**Telekinesis**

**Highlights:**

* Can use ranged skill to parry
* Can block for others
* Very versatile power
* Can fight while blind or in darkness

**Super Stats:**

* Willpower

**Powers**

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Name** | **Cat** | **Act** | **Del** | **Rng** | **Acc** | **AoE** | **Eng** | **Effects** | **Cost** |
| Kinetic Sense | Utl | N | -- | -- | -- | 7” rad | 1r | * Use telekinetic force to feel area around self * Can sense objects in area of effect like sonar * Cannot be flanked | 6 |
| Telekinesis\* | Omn | A | Bolt | 8/ | 0 | 1 object | 3r or 3u | * WIL can be used as strength at range (including Super Will = Super Strength) * Can be used to grab enemy or object * Can be used to punch enemy or object * Can be purchased multiple times to affect multiple targets | 20 |
| Telekinetic Flight | Mov | M | -- | -- | -- | Self | 1r | * 12” flight | 10 |
| Telekinetic Missile Deflection\* | Def | N | Bolt | 8/ | 0 | Self or 1 target | 2u or 4u | * Can use missile combat skill to defend against physical missile attacks * Can deflect for ally, but this costs more energy and ranged penalties apply * Deflected attacks go in a random direction with a 2/12 chance of hitting anyone in their path * Missile combat skill degrades each attack as a regular defense | 10 |
| Telekinetic Reach\* | Omn+ | -- | Direct | -- | Varies | 1 target | 2r or 2u | * Can use telekinesis without direct line of sight (so through mirror or video display) * Can use telekinesis without seeing opponent (must know where opponent is), but takes -4 to -8 penalty as though he were blinded | 10 |
| Telekinetic Shield | Arm | -- | -- | -- | -- | Self | 1r | * 8/0/0 armor | 10 |
| Telekinetic Parry\* | Def | N | Bolt | 8/ | 0 | Self or 1 target | 1u or 4u | * Parry melee attacks with ranged combat skill * Can parry for ally but at higher energy cost and with range penalties * Missile combat skill degrades each attack as a regular defense | 10 |
| Telekinetic Punch | Att | A | Bolt | 8/ | 0 | 1 target | 4u | * WIL + 1d6 physical damage | 10 |

**Additional Information**

**Kinetic Sense**

* You can “feel” the space around you using your telekinetic sense like sonar.
* You can fight without being able to see and cannot be flanked.

**Telekinesis**

* You can project your Willpower at range and use it to grab objects and “punch” your opponents.