

Telekinesis

Powers:

- This power can lift up to a total of 2 objects, creatures, people, at a time.
- Any object the user uses to hit or deal damage deals 1d8, or if the user is holding an opponent this power can deal constriction damage.
- If the user is holding an item the user can deal durability damage, if the user has a modifier the modifier is counted as a durability multiplier. (example ; S-P +5 = 5x durability damage).
- User can use this power without the use of their body.
- Roll 10 or above S-P to activate.
- This power can be activated via S-P, Willpower, or Int.

Weaknesses:

- Must be conscious to use.
- User can use 1 ability at a time until either willpower or Int have a positive modifier, then the user can have as many abilities active as 1+whatever the selected stat modification is.
- For every ability the user has active past their ability limit, the user takes 1d8 psychic damage for each extra ability active each rotation / minute.
- If the user of this power has head trauma the user rolls disadvantage on all S-P rolls concerning this power.

Limitations:

- Cannot use power to lift oneself.
- Range of power is 30 M.
- User will be unable to use this power to control others.
- User has a telekinetic weight limit which is 10x whatever the users Int number is (8=80kgs), also it's an extra 10x for every +1 S-P and SPInt (example ; +1 =10x , +3=30x, etc.)
- User cannot lift anything heavier than weight limit, therefore not allowing the lifting or control of any other objects whilst weight limit is full.
- User can only use this power reactively if they are already holding an object or objects with this power. (B)

Blood transfusion (weapons/ objects) :

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Blood transfusion (clothing / amour) :

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levels:

- 1) S-P +1
- 2) S-P +1
- 3) Preemptive Telekinesis
 - This ability allows telekinesis to be reactive, meaning the user can grab objects to defend the user in the stead of blocking or attacking the opponent instead.
- 4) [Ability] Telekinetic flight
 - User can make themselves float with an S-P roll of 10+.
 - User can make themselves fly up to a height of half of the users maximum range with this power off of the ground, using an S-P roll of 15+.
 - Whilst floating or flying using this ability, user does not need roll S-P again after, however, must roll the S-P requirement of this ability whenever the user takes more damage than their vitality.

[Buff] damage dealt by telekinesis is increased by 1 dice up, range increases by 20m, +1 object limit increased.

5) [Ability] Forcefield generation

- Upon rolling an S-P of 15+, the user can generate shields with their telekinetic powers that have the equal defence as the users maximum damage output with this power.
- Once the forcefield is destroyed, the user must wait the amount of rotations / minutes they had the forcefield active for, before they may activate it again.
- The size of the forcefield is based on a diameter equal to half of the user's range with this power.
- To move the forcefield, the user must roll S-P 15+, otherwise, the user cannot move it.
- If the user attempts to roll to move the forcefield and rolls a natural 1 the forcefield is dispelled.

[Buff] damage dealt by telekinesis is increased by 1 dice up, range increases by 20m, +1 object limit increased.

6) [Ability] Tactile telekinesis

- User with this ability can roll S-P 15+ to enter a mode where the user gains SPStr for every S-P modifier the user has, however, for every modifier of SPStr the user wishes to gain, they lose said modifiers from S-P.
- Whilst in this mode the user cannot use any of their ranged capabilities with this power, however the user can gain access to the abilities "telekinetic flight" and "Telekinetic Skin".

[Buff] damage dealt by telekinesis is increased by 1 dice up, range increases by 20m, +1 object limit increased.

7) [Ability] Maelstrom

- When holding an item, or multiple items, the user can make all items spin around the user dealing passive damage of half of all items included.
- This abilities range is only 2m radius around the user.
- This ability lasts 1d4 turns, +1 dice up for every buff taken with this power.
- The amount of items utilised is based on the hight of the S-P roll to activate this ability:
- 15 +(1-3 items), 20+ (4-5 items), 25+ (6+ items)

[Buff] damage dealt by telekinesis is increased by 1 dice up, range increases by 20m, +1 object limit increased.

8) [Ability] Telekinetic Skin

- User enables a mode where the defence of the user is increased by the users damage capabilities.
- The user must roll 20+ the gain telekinetic skin for 1d4 rotations / minutes. (this can be increased by 1 dice up for every buff taken with this power.)
- Damage resistance is based on half of the users' maximum damage dice with this power (d10 = +5).
- The damage resistance is to physical, and then an additional damage type per intelligence/ willpower modifier this grants no more additional resistances after +6 :
- +1 fire
- +2 cryo

- +3 lightning
- +4 molten
- +5 corrosive
- +6 energy
- After this ability ends the user can roll for it again on the turn this ability finished.

[Buff] damage dealt by telekinesis is increased by 1 dice up, range increases by 20m, +1 object limit increased.

9) [Ability] Back to sender

- With this ability the user gains the ability to use the power of telekinesis to reactively send back projectiles that are aimed towards this character.
- Roll requirement is 10+ to activate, however, the S-P roll must beat the opponents attack roll.
- This ability does not work against spatial, psychic, or melee attacks.

[Buff] damage dealt by telekinesis is increased by 2 dice up, range increases by 40m, +2 object limit increased.

10) [Mutation] Gravity Control :

- Once this ability is taken, the telekinetic weight limit no longer applies, instead the objects can be lifted as long as they are no bigger than half of the users' range. User can increase or decrease the gravitational force on an object or being making them heavier or lighter than they were originally, as well as utilise gravity based powers to access the previous perk this character received (if player chose any abilities).
- user can increase the strength of the gravity based on their S-P modifier, this will show what the affected require to move, based on $10 + 1$ for every modifier the user has in SP, those who fail this roll of Str or Endurance before each turn either roll disadvantage or (if their body weight is increased beyond their carry weight the cannot move).
- This power can make any location / anything a new centre of gravity, either attracting or repelling any and all within its radius (which can be determined within the users' range).
- User can directly affect objects, living or nonliving creatures weight by either decreasing or increasing it, the amount of which can be chosen based on the users' S-P modifier (+1 = 1.5x, +2 = 2x, etc.) or the user can make the target weigh less, or weightless. This ability requires a 15+ S-P to activate.
- User can make an area of more or less gravity, known as gravity zones, anywhere within their range, the diameter of the area is equal to half of this characters' range with this power. This ability requires a 15+ S-P to activate.
- The gravity zones deal this characters' telekinesis base constriction or spatial damage when anything is inside the heavy gravity zones.
- All telekinetic attacks can deal physical or spatial damage.
- If the user took the ability "Telekinetic skin" the user gains a resistance to spatial damage whenever that perk is active.

[Evolution] Thorough Job :

- When choosing this ability the user is granted 2 dice up on damage. (this does not increase range).

- User can roll S-P with finesse modifiers added on when using telekinesis for “intricate” tasks.
- User can take mechanical and technological objects apart without damaging the parts by rolling 20+ S-P as well as putting them back together or repairing them.
- If the user of this power took the perks “Telekinetic Skin” and, or “Tactile telekinesis”, this character can add these abilities onto other beings/ creatures instead of just themselves.
- If the user of the power took the perks “Forcefield generation” and, or “Maelstrom” user can create multiple of these abilities and stack them, without increasing how many abilities are being used at the time. This means once activating even one of the aforementioned abilities, they will not increase the ability usage.
- The maximum amount of stacks of Force fields, Maelstroms, Telekinetic skins, and Tactile telekinesis’s, is based on the user’s Int modification. (Eg: +3 Int = 4 force fields at a time).