

# TELEKINESIS

**Prerequisite:** [Psychic](#)

Telekinesis, sometimes called psychokinesis, is the power to move something with thought alone. Just concentrating on something can make it move, bend, float or break. This power is usually limited to line-of-sight. That is, if the character cannot see it (because it is too far away or in another room) they cannot concentrate enough on the object to lift or manipulate it (though characters with Clairvoyance may be able to see the object psychically, though they will be limited to adjacent rooms). Telekinesis is a Special Trait that costs 2 points to purchase, and should only be picked with the approval of the Gamemaster. It can only be purchased if the character already has the Psychic trait.

## Effect

The Telekinesis trait uses the character's Resolve rather than Strength to determine how much they can lift by thought alone. For example, if the character has Resolve 1, they can lift something with their Telekinesis as if they were physically lifting it with a Strength of 1. The only difference is, they're not using their hands – they're using their mind. To just lift an item, the character is using their innate abilities, so the player should make a roll using their Ingenuity + Resolve.

To throw an item at a target using Telekinesis, Resolve replaces Strength and the character would need to succeed at a Resolve + Marksman roll. Picking a lock, for example, would use Resolve + Subterfuge, but the character would need to be able to see the mechanism in some way (either an x-ray scanner or clairvoyance) to telekinetically manipulate it.

[good](#), [special](#), [psychic](#), [characters](#)

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