KAEL MOURNE

Fighter 15 · Kinetic Vanguard · Psychokinesis Discipline
Githzerai · Outlander Background · Wisdom Psionic Ability · Tier 2 Overload Unlocked

HP	AC	SPEED	INITIATIVE	PROF BONUS	PSI POINTS	INDOMITABLE
131	18	30 ft	+3	+5	8 / 8	2 / LR

ABILITY SCORES (WIS 20, CON 17, DEX 16 — BATTLEFIELD ARCHITECT)

STR	DEX	CON	INT	WIS	CHA
+0	+3	+3	+1	+5	+0
10	16	17	12	20	10

SAVING THROWS

STR +5 ✦ CON +8 ✦
DEX +3 INT +1
WIS +5 CHA +0
(✦ = proficient | Githzerai: Adv vs charm & frightened)

SKILLS

Athletics +5 Perception +10
Survival +10 Insight +10
Githzerai: Innate Spellcraft (Mage Hand, Shield, Detect Thoughts)

PSIONIC STATS

PSIONIC ABILITY	SAVE DC	MANIFESTED STRIKE	STRIKE RANGE
Wisdom (+5)	18	1d10+5 force	60 ft

OVERLOAD: **TIER 1 & TIER 2 BOTH ACTIVE** | Force dmg = least-resisted in game. T18 passive: force ignores resistance.

OVERLOAD QUICK REFERENCE

TIER	EFFECT ON MANIFESTED STRIKE	SELF-DAMAGE	NOTES
Tier 1 ✓	1d10→1d12. Add PB (+5) to damage.	1d4 psychic	T2 inherits T1 bonuses
Tier 2 ✓	1d12 (+T1). Add PB+WIS mod to damage again (+10). If die would exceed 1d20: 2d20 take higher.	1d4+1d8 psychic	Each declaration = own Blood Tax

COMBAT ACTIONS (3 ATTACKS PER ATTACK ACTION)

Staff ACTION · WEAPON	To hit: +3. Damage: 1d6+3 bludgeoning (1d8+3 versatile). Versatile preferred.
Manifested Strike ACTION · REPLACES ANY ATTACK · 60 FT	Ranged spell attack. To hit: +10 (PB+WIS). Damage: 1d10+5 force. Magical. Up to 3 per Attack action.
Overloaded MS (T1) DECLARE BEFORE ROLL	1d12+10 force. Blood Tax: 1d4 psychic through HP. No healing until end of next turn. Telekinetic Shove still triggers (T1: 10 ft push).
Overloaded MS (T2) DECLARE BEFORE ROLL	1d12+20 force. Blood Tax: 1d4+1d8 psychic. Telekinetic Shove: 15 ft push + Prone on failed Str save.
Action Surge FREE · 1/SR	Take one additional action this turn. Doubles Manifested Strike count to 6.
Second Wind	Regain 1d10+15 HP.

BONUS ACTION · 1/SR	
Indomitable FREE · 2/LR	Reroll one failed saving throw. Must use the new result.

PSYCHOKINESIS DISCIPLINE FEATURES [TACTICAL SPACE CONTROL]

Telekinetic Shove PASSIVE · ON EACH MS HIT (3RD)	Each MS hit: attempt to push target 5 ft any horizontal direction (Str save DC 18 negates). No action. T1 OL: push 10 ft. T2 OL: push 15 ft + knocked Prone on failed save. Does not stack with Kinetic Blast — use whichever distance is greater.
Deflection Screen REACTION · 1 PSI · 1/ROUND (3RD)	When you take damage, reduce it by 1d10+5 (WIS mod). T1 Enhancement: reduce by 1d10+10 (WIS+PB). T2 Enhancement (11th+): attacker is auto-pushed 5 ft and speed -10 ft (no save); Str save DC 18 or pushed 15 ft and Prone instead.
Kinetic Blast 1 PSI · ON MS HIT (7TH)	Telekinetic burst centered on target: all creatures within 15 ft (including target) make Str save DC 18 or pushed 15 ft directly away from target and knocked Prone. T1 OL: push 30 ft. T2 OL: failed save also takes force damage = WIS mod (+5).
Hover 2 PSI · BONUS ACTION · CONC. (10TH)	Hover speed = walking speed, 1 ft off ground (ignores difficult terrain, prone surfaces). T1 Enhancement: full fly speed = walking speed. T2 Enhancement: flight does not provoke opportunity attacks. Minor Telekinesis: lift/move objects up to 10 lb within 30 ft at will (like Mage Hand, invisible, no conc.).
Mass Levitation ★ 4 PSI · CONC. · 1 MIN (15TH) ★ NEW	Up to 3 Medium/smaller creatures within 60 ft, or 1 Large creature: Str save DC 18 or lifted 20 ft and Restrained (hovering). Each target repeats save at start of its turn; success = descends safely and effect ends for that creature. Concentration sustains hover. If concentration ends: all affected creatures fall. T1 OL: failed initial save → Con save DC 18 or Incapacitated for duration. T2 OL: failed initial save → take force dmg = WIS mod (+5) at start of each turn while levitated.

PSYCHIC AWAKENINGS (4 OF 4 — LV 3 / 7 / 10 / 15)

Psychic Lash STRIKE · 1 PSI · TRIGGERED (3RD)	Once per turn: target fails a save against a Discipline feature from an MS hit → spend 1 Psi to deal +1d10 force damage (no action). T1 OL: +2d10. T2 OL: target has disadvantage on saves against one mental ability score of your choice until end of their next turn.
Mental Tap STRIKE · PASSIVE · 1/TURN (7TH)	On a critical hit with Manifested Strike: roll one additional damage die and regain 1 Psi. Once per turn. Synergizes powerfully with Action Surge (6 MS attempts = more crit chances).
Deep Focus PASSIVE (10TH)	Add Proficiency Bonus (+5) to Constitution saving throws made to maintain concentration. Essential for Mass Levitation and Hover in combat.
Inner Reservoir ★ PASSIVE · 1/LR (15TH) ★ NEW	Once per long rest, when you drop to 0 Psi, regain Psi = PB (+5). Mass Levitation (4 Psi) + Kinetic Blast (1 Psi) + Deflection Screen (1 Psi) drains fast — this is the failsafe.

KAEL'S BATTLEFIELD CONTROL LOOP AT LEVEL 15

GEOMETRY	**3 MS at +10 force.** Each hit: Telekinetic Shove (free) attempts 5 ft push (Str DC 18). Spend 1 Psi + Kinetic Blast: everything within 15 ft of target is blasted 15 ft away and Prone. Position enemies where you want them — off ledges, into hazards, out of melee with allies.
NOVA LOCK	**Mass Levitation (4 Psi).** Up to 3 targets Restrained in mid-air, 20 ft up. T1 OL: Con save or Incapacitated. Vesper's Frozen Ground below them. When concentration ends or they break free — they fall into Frozen Ground. Then Sable ignites them with Ember Lance vulnerability.
PARTY SYNERGY	**Kael sets the board; Vesper locks targets in place; Sable burns them.** T2 Deflection Screen on Kael punishes melee attackers — auto-push 5 ft + Str save or 15 ft Prone. Enemies are never where they want to be.

Equipment
+1 Half Plate (AC 18), Quarterstaff
Explorer's Pack, 50 ft rope, climber's kit
Gold: 20 gp

Character
Personality: Moves like everything is calculated three steps ahead.
Flaw: Cannot let anyone else direct a fight. It physically pains him.
Bond: His people were scattered by a force he couldn't push away. Not yet.