

# Potions, Explanation of: Telekinesis

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

**Avoidance-roll:** None.

**Doses:** 1-6 (roll 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 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