POWER SET

TELEKINESIS

- ❑ Group Levitation
- ❑ Levitation
- ❑ Telekinetic Attack
- ❑ Telekinetic Barrier
- ❑ Telekinetic Crush
- ❑ Telekinetic Grab
- ❑ Telekinetic Manipulation
- ❑ Telekinetic Protection 1
- ❑ Telekinetic Protection 2
- ❑ Telekinetic Protection 3
- ❑ Telekinetic Protection 4
- ❑ Telekinetic Reinforcement
- ❑ Telekinetic Sphere
- ❑ Telekinetic Toss

MARVEL

Multiverse
Role-Playing Game

2 RANK

GROUP LEVITATION

Action: Standard.

Duration: Concentration.

Range: 5 spaces.

Effect: The character can move up to one person per rank through the air in any direction at the character's Run Speed. The levitated target(s) must remain within 5 spaces times the character's rank. If any target does not wish to be moved like this, they must be telekinetically grabbed first.
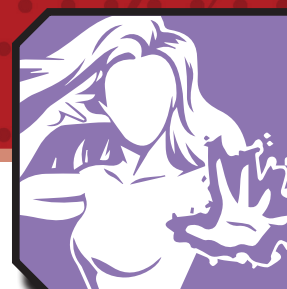
5 FOCUS

MARVEL

Multiverse
Role-Playing Game

1 RANK

LEVITATION

Action: Passive.
Duration: Permanent.
Range: Self.
Effect: The character can move through the air in any direction at their Run Speed.

0 FOCUS

MARVEL
Multiverse
Role-Playing Game

POWER

TELEKINETIC ATTACK

Action: Standard.

Duration: Concentration.

Range: Varies.

Effect: The character makes a Logic attack against the Melee defense of a target within 5 spaces times the character's rank.

If the attack is a success, it inflicts regular damage. On a Fantastic success, the damage is doubled instead, and the target is stunned for one round.

MARVEL

Multiverse
Role-Playing Game

POWER

TELEKINETIC BARRIER

Action: Standard.

Duration: Concentration.

Range: 10 spaces and Line of Sight (up to 200 spaces).

Effect: The character forms an invisible barrier in their line of sight and up to 10 spaces away per rank. This covers up to 2 spaces across (vertically/horizontally) per their rank. The character makes a Logic check and compares the results against the Agility defense of any target in the affected spaces.

On a success, the character chooses which side of the barrier the target winds up on. On a failure, the target chooses. On a Fantastic success, the target is paralyzed for one round too.

Attacks on the barrier are against the character's Logic defense. Any attacks on it that do 10 points of damage or less are instantly absorbed, and the barrier continues. If an attack does more than 10 points of damage, it destroys the barrier. Either way, the attack leaves those behind the barrier unharmed.

POWER

TELEKINETIC CRUSH

Action: Reaction.

Trigger: The target is grabbed.

Duration: Instant.

Range: Reach.

Effect: The character makes a Logic attack against the grabbed target's Resilience defense. If it's a success, the target takes regular damage. On a Fantastic success, the target takes double damage and is pinned.

10 FOCUS

MARVEL

Multiverse
Role-Playing Game

POWER

TELEKINETIC GRAB

Action: Standard.

Duration: Concentration.

Range: Varies.

Effect: The character makes a Logic attack against the Melee defense of a target within 5 spaces times the character's rank.

If the attack is a success, the character grabs the target with their mind. On a Fantastic success, the target can also be pinned.

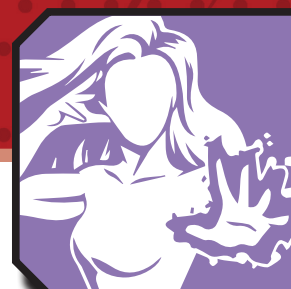Breaking free requires a successful Melee check against target number 20.

MARVEL

Multiverse
Role-Playing Game

1 RANK

TELEKINETIC MANIPULATION

Action: Standard

Duration: Concentration

Range: 5 spaces x rank

Effect: The character can manipulate objects in their line of sight with their mind. If someone tries to prevent the character from taking control of an object, the character makes a Logic check against the opponent's Agility defense.

0 FOCUS

MARVEL

Multiverse
Role-Playing Game

POWER

TELEKINETIC PROTECTION 1

Action: Standard/Reaction.
Trigger: The character is attacked or otherwise in danger.
Duration: Concentration.
Range: Self.
Effect: The character's personal telekinetic field protects them. Any attacks against them that do 10 points of damage or less are instantly absorbed, and the protection continues.

If an attack does more than 10 points of damage, it destroys the protection. Either way, the character remains unharmed.

MARVEL

Multiverse
Role-Playing Game

POWER

TELEKINETIC PROTECTION 2

Action: Standard/Reaction.

Trigger: The character is attacked or otherwise in danger.

Duration: Concentration.

Range: Self.

Effect: The character's personal telekinetic field protects them. Any attacks against them that do 20 points of damage or less are instantly absorbed, and the protection continues.

If an attack does more than 20 points of damage, it destroys the protection. Either way, the character remains unharmed.

MARVEL
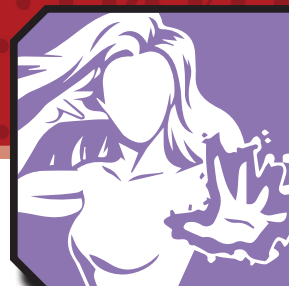
Multiverse
Role-Playing Game

POWER

TELEKINETIC PROTECTION 3

Action: Standard/Reaction.
Trigger: The character is attacked or otherwise in danger.
Duration: Concentration.
Range: Self.
Effect: The character's personal telekinetic field protects them. Any attacks against them that do 30 points of damage or less are instantly absorbed, and the protection continues.

If an attack does more than 30 points of damage, it destroys the protection. Either way, the character remains unharmed.

MARVEL

Multiverse
Role-Playing Game

POWER

TELEKINETIC PROTECTION 4

Action: Standard/Reaction.
Trigger: The character is attacked or otherwise in danger.
Duration: Concentration.
Range: Self.
Effect: The character's personal telekinetic field protects them. Any attacks against them that do 40 points of damage or less are instantly absorbed, and the protection continues.

If an attack does more than 40 points of damage, it destroys the protection. Either way, the character remains unharmed.

MARVEL

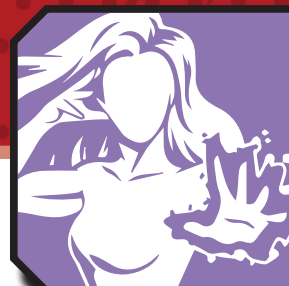## Multiverse
Role-Playing Game

POWER

TELEKINETIC REINFORCEMENT

Action: Reaction.

Trigger: A character using a telekinetic power that grants damage protection is attacked.

Duration: Instant.

Range: Self.

Effect: The character can transfer any Health damage that gets through a telekinetic power that grants damage protection to their Focus instead, leaving the protection intact.
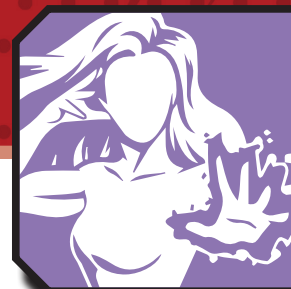
Va

MARVEL

Multiverse
Role-Playing Game

POWER

TELEKINETIC SPHERE

Action: Standard/Reaction.

Trigger: The character is attacked or otherwise in danger.

Duration: Concentration.

Range: 5 spaces x rank.

Effect: The character envelops themselves—and any chosen people within up to 5 spaces times their rank—in a protective telekinetic sphere.

When the sphere is formed, the character makes a Logic check and compares the results against the Agility defense of unwanted characters in the enclosed spaces.

On a success, the character can move any unwanted people within the sphere's perimeter to spaces outside of the sphere. On a Fantastic success, such moved people suffer full damage.

Attacks on the sphere are against the character's Logic defense. Any attacks on the sphere are absorbed as if made against the character's Telekinetic Protection power, and the sphere continues.

If an attack does more damage than the character's Telekinetic Protection power can sustain, it destroys the sphere, but no one inside is harmed. The cost is the same as the character's Telekinetic Protection power.

POWER

TELEKINETIC TOSS

Action: Standard/Reaction.

Trigger: The target is grabbed.

Duration: Instant.

Range: 5 spaces x rank.

Effect: The character can telekinetically throw a person that they've telekinetically grabbed at another target. The range for the throw is 5 spaces times the character's rank.

The character makes a Logic check against the target's Agility defense. A failure inflicts regular damage on the thrown person, who falls prone within

1 space of the target. If the attack is a success, the target takes regular damage too. On a Fantastic success, the target is knocked prone as well.