



TELEKINESIS

- ☐ Group Levitation
- ☐ Levitation
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POWER SET

MARVEL MULTIVERSE

Role Playing Game



POWER SET

TELEKINESIS



TELEKINESIS

Use the **Brilliance** power to determine the size of an object a character with telekinesis can lift (see table below). Apply a character's size multiplier to their reach, the number of spaces they occupy, their speed and their throwing ranges.

<i>Power*</i>	<i>Size</i>	<i>Height</i>	<i>Damage Multiplier</i>	<i>Size Multiplier</i>
-	Medium	6 feet	-	-
<i>Brilliance 1</i>	Huge	24 feet	+2	5
<i>Brilliance 2</i>	Gigantic	100 feet	+4	20
<i>Brilliance 3</i>	Titanic	400 feet	+6	80
<i>Brilliance 4</i>	Gargantuan	1,600 feet	+8	320

*Based on a Medium size character.

POWER EFFECTS

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Role Playing Game



POWER EFFECTS

TELEKINESIS



GROUP LEVITATION

FOCUS
5

The character can lift others into the air too.

Power Set: Telekinesis

Prerequisites: Levitation, Rank 2

Action: Standard

Duration: Concentration

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.

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POWER

GROUP LEVITATION



LEVITATION

The character can hover and move.

Power Set: Telekinesis

Prerequisites: None

Duration: Permanent

Effect: The character can move through the air in any direction at their Run Speed.

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Role Playing Game



POWER

LEVITATION



TELEKINETIC ATTACK

FOCUS
5

The character can punch or choke an enemy with their mind.

Power Set: Telekinesis

Prerequisites: Telekinetic Manipulation, Rank 2

Action: Standard

Duration: Instant

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.

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TELEKINETIC ATTACK



TELEKINETIC BARRIER

FOCUS
5

The character forms a protective barrier with their mind.

Power Set: Telekinesis

Prerequisites: Telekinetic Grab, Rank 2

Action: Standard

Duration: Concentration

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.

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TELEKINETIC BARRIER



TELEKINETIC CRUSH

FOCUS
10



The character draws on their inner strength to heal themselves.

Power Set: Telekinesis

Prerequisites: Telekinetic Grab, Rank 3

Action: Reaction

Trigger: The character is **grabbed**

Duration: Instant

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**.

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POWER

TELEKINETIC CRUSH



TELEKINETIC GRAB

FOCUS
5

The character can grab a foe with their mind.

Power Set: Telekinesis

Prerequisites: Telekinetic Manipulation, Rank 2

Action: Standard

Duration: Concentration

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.

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POWER

TELEKINETIC GRAB



TELEKINETIC MANIPULATION

The character can handle physical things with their mind.

Power Set: Telekinesis

Prerequisites: None

Action: Standard

Duration: Concentration

Effect: The character can manipulate objects in their line of sight with their mind. The maximum range for this is 5 spaces times the character's rank. 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.

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TELEKINETIC MANIPULATION



TELEKINETIC PROTECTION 1

FOCUS
5



*The character uses their mind
to physically protect
themselves.*

Power Set: Telekinesis

Prerequisites: Telekinetic Barrier, Rank 2

Action: Standard or reaction

Trigger: The character is attacked or otherwise in danger.

Duration: Concentration

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, allowing excess damage through.

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TELEKINETIC PROTECTION 1



TELEKINETIC PROTECTION 2

FOCUS
10

The character toughens their mind against physical damage.



Power Set: Telekinesis

Prerequisites: Telekinetic Protection 1, Rank 3

Action: Standard or reaction

Trigger: The character is attacked or otherwise in danger.

Duration: Concentration

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, allowing excess damage through.

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TELEKINETIC PROTECTION 2



TELEKINETIC PROTECTION 3

FOCUS
15

The character's mind protects them like a tank.



Power Set: Telekinesis

Prerequisites: Telekinetic Protection 3, Rank 5

Action: Standard or reaction

Trigger: The character is attacked or otherwise in danger.

Duration: Concentration

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, allowing excess damage through.

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TELEKINETIC PROTECTION 3



TELEKINETIC PROTECTION 4

FOCUS
20



The character's mind protects them like a fortress.

Power Set: Telekinesis

Prerequisites: Telekinetic Barrier, Rank 2

Action: Standard or reaction

Trigger: The character is attacked or otherwise in danger.

Duration: Concentration

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, allowing excess damage through.

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TELEKINETIC PROTECTION 4



TELEKINETIC REINFORCEMENT

FOCUS
VA



The character reinforces their defenses with their mind.

Power Set: Telekinesis

Prerequisites: Telekinetic Protection 1

Action: Reaction

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

Duration: Instant

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.

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TELEKINETIC REINFORCEMENT



TELEKINETIC SPHERE

FOCUS
VA

The character can create a protective sphere with their mind.



Power Set: Telekinesis

Prerequisites: Telekinetic Protection 1

Action: Standard or reaction

Trigger: The character is attacked or otherwise in danger.

Duration: Concentration

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.

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Role Playing Game



POWER

TELEKINETIC SPHERE



TELEKINETIC TOSS

FOCUS
10



The character draws on their inner strength to heal themselves.

Power Set: Telekinesis

Prerequisites: Telekinetic Grab, Rank 3

Action: Standard or reaction

Trigger: The target is **grabbed**

Duration: Instant

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.

POWER

MARVEL MULTIVERSE

Role Playing Game



POWER

TELEKINETIC TOSS