

KINETIC VANGUARD — DM QUICK REFERENCE · v9.6

ATTACK DECLARATION FLOW

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

- **HIT:** All effects resolve.
- **MISS: No rider effects — but Psi AND Blood Tax are still spent.** Blood Tax is paid on declaration for each Overload, hit or miss.
- One rider per hit (discipline OR Advanced Training, never both). ONE Tier 2 per Attack action — on MS OR one rider, never both.

KEY NUMBERS	
Save DC	$8 + PB + \text{Psionic Ability mod}$
Psi Pool	$\lceil \text{Fighter level} \div 2 \rceil + PB$
MS Range	60 ft, ranged psionic attack
MS Attack Bonus	$\text{Psi mod} + PB + \lfloor \text{LPB} \div 2 \rfloor$
Recovery	Short or long rest (all Psi)

BLOOD TAX

Self-damage paid on DECLARATION — hit or miss. Psychic resistance halves it normally. CANNOT be reduced below half or prevented — immunity does NOT negate it.

Tier	Blood Tax	At PB 4
T0 (base)	None	0 hp
T1 Overload	PB	4 hp
T2 Overload	2×PB	8 hp
Double OL declaration	Sum both	8–12 hp

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

PSIONIC INSTINCT

First 3rd-level discipline rider (any Discipline) per Attack action = 0 Psi, any tier. Higher riders always cost Psi.

- Psi waived. Blood Tax still applies if Overloaded (paid on declaration).
- Action Surge = new Attack action = new free 3rd-level rider.
- All other riders, and second+ 3rd-level rider activations, 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	1d8	1d10	1d12	13–15
19–20	1d8	1d10	1d12	16

Crit: Double all damage dice (under the 2024 rules) — MS dice + rider dice DEALT TO THE STRUCK TARGET. Flat bonuses (e.g. Ember Lance) not doubled. Save-based AoE dice vs OTHER creatures (Fiery Blast, Arc Nova, Static Discharge) are NOT doubled on a crit.

DISCIPLINE RIDERS — WHAT TO EXPECT

Pyrokinesis melts the boss. Electrokinesis kills the room. Cryokinesis stops the room. Psychokinesis rearranges it.

CRYOKINESIS (Cold)

Feature	Level	Save / Effect
Glacial Spike	3rd	Con. +2 cold. Speed –5 (no save), then Con save: –5 more / speed 0 / Restrained.
Snow Chains	7th	Auto speed 0. Con save or: Restrained / +no reactions / Stunned. Once/action.
Frozen Ground	10th	Con. 15/25-ft difficult-terrain Cylinder. Prone / Restrained. Conc.
Arctic Tempest	15th	Con. 3 targets: 8d10 / 10d10 + cold vulnerability after damage / Stunned instead of Restrained.
Absolute Zero	20th	Con. Single, 10–15d10. Speed 0 / Restrained / Stunned.

PYROKINESIS (Fire)

Feature	Level	Save / Effect
Ember Lance	3rd	None at T0–T1; Dex at T2. +2 fire every tier; MAX 2/action. T1 (1st/action): disadv on next save. T2: resolve Dex save or no reactions FIRST, then apply the primer.
Flare	7th	Dex. +1 base MS die + save Blinded / Blind no save / Dex save: fail Incapacitated instead, success remains Blinded. Once/action.
Fiery Blast	10th	Dex. 15/20-ft AoE: 2d8 / 3d8+mod; push 10/15 ft. T2 fail: no Dash + disadvantage on attacks. Once/action.
Firestorm	15th	Dex. 20/30-ft zone: 5d8 / 6d8+mod / +2×PB on a failed save. Conc.
Spreading Flames	20th	Dex. On kill: 20/30-ft eruption, 3 base MS dice; T1 +PB on fail, T2 no reactions. Once/action.

PSYCHOKINESIS (Force)

Feature	Level	Save / Effect
TK Shove	3rd	Str. +2 force. Push 10 ft / 15 ft / 20 ft + Restrained. Any horizontal direction (overrides Push mastery on that hit).
Vectored Thrust	7th	None. Fly 30 ft / no OA / +5×PB ft. BA, Conc, up to 10 min.
Explosion/Imp.	10th	Str save (all in Sphere, incl. target). Fail = RESTRAINED; non-targets also pushed/pulled 15 ft / 30 ft (T1 radius 20) / +Psi mod force dmg. Target never moved. Once/action.
TK Slam	15th	Str. Single target. 8d10 push 10 ft / 10d10 Prone / 13d10 Stunned.
Mass Levitation	20th	Str. Up to 5: lifted + Restrained. T1 Con or Incap + disadv repeat Str; T2 2×Psi mod/turn. Conc.

ELECTROKINESIS (Lightning)

Feature	Level	Save / Effect
Static Discharge	3rd	Cha (T2 only). +2 lightning to target. 5-ft arc: PB / 2×PB / +no reactions. No save T0–T1.
Voltaic Bolt	7th	Dmg no save: +1 / +2 / +2 base MS dice (ALWAYS the base die — does NOT inherit the strike's Overload step-up). T2 Cha save or Restrained. Once/action.
Arc Nova	10th	Cha. 10-ft burst: 3d8 / 4d8+mod / +no reactions + disadv. Once/action.
Chain Lightning	15th	Cha. Primary 8–10d8 + arcs to 3–5 (4–5d8). T2 primary Stunned, arcs no reactions.
Ball Lightning	20th	Cha. 15–30 ft orb, 4d8 on entry/start. BA move 15 ft. T2 also Stunned (once per activation per creature). 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.
- **Rider dice always use the BASE MS die.** A strike's Overload steps up the strike's own die only, never a rider's (Voltaic Bolt wording, now class-wide: Flare and Surge included).
- **Psionic Instinct:** 1st 3rd-level rider (any Discipline) per Attack action = 0 Psi. Higher riders cost Psi. BT still applies if OL'd.
- **Psychic resistance halves Blood Tax normally. Floor is HALF — immunity does not negate it; nothing prevents it entirely.**

Magic Resistance (MS is a magical effect): targets with Magic Resistance have advantage on your rider saving throws (Glacial Spike, TK Shove, Mind Blast, etc.). MS attack roll and damage are NOT affected. Hits Cryo/Psycho lockdown hardest; Pyro damage barely notices. Stacks badly with Legendary Resistance (e.g. Tarrasque).

- **Discipline signature save:** **Pyro = Dex, Cryo = Con, Psycho = Str, Electro = Cha.** Any feature that says “signature save” (Surge, Leaping Strike) uses the striker's discipline save. Flare is now Dex (was Con).
- **Electrokinesis soft spot:** lightning immunity/resistance (some elementals, constructs, blue/bronze dragons) blunts it — rarer than Pyro's fire immunity but just as total when it lands (MS itself is lightning). Flag it for those encounters.
- **Miss:** Psi and Blood Tax are still spent; no effects resolve.
- **Immunity vs control: damage immunity stops a rider's DAMAGE, never its CONTROL.** The save and any condition still apply even if the target takes 0 damage (cold-immune creature still Restrained by Snow Chains; fire-immune still Blinded by Flare).
- **Holdout Option (force fallback):** MS may be declared as force damage for HALF damage (round down). Riders keep their element and get nothing. Full Blood Tax still applies if Overloaded. Only worth it vs IMMUNITY — vs resistance it is a wash. Psychokinesis already deals force, so it never needs this.
- **Kinetic Mastery (3rd):** MS gains a mastery by Discipline — PYRO: Graze (damage on a MISS = Psi mod). CRYO: Slow (–10 ft Speed, no stack past 10). PSYCHO: Push (10 ft, no save). ELECTRO: Sap (disadvantage on its next attack). Free; does NOT count against the Weapon Mastery limit.
- **Masteries coexist with riders. Slow stacks with Glacial Spike. On a Telekinetic Shove hit, Shove replaces Push mastery movement — move the target once, using Shove's direction/distance. Sap & Push are hit-only and work vs immunity; Graze & Slow require damage and need the Holdout Option vs immunity.**
- **Standalone features** (Deflection Screen, Vectored Thrust) and on-kill triggers (Spreading Flames): Blood Tax is paid when the Overload is declared — for standalones and on-kill procs, that is the moment the feature fires.
- **Conc startup:** BT from the activation that starts concentration ≠ conc check.
- **Overload Mastery (18th):** 1/short rest, declared with an Overload: all Blood Tax paid that turn — including a second Attack action from Action Surge — is halved (round down). Overload effects still apply. It no longer negates; even the mastered turn costs half, and misses still bill.
- **Feats (MS = ranged weapon attack):** Sharpshooter, Archery FS, Elven Accuracy all apply. (Resilient (Con) is redundant — Fighters already have Con save proficiency.)
- **Feats that do NOT apply:** War Caster (spell prereq, spell-only adv). Crusher/Piercer/Slasher (no phys dmg). Melee feats.
- **Adjacency clause (removes melee disadvantage on MS) DOES apply:** 2024 Sharpshooter (Firing in Melee; Dex 13 prerequisite). Its other weapon-specific benefits apply only where their wording fits; MS is not a wielded weapon.

- **MS in melee:** a hostile within 5 ft that can see you and isn't Incapacitated → disadvantage on the MS attack roll, same as any ranged attack. No carve-out; no discipline removes it. Outs: adjacency-clause feat, Phase Step (10th), Disengage/move, or draw a real weapon (Masteries apply, but Str/Dex is likely low).

UNIVERSAL FEATURES (ALL DISCIPLINES)

Feature	Level	Psi	Quick Ref
Deflection Screen	5th	1	Reaction. Reduce dmg by 3d8 + Psi mod / 4d8 + Psi mod / T1 reduction + Str save: pushed 15 ft + Prone (5 ft on save). No originating creature = reduction only. NOT vs Blood Tax / self-damage.
Phase Step	10th	1	BA. Teleport 15 ft / 30 ft / bring ally.
AT III–V picks	15/18/20	varies	3 of 9: P.Lance, Dazzle, M.Blast, G.Press, Barrier, Surge, Leaping Strike, OM II (passive, +1 OM use, req 18th), Inner Reserve (passive, +4 max Psi, take once). Surge & Leaping Strike deal your MS damage type and use your discipline signature save; Surge always rolls the base MS die. Leaping Strike: BA teleport 30/60 ft + 5-ft burst 3d10/4d10 at origin or destination. G.Press zone: diff. terrain + speed halved + flyers auto-fall, no flying in zone. Str save or no reactions / disadv attacks / Prone.