

telekinesis



FORCEFUL PUSH

Target One creature or object within medium range

You direct your thoughts to shove the target. Make a Will attack roll against the target's Strength. If the target is larger than you, make the attack roll with 1 bane. On a success, you move the target a number of yards away from you equal to $1d3 +$ your Power.

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MIND OVER MATTER

Duration 1 minute

For the duration, you can use an action to move one Size 1 or smaller unsecured object within short range of you up to 5 yards. You can also suspend such objects in the air by concentrating on them.

COMPANION 40

UTILITY 0

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CRUSH

Target One creature or object within short range

Bands of telekinetic force wrap around and squeeze the target. Make a Will attack roll against its Strength. On a success, the target takes 3d6 damage, and it must get a success on a Strength challenge roll or become impaired for 1 round.

Attack Roll 20+ The target takes 1d6 extra damage.

COMPANION 40

ATTACK 1

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DANCING WEAPON

Target One weapon you wear or carry, or a weapon within short range that is neither worn nor carried by a creature

Duration 1 minute

The target floats 2 yards above the ground for the duration. When you cast the spell, you can move the target up to 10 yards and attack one creature or object within 1 yard of it. You can use an action or triggered action to repeat this movement and attack on subsequent turns. You attack as if you wield the weapon, making a Will attack roll.

COMPANION 40

UTILITY 1

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TELEKINETIC SHIELD

Duration 1 minute, or until damage dealt to the shield equals its Health

A shield of invisible telekinetic force springs into existence around you. Roll 4d6. The total is the Health of the shield. For the duration, any damage dealt to you is applied to the shield's Health.

COMPANION 40

UTILITY 1

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HOLD

Target One creature within medium range

Duration Concentration, up to 1 minute, or until the target takes damage

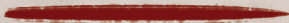
Bands of invisible force envelop the target. Make a Will attack roll against the target's Strength. On a success, the target becomes defenseless for the duration.

COMPANION 40

ATTACK 2

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LEVITATE

Target One creature or object of Size 2 or smaller you can see within medium range

Duration Concentration, up to 1 minute

You seize the target with telekinetic force, lifting it up to 3 yards into the air where it remains for the duration. If the target is unwilling or the object is in the possession of another creature, the spell becomes an attack. You affect the target only if you get a success on a Will attack roll against the target's Strength or the Strength of the creature holding it.

While suspended in the air, the target can move only by crawling across a surface it can reach. Attack rolls against the target's Defense or Agility are made with 1 boon. When you concentrate on the effect, you can raise or lower the target up to 3 yards.

COMPANION 40

UTILITY 2

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FORCE BARRIER

Area A line, up to 10 yards long, 10 yards tall, and 1 inch thick, originating from a point within long range

Duration 1 hour

An invisible barrier of telekinetic force fills the area and remains for the duration. Nothing can pass through it physically, and it is immune to all damage.

COMPANION 40

UTILITY 3

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FORCE WAVE

Area A sphere with a 3-yard radius centered on a point within medium range

A wave of force bursts from the center of the area. Everything in the area takes 5d6 damage, and each creature and unsecured object moves 1d6 yards away from the center. A creature that gets a success on a Strength challenge roll takes half the damage and doesn't move.

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FORCE BUBBLE

Target One creature or object that is Size 2 or smaller and within long range

Duration Concentration, up to 1 minute, or until you move the bubble beyond long range from you

Make a Will attack roll against the target's Agility. On a success, the target becomes trapped inside a sphere of invisible force that remains for the duration. The sphere is immune to all damage, and nothing can physically pass through it. When you use an action to concentrate on the effect, you can move the sphere and everything it contains up to 5 yards in any direction.

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TELEKINETIC OUTBURST

Area A sphere with a 5-yard radius centered on a point you can reach

Telekinetic force, to which you are immune, explodes from the center of the area. Everything in the area takes 6d6 damage, and each creature and unsecured object moves 1d6 yards away from the center then falls prone. A creature that get a successs on a Strength challenge roll takes half the damage, and the creature doesn't move or fall.