

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 $2''/\text{rd}$. In cases where the caster attempts to turn an object moving at high speed, a movement class (A, B, C, whatever) will be applied by the DM.¹⁾

Hovering

Keeping an object hovering in place (zero acceleration) is allowed.

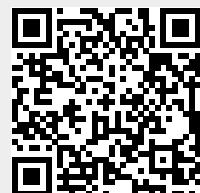
Casting on the unwilling

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

¹⁾

TODO: Explicitly map speeds to movement classes.

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