

Potions, Explanation of: Telekinesis, Minor

Area of Effect: 1 LB. + 1 LB. per 10 points of strength.

Avoidance-roll: None. A living object can resist the magic of this potion by making a successful Avoidance-roll vs."Magic".

Doses: 1-D6

Damage: None.

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, yet half see-through.

Liquid texture: Water-like.

Liquid taste: None.

Liquid smell: None.

Maximum adjustment: None.

Notes: None.

Preparation: Drink one dose of Minor Telekinesis Potion.

Range: 5 spaces (25').

Resting time: 5 turns (if strenuous activity has been attempted with minor telekinesis).

Special: None.

Susceptibilities: None.

Value: 30 White-gold per dose