

1st Level

- **Raw Telekinesis:** You can push or pull creatures and objects that are your size or smaller.
 - **Push:** As a Reaction when you would be hit by an attack, you can spend CE up to your PB to deflect the attack. Until the start of your next turn, you have a bonus to AC equal to the CE spent, including against the triggering attack.
 - **Pull:** As an Action you can spend **1 CE** to, cause each creature and object in a 15-foot cube originating from you must make a Constitution saving throw. On a failed save, a creature takes 2d8 Force damage and you can pull them up to 10 feet towards you. On a successful save, the creature takes half as much damage and isn't pulled.

3rd Level

- **Telekinesis Markings:** As a Free Action at the start of your turn, you can form a Binding Vow (BV) with yourself, lasting as long as you choose when forming it (min until the start of your next turn). You can no longer use any CT except Linked Telekinesis and you need to mark a creature before you can effect them with your CT, in exchange your Telekinetic power becomes much more refined.
 - To mark a creature you must hit them with an Unarmed attack on an attack with a weapon or ammunition imbued with your CE. On a hit the creature becomes marked on a random part of their body, depending on where the mark is, you can affect the target differently (see table below). You can choose to attempt to mark a specific body part by taking a -5 to hit.
 - When the BV ends any marks you've made disappear.

Marked Location (1d6)	Effect
Head	As an Action, you can spend 2 CE forcing the marked creature to make an Intelligence Saving Throw. The target takes 3d6 Psychic damage on a failed save, or half as much damage on a successful one. After a failed save, the target has muddled thoughts for 1 minute. During that time, it rolls a d4 and subtracts the number rolled from all its attack rolls and ability checks. The target can make an Intelligence Saving Throw at the end of each of its turns, ending the effect on itself on a success.
Neck	As an Action, you can spend 2 CE to grab the marked creature by the neck, lifting them into the air. The marked creature becomes Restrained. On subsequent turns, as an action, you can crush the Restrained creature, who must

	make a Constitution Saving Throw. It takes 2d6 Bludgeoning damage on a failed save, or half as much damage on a successful one. To break out the Restrained creature can use its Action to make a Strength check against your CE Save DC. On a success, the target escapes and is no longer Restrained.
Arm <i>Roll a die (normally d2) to determine which arm is affected, 1 being the dominant arm.</i>	In place of an Attack or as a Bonus Action, you can spend 1 CE to attempt to prevent the marked creature from using its arm. The creature must make a Dexterity Saving Throw, on a failure attacks using that arm are at disadvantage. The target can make an Dexterity Saving Throw at the end of each of its turns, ending the effect on itself on a success.
Torse	As an Action, you can spend 5 CE to attempt to crush the marked creature's rib cage. The creature must make a Strength Saving Throw, on a failure it takes 4d6 Bludgeoning damage and they gain the Collapsed Lung Condition as their rib cage impacts their lungs. On a success, they take half as much damage and their lungs aren't pierced.
Leg or Wing <i>Roll a die (normally d2) to determine which leg is affected, if the creature has wings they are the latter of the die numbers.</i>	In place of an Attack or as a Bonus Action (costing no CE), you can attempt to prevent the marked creature from using its leg. The creature must make a Dexterity Saving Throw, on a failure the creature's walk or fly speed is reduced by 10ft until the start of your next turn. The target can make an Dexterity Saving Throw at the end of each of its turns, ending the effect on itself on a success. If both legs or wings are affected in this way, the target's speed becomes 0.
Weapon/Shield or Hand	As a Bonus Action, you can spend 1 CE to attempt to pull a weapon/shield/tool from the marked creature's hand or if it is a hand, break the finger. The creature must make a Strength Saving Throw, on a failure the weapon/shield is thrown 15ft away or if the fingers are broken, that hand can no longer be used for Unarmed attacks.

6th Level

- **Telekinetic Movement:** You gain a Fly (Hover) speed equal to your walk speed. Additionally, you can take the Dash or Disengage actions as a Bonus Action.

11th Level

- **Tool Manipulation:** As a Free Action at the start of your turn, you can form a Binding Vow (BV) with yourself, lasting as long as you choose when forming it (min until the start of your next turn). You can no longer use any CT except Blade Cloud and your CT can no longer directly affect creatures, in exchange you gain fine control over objects.
 - While the BV is active you have 2 Reactions each round, 1 of which can only be used for a Reaction granted by this feature.
 - As an Action, you can spend **15 CE** to cast the [Animate Objects](#) spell. The spell doesn't require Concentration and lasts as long as the BV.
 - As a Reaction to you or a creature within 30ft of you (that you can see) missing an Attack roll, you can spend CE to potentially turn it into a hit as you use your telekinesis to correct their aim. The attack gains a bonus to hit equal to the amount of CE spent.
 - As a Reaction to you or a creature within 30ft of you (that you can see) hitting a creature with an Attack roll, you can spend CE to potentially turn it into a miss as you use your telekinesis to deflect the attack. The attack bonus is reduced by an amount equal to the CE spent.
 - As a Reaction to you or a creature within 30ft of you (that you can see) is subject to a Saving Throw to take only half damage, you can spend **2 CE**, they instead take no damage if they succeed on the saving throw, and only half damage if they fail.

18th Level

- **Domain Expansion:**
 - This is a Lethal Domain.
 - While in your domain the CE cost of your Telekinesis CTs is halved, rounding up.
 - While in your domain you don't require a VB to use your Telekinesis Markings or Tool Manipulation features.
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Collapsed Lung: All your physical stats (Str, Dex, Con) are reduced by 2 (the reduction to Con doesn't affect your HP). This Condition can be affected on a creature twice with the reduction to physical stats stacking.

- A creature with a Healer's Kit can attempt a temporary fix to this Condition as an Action by making a Healer's Kit check with Intelligence or Wisdom, using up 1 use of the kit. The temporary fix lasts for 1 hour and can't be reapplied.
- A Collapsed Lung recovers when you complete a Long Rest, however when you complete the Long Rest, you gain a point of Exhaustion for each lung healed.