

KINETIC VANGUARD

Pyrokinesis Player Sheet · v5.37.1

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.
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 (20th): 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 (must understand a language). No mind reading.

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 · 11th · 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 & 20TH)

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, erupting kills, and spreading fire compound into an attrition machine that grows deadlier the longer combat runs.

Burning (Condition): A Burning creature takes your PB in fire damage at start of each of its turns. It can use its action to extinguish (no save).

Ember Lance · 3rd · 1 Psi · On MS Hit

T0: Target takes fire damage equal to PB immediately on hit and at the start of its next turn.

T1: Fire damage from both burn instances doubles.

T2: After this hit fully resolves, the next MS hit against the same target before end of your next turn has its Manifested Strike damage doubled (the strike itself only — rider damage is not doubled). Applies once. Delayed burn ticks do not consume doubling.

Piercing Flame · 7th · Passive

Your fire damage from subclass features ignores resistance.

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

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

T1: Radius 20 ft. Damage 3d8 + Psionic Ability modifier. Push 15 ft.

T2: Creatures that fail also gain Burning. If already Burning from Ember Lance, Burning damage doubles and cannot Dash until end of its next turn.

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

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

T1: On failed save, target also takes additional fire damage equal to 1 MS die (uses Overloaded die if MS is Overloaded on this hit). Success negates both.

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

Fire Supremacy · 10th · Passive

Resistance: You gain resistance to fire damage.

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

Ribbon: Ignite/extinguish small fires by thought. Comfortable in extreme heat.

T1 (Bonus Damage): Applies to all hits during the Attack action, not just one.

T2 (Bonus Damage): Each target makes Con save or gains Burning. Stacks with Ember Lance's burn.

Spreading Flames · 15th · Passive

T0: First time per Attack action you reduce a creature to 0 HP with MS, fire erupts. All within 15 ft make Dex save or take 2 MS dice fire damage (half on success). One eruption per Attack action. Delayed burns don't trigger.

T1 Effect: If a T1+ Overloaded Pyro feature hit landed this turn, eruption ignores fire resistance.

T2 Effect: If a T2 Overloaded Pyro feature hit landed this turn, creatures that fail also gain Burning. Eruption tier matches highest Overload tier that actually hit.

Firestorm · 18th · 4 Psi · Action

T0: 15-ft radius centered on a point within 60 ft. All creatures take 8d10 fire damage (Dex save half).

T1: +2d10 damage.

T2: Creatures that fail gain Burning. Each creature within 5 ft of a Burning target also takes PB fire damage (no save).