

# KINETIC VANGUARD

Cryokinesis Player Sheet · v6.0.0

<b>Psionic Ability</b>	Intelligence, Wisdom, or Charisma (chosen at 3rd)
<b>Save DC</b>	8 + PB + Psionic Ability modifier
<b>Manifested Strike</b>	Magical ranged weapon attack, 60 ft, cold damage. Replaces weapon attacks. Crits double all dice including Overloaded steps.
<b>Psi Points</b>	Half Fighter level (rounded up) + PB. Short/long rest recovery.
<b>Psychic Resistance</b>	Resistant to psychic damage (3rd level). Overload self-damage still applies.
<b>Psionic Instinct</b>	First discipline T0 rider free each Attack action.
<b>One Rider Per Hit</b>	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 (18th):** 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, provided you share a common language. The communication is two-way. No mind reading.

### **Psychic Resistance** · 3rd · Passive

You are resistant to psychic damage. Overload self-damage still applies as normal.

### **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** · 10th · 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 & 18TH)**

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.

# CRYOKINESIS

Escalating Lockdown · Cold damage

*A control discipline that builds pressure methodically — speed reduction becomes restraint becomes stun.*

## **Glacial Spike** · 3rd · 1 Psi · On MS Hit

**T0:** Target's speed reduced by 5 ft until end of your next turn (no save). Total reduction from all Glacial Spike effects cannot reduce speed below 10 ft. Con save; fail = additional 5 ft.

**T1:** On failed Con save, speed becomes 0 (ignores floor). On success, 5 ft still applies + cannot Dash until end of your next turn.

**T2:** On failed Con save, Restrained until end of your next turn instead (ignores floor).

## **Frozen Ground** · 7th · 2 Psi · Action · Concentration, up to 1 min

**T0:** 15-ft radius icy difficult terrain within 60 ft. Creatures entering or starting turn: Con save or Prone.

**T1:** Radius expands to 25 ft.

**T2:** On failed save, Restrained instead of Prone (until end of your next turn).

*Ribbon: You ignore difficult terrain from your own ice.*

## **Snow Chains** · 10th · 3 Psi · On MS Hit · Once per Attack Action

**T0:** Con save or Restrained until end of your next turn.

**T1:** While Restrained, cold damage = Psionic Ability mod at start of each of its turns.

**T2:** Stunned instead of Restrained until end of your next turn.

## **Arctic Tempest** · 15th · 4 Psi · Action

**T0:** Up to 3 creatures within 60 ft: 8d10 cold (Con half). Failed = Restrained until end of your next turn.

**T1:** +2d10 damage. Failed save = vulnerability to cold until end of your next turn (after this damage).

**T2:** Stunned instead of Restrained on failed save.