



Starchasers Telekinetic

Sheet version 0.10.0

Level _____ Character _____

Experience

Motivators

Protection: Whenever a Telekinetic uses The Force to protect another character, they gain 1 Motivation.

Pummel: Whenever a Telekinetic uses The Force to cause bludgeoning damage to another character, they gain 1 Motivation.

Force Powers

Bind..... ○○○○○○
Levitate..... ○○○○○○
Move..... ○○○○○○
Shield..... ○○○○○○

Telekinesis Defaults

Distant TK ☐
Solid TK ☐
Powerful TK ☐
Precise TK ☐
Multi TK ☐

Ultimate Move

Hold Blast: As a Reaction, the Telekinetic can spend 3 Motivation to use The Force to hold a projectile (such as a blaster bolt) in mid-air, or even contain an explosion. This costs 3 Motivation per additional Round it is held, not including the first round.

lvl xp total

Features

1

- Learn Force Power
- Force Power Skill Point

2

- Force Power Skill Point
- Force Power Skill Point

3

- Learn Force Power
- Force Power Skill Point

4

- Force Power Skill Point
- Force Power Skill Point

5

- Learn Force Power
- Force Power Skill Point

6

- Force Power Skill Point
- Force Power Skill Point

7

- Force Power Skill Point
- Force Power Skill Point

8

- Powerful TK
- Precise TK

9

- Tough TK
- Multi TK

10

- Hold Blast
- Increase Maximum Force Rating by 1

Base Abilities

Push/Pull: As an Action, the Telekinetic can spend 1 Motivation to move a Tiny, Very Light object towards or away from them. This does not involve levitation, so the pushed or pulled object is still affected by gravity, unless the Telekinetic is pulling it straight up to them.

Hold: As an Action, the Telekinetic can spend 1 Motivation to hold a Tiny, Very Light object suspended in the air for up to 5 seconds. Just long enough for another character to dash over and grab it before it falls.