~70% vs AC 19 boss — multiply damage accordingly. One Tier 2 rider maximum per Attack action. The full nova uses 6 of 13 Psi and 15 BT; the Blood Tax, not Psi, is the real commitment. A miss does not refund it.

## LEVEL 20 — FULL BUILD

MS 1d12 · PB 6 · 16 Psi · 4 Attacks

### Sample turn (vs clustered enemies):

1. Bonus Action: Vectored Thrust T1 (2 Psi, BT = PB) — fly 30 ft + no OA (Concentration).
2. Attack action — Hit 1 (Instinct free): T0 Telekinetic Shove → push target 10 ft into cluster.
3. Hit 2: Explosion/Implosion T2 (2 Psi) → Str save; fail = pushed/pulled 30 ft + Restrained + Psi mod force damage.
4. Hit 3: Psychic Lance T1 (3 Psi, AT pick) → 6d8 psychic, no save. Pure damage — no rider control on this hit.
5. Hit 4: Mind Blast T1 (3 Psi, AT pick) → Blinded with no save; Int save or also Incapacitated until end of your next turn.
6. Action Surge → Action: Mass Levitation T1 (5 Psi) → up to 5 targets Str save or Restrained (hovering), with disadvantage on their repeat saves; reposition them 15 ft each on your turns. Concentration transfers to Mass Levitation, ending Vectored Thrust. If you are airborne you fall normally, so position before activating Mass Levitation. Budget: 15 Psi and 6×PB (36) BT, or 18 with Overload Mastery.

*Identity: Enemies are ragdolled into a kill zone while you float above. Pick Psycho for positioning.*

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