Telekinesis

Fighting Profiles

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
|  | Strike | Block | Shoot | Dodge | Zap |
| Bubbler | PW+2 | PS+3 | PR+2 | RW+2 | CP+1 |
| Telekinetic | MP+0 | RS+2 | PS+4 | PR+2 | CP+2 |

Special Mechanics

Powers

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Name** | **Cat** | **Act** | **Cost** | **Rng** | **Acc** | **AoE** | **Burn** | **Effects** | **Enhancements** |
| Guide Projectile | B | R | 20 | 20 | -- | Ally | 2 | * You give an ally who is shooting a physical missile attack Accuracy +2 | * Accelerate Projectile – Attack gets Damage +2 / x2 / +1B / 10P * Range / x3 / +0B / 10P |
| Kinetic Sense | U | N | 20 | -- | -- | 7 rad | 1 | * Use telekinetic force to feel around you * Can sense objects in area * Cannot be flanked * Targeting sense * Can find secret doors and compartments | * Radius / x3 / +0B / 10P |
| Launch | A+ | + | 20 | -- | -- | 1 tgt | 1 | * Knock Die(1) | * Dice +1 / x2 / +1B / 10P |
| Telekinesis | Ars/A+ | A/+ | 30 | 8/ | 0 | 1 obj | 2 | * Can substitute Power for Muscle with respect to grapples and damage * Can grapple and grab at range * Can use melee powers at range with Shoot skill | * None |
| Telekinetic Attack | Ars | A | 20 | 8/ | 0 | 1 tgt | 4 | * 2d6 + Power Physical Damage | * Accuracy +2 / x2 / +0B / 10P * Burn -1 / x3 / +0B / 10P * Dmg Die / x3 / +1B / 10P * Dmg Die / x3 / -2A / 10 |
| Telekinetic Flight | M | M | 20 | -- | -- | Self | 1 | * Flight 12 * Overland(4) | * Burn -1 / x3 / +0B / 10P * Move / x3 / +1B / 10P |
| Telekinetic Missile Deflection | D | C | 20 | 8/ | 0 | Self/Ally | 2/3 | * Can use Shoot to defend against physical missile attacks * Can deflect for ally with higher Burn and range penalty | * Reflect – Can shoot missiles back at attacker at Shoot -3 / x1 / +1B / 10P |
| Telekinetic Reach | Ar+ | + | 20 | ? | ? | 1 obj | 2 | * Can use telekinesis without direct line of sight (through mirror or video display) * Can use telekinesis without seeing opponent, but takes penalties as though he were blind | * None |
| Telekinetic Shield | R | T | 20 | -- | -- | Self | 1 | * Armor 4/0/0 | * Armor / x3 / +0B / 10P |
| Telekinetic Parry | D | C | 20 | 8/ | 0 | Self/Ally | 1/2 | * Parry melee attacks with Shoot * Can parry for allies at a higher Burn and range penalties | * TK Lash – If you parry a melee attack with this power, your attacker takes Knock Dice(2) / x1 / +1B / 10P |
| Telekinetic Punch | Am+ | + | 20 | -- | 0 | 1 tgt | 4 | * Damage +Power die | * Burn -1 / x3 / +0B / 10P |