ATTACK DECLARATION FLOW

Player declares BEFORE rolling: MS tier + one rider + rider tier. Everything committed upfront.

- HIT: All effects resolve. Pay full Blood Tax for each Overload declared.
- MISS: Psi spent. No rider effects. No Blood Tax.
- One rider per hit (discipline OR Advanced Training, never both).

KEY NUMBERS

Save DC	8 + PB + Psionic Ability mod
Psi Pool	⌈Fighter level ÷ 2⌉ + PB
MS Range	60 ft, magical ranged weapon
MS Attack Bonus	PAM + PB + ⌊PB ÷ 2⌋
Recovery	Short or long rest (all Psi)

BLOOD TAX

Self-damage on HIT only. Bypasses THP. Cannot be reduced.

Tier	Blood Tax	At PB 4
T0 (base)	None	0 hp
T1 Overload	PB	4 hp
T2 Overload	3×PB	12 hp
Double OL hit	Sum both	4–16 hp

Conc startup exception: BT from the activation that starts a concentration feature does NOT trigger a conc check.

PSIONIC INSTINCT (V7.15.2)

First rider per Attack action = 0 Psi, any tier.

- Psi waived. Blood Tax still applies if Overloaded.
- Action Surge = new Attack action = new free rider.
- Second+ rider activations in same Attack action cost Psi normally.

MS DIE BY LEVEL

Level	Base	T1	T2	Psi
3–6	1d4	1d6	—	4–6
7–9	1d6	1d8	—	7–9
10	1d6	1d8	1d10	9
11–14	1d8	1d10	1d12	10–12
15–18	1d10	1d12	1d20	13–15
19–20	1d12	1d20	d20+d12	16

Crit: Double all damage dice as normal (per 5.5e rules).

DISCIPLINE RIDERS — WHAT TO EXPECT

CRYOKINESIS (Cold)

Feature	Level	Save / Effect
Glacial Spike	3rd	Con. Speed −5 (no save) + Con save: −5 more / speed 0 / Restrained
Snow Chains	7th	Con. Restrained / +cold dmg / Stunned. Once/action.
Frozen Ground	10th	Con. Difficult terrain zone. Prone / Restrained. Conc.
Arctic Tempest	15th	Con. 3 targets, 8d10. Restrained / vuln cold / Stunned.
Absolute Zero	20th	Con. Single, 10–15d10. Speed 0 / Restrained / Stunned.

PYROKINESIS (Fire)

Feature	Level	Save / Effect
Ember Lance	3rd	None. +2×PB / +4×PB / doubles next MS hit.
Flare	7th	Con. Blinded / +1 MS die / Incapacitated. Once/action.
Fiery Blast	10th	Dex. 15–20 ft AoE around target. 2–3d8 + push. Once/action.
Firestorm	15th	Dex. 20–30 ft zone, 5–6d8/round. Conc.
Spreading Flames	20th	Dex. On kill: 20–30 ft eruption, 3 MS dice. Once/action.

PSYCHOKINESIS (Force)

Feature	Level	Save / Effect
TK Shove	3rd	Str. Push 5 ft / 10 ft + Prone / 15 ft + Prone.
Vectored Thrust	7th	None. Fly (hover) self. BA, Conc, up to 10 min.
Explosion/Imp.	10th	Str. 15 ft AoE: Prone + push 15 ft or pull 15 ft. Once/action.
TK Slam	15th	Str. Single, 8–13d10 force. Prone / speed 0 / Stunned.
Mass Levitation	20th	Str. Up to 5 targets. Restrained (lifted). Conc.

COMMON RULINGS

- **One rider per hit.** Discipline OR AT rider, never both on the same hit.
- **Different riders on different hits** within the same Attack action are fine.
- **Psionic Instinct:** 1st rider/Attack action = 0 Psi. BT still applies if OL'd.
- **Psychic resistance halves Blood Tax normally**.
- **Miss:** Psi spent, no effects, no Blood Tax.
- **Standalone features** (Deflection Screen, Vectored Thrust): no roll, BT always fires.
- **Conc startup:** BT from the activation that starts concentration ≠ conc check.
- **Overload Mastery (18th):** 1/short rest, negate BT for ONE Overload in the package.
- **Feats (MS = ranged weapon attack):** Sharpshooter, Archery FS, Elven Accuracy all apply. Resilient (Con) stacks with Steeled Mind.

- **Feats that do NOT apply:** War Caster (spell prereq, spell-only adv). Crusher/Piercer/Slasher (no phys dmg). Melee feats.
- **Crossbow Expert / Gunner:** Adjacency clause only (DM call). Loading & BA shot do not apply — MS isn't a wielded weapon.

UNIVERSAL FEATURES (ALL DISCIPLINES)

Feature	Level	Psi	Quick Ref
Deflection Screen	5th	1	Reaction. Reduce dmg by 3d8+PAM / 4d8 / push+Prone.
Phase Step	10th	1	BA. Teleport 15 ft / 30 ft / bring ally.
Steeled Mind	10th	—	Passive. +PB to concentration saves.
AT III–V picks	15/18/20	2–3	3 of 6: P.Lance, Dazzle, M.Blast, G.Press, R.Barrier, C.Surge