

# Telekinesis

Spell, PHB 82.

## Changing direction

Changing direction is permissible, though deceleration will be at the same rate as acceleration (doubling or halving). Decelerating objects will come to a stop on the round the halving brings the velocity below 2"/rnd. In cases where the caster attempts to turn an object moving at high speed, a movement class (A, B, C, whatever) will applied by the DM.<sup>1)</sup>

## Casting on the unwilling

Like *teleport*, a saving throw is permitted if the target is unwilling.

<sup>1)</sup>

TODO: Explicitly map speeds to movement classes.

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