

KINETIC VANGUARD

Cryokinesis Player Sheet · v6.3.0

Acronym	Meaning
PB	Proficiency Bonus
PAM	Psionic Ability Modifier
MS	Manifested Strike
BT	Blood Tax
OL	Overload
AT	Advanced Training
DS	Deflection Screen
VT	Vectored Thrust (Psychokinesis)

Psionic Ability	Intelligence, Wisdom, or Charisma (chosen at 3rd)
Save DC	8 + PB + Psionic Ability modifier
Manifested Strike	Magical ranged weapon attack, 60 ft, cold damage. Replaces weapon attacks. Crits double all dice including Overloaded steps.
Psi Points	Half Fighter level (rounded up) + PB. Short/long rest recovery.
Psychic Resistance	Resistant to psychic damage (3rd level). Overload self-damage still applies.
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 (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 (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.

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 = vulnerability to cold until end of your next turn (after this damage).

T2: Stunned instead of Restrained on failed save.

Absolute Zero · 20th · 4 Psi · Action

T0: One creature within 60 ft makes Con save. 10d10 cold (half on success). Failed = speed 0 until end of your next turn.

T1: 12d10 damage. Failed = also Restrained until end of your next turn.

T2: 15d10 damage. Failed = Stunned instead of Restrained. Speed 0 even on success.

LEVEL 11 — FIRST T2 POWER SPIKE*MS 1d8 · PB 4 · 10 Psi · 3 Attacks***Sample turn (lockdown):**

1. Bonus Action: Phase Step T1 (1 Psi, BT = PB; teleport 30 ft for safe range).
2. Attack 1 (Instinct free): T0 Glacial Spike → speed -5 ft + Con save.
3. Attack 2: Frozen Ground T0 (2 Psi) under target → Prone + difficult terrain.
4. Attack 3: T2 MS + Glacial Spike T1 (1 Psi) → speed 0 on failed save.

*Budget: 4 Psi. BT = PB + 3×PB = 16. Target likely speed 0 in difficult terrain, Prone.***LEVEL 20 — FULL BUILD***MS 1d12 · PB 6 · 16 Psi · 4 Attacks***Sample boss turn:**

1. Phase Step T1 to range (1 Psi, BT = PB).
2. Hit 1 (Instinct free): T0 Glacial Spike → speed -10 ft.
3. Hit 2: Snow Chains T2 (3 Psi) → Stunned on failed save.
4. Hit 3–4: T2 MS + Glacial Spike T1 → stack lockdown.
5. If clustered: Arctic Tempest T2 (4 Psi) for 10d10 + Stunned on 3 targets.
6. Nova finisher: Absolute Zero T2 (4 Psi) for 15d10 cold + Stunned.

Identity: Boss is a statue in ice while you kite with teleports. Pick Cryo if you love control.