

Potions, Explanation of: Telekinesis, Major

Area of Effect: The “Heaved weight allowance” of the imbiber.

Avoidance-roll: None.

Doses: 1-D6

Damage: A force can be used to snap bones, pin opponents, or deliver a forceful blow causing up to x2 the strength of imbiber in damage.

Duration: 60 turns (5 minutes), or as long as the imbiber concentrates without being interrupted (touched roughly). If the imbiber is interrupted, only a successful avoidance-roll Vs."Mental-Attack" will keep the telekinetic power from being terminated.

Effect time: Instant.

Explanation: When a dose of this potion is swallowed, a character will have the power to manipulate objects with the mind, causing things to move without touching them.

Hand movement: None.

Healing: None.

History: Unknown.

Immunities: Spirits and intangible creatures are not effected.

Invoke time: None.

Liquid color: Flesh-pink.

Liquid texture: Water-like.

Liquid taste: None.

Liquid smell: None.

Maximum adjustment: None.

Notes: None.

Preparation: Drink one dose of Major Telekinesis Potion.

Range: 10 spaces (50').

Resting time: 10 turns (if strenuous activity has been attempted with telekinesis).

Special: None.

Susceptibilities: None.

Value: 300 White-gold per dose