

Psychic abilities options listing III

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Name of ability	Teleportation
Type of ability	Spatial Type
Effect of ability	Allow its user to teleport themselves or other object to any place they desire by touching.

Brief Description of Teleportation:

Teleportation is the ability to transport matter—including oneself or external objects— instantaneously between two points by bypassing traditional three-dimensional space. It functions not by moving through space, but by **mapping 3D coordinates into an 11-dimensional framework** and reprojecting the object into a new location.

Rarity of Teleportation:

Rare

The Principle of Teleportation:

Teleportation relies on advanced mental computation that temporarily encodes an object's 3D position into an **11-dimensional coordinate system**, allowing it to bypass all spatial constraints of 3D space. This process is **computationally intensive** and imposes immense **cognitive strain** on the user. If the user experiences emotional disruption (e.g. pain, fear, doubt), the spatial calculus collapses, **disabling the ability**.

This is not simple movement—it is **dimensional translation**.

11-Dimensional Space Theory (from M-Theory)

String theory / M-theory

String theory suggests that the universe has **more than 3 spatial dimensions**—potentially **10 or 11 total dimensions**, including time.

Idea: If you can **encode** a 3D coordinate in 11D space, you can "fold" or "bridge" locations that are distant in 3D but **adjacent in higher dimensions**.

Mechanism:

Treat 3D space as a "surface" embedded in a higher-dimensional manifold.

Through complex mental computation, a user maps current position P1 to a higher-dimensional coordinate $H(P1)$.

Then re-projects that point back into 3D space at new location P2 using the same mapping logic.

This is sometimes called **dimensional tunneling**.

Hilbert Space Theory (HST)

What is Hilbert Space Theory (in physics)?

In real-world quantum physics, Hilbert space is:

A mathematical space that represents all possible quantum states a system can occupy.

It's an abstract, infinite-dimensional vector space where:

Quantum states are vectors,

Observables are operators,

And measurement corresponds to state collapse on a specific basis.

Essentially, Hilbert space contains every potential reality a particle or system could experience — until one is selected by observation or interaction.

How Does HST Relate to Teleportation?

Let's now connect Hilbert Space Theory to **your teleportation ability**, which involves:

Translating 3D coordinates into higher-dimensional space (like 11D)

Re-projecting them elsewhere

Disregarding traditional motion or continuity

This is **mathematically consistent** with interpreting **location as a quantum state**, not a fixed place.

Why Mental Load Matters in This Model

In your lore, **teleportation requires intense calculation and mental focus**.

From an HST perspective, the brain must act like a **quantum processor**, generating and applying **complex linear operators**.

Any disruption (pain, emotion) introduces decoherence — the calculation fails, or the state becomes unstable may may kill or hurt its user.

Bridging with 11D M-Theory

Hilbert space isn't spatial, but **topological and algebraic**.

Your 11D teleportation can be seen as "projecting" the vector from our 3D subspace into a more complete **Hilbert manifold** (state space of an 11D object) and then resolving it elsewhere.

Thus:

Teleportation = Hilbert vector translation + dimensional re-projection.

Essence of Teleportation:

Teleportation is not about distance—it's about disconnecting space from continuity. By refusing the structure of space itself, the user momentarily exists outside of known dimensions, reappearing precisely where intended.

The power is rooted in:

Dimensional rejection, Precision mental projection, Conscious integrity and emotional stability

Highlights of Teleportation:

This ability only allows its user to teleport themselves or other object to any place they desire by touching.

Point-to-point transport: Travel does not follow a trajectory. The object vanishes from A and reappears at B instantly.

Bypasses inertia and material resistance: No momentum transfer; material composition is irrelevant.

Spatial aggression

By teleporting an object into an already-occupied space, materials forcibly **displace each other**, regardless of relative hardness. This technically allows its user to:

Paper to cut diamond

Glass to slice steel

Air gaps to implode targets

No travel time or observable path: Makes tracking and dodging nearly impossible.

Use Cases of Teleportation:

Combat mobility

Instantaneous repositioning for ambush or evasion

Spatial attacks

Teleporting weapons or materials *inside* or *through* a target

Bypass defenses

Appear past walls, energy shields, or terrain barriers

Extraction/escape

Exit hostile zones instantly

Medical Use Cases of Teleportation

Cellular-Scale Manipulation

Teleport nanomedicine or genetic payloads directly into individual cells.

Gene therapy becomes instantaneous and highly targeted.

Could deliver CRISPR edits or immune-boosting nanobots into precise locations.

High-efficiency, low-side-effect therapy.

Emergency Patient Evacuation

Instant transport of patients from accident sites or rural zones directly to specialized hospitals.

Removes are needed for ambulances, helicopters, or triage delays.

Teleportation is Ideal for:

Cardiac arrest

Stroke

Severe trauma (e.g. battlefield wounds)

Reduces “golden hour” fatalities to near zero.

High impact: Saves lives when every second counts.

Precautions of Teleportation:

Users of Teleportation will go through several special curriculum for security reasons.

The wielder of Teleportation must study knowledge about high dimensions theory as this ability is highly related to high dimensions spatial which is same as teleportation.

Users of Teleportation are advised to build a mathematics model in their brain for the use of spatial manipulation.

The wielder of Teleportation should teleport themselves or objects carefully as if the teleportation gone wrong it may cause catastrophic consequences.

Wielders are advised to learn how to manipulate 12 dimensions spatially through special curriculum.

This ability will be suppressed by Spatial Anchoring

Name of ability	Quantum Teleportation
Type of ability	Spatial Type
Effect of ability	Allow its user to move themselves and any object to any place they desire through quantum laws and mind.

Brief Description of Quantum Teleportation:

Quantum Teleportation is a method of transmitting the **quantum state** of a particle from one location to another **without physically transporting the particle itself**. It relies on **quantum entanglement, state measurement, and classical communication** to recreate the exact state of the original particle elsewhere.

It is not teleportation of matter, but teleportation of **information**.

Rarity of Quantum Teleportation:

Ultra rare

The Principle of Quantum Teleportation:

Quantum teleportation uses three key steps:

Quantum Entanglement: Two particles, A and B, are entangled. One is kept at the sender's location (Alice), and the other is sent to the receiver (Bob).

Bell State Measurement: Alice performs a quantum measurement on her entangled particle (A) and the original particle (X) whose state is to be teleported.

Classical Transmission: The result of Alice's measurement is sent to Bob via classical communication. Using this result, Bob applies a transformation to his particle (B) to make it identical to X.

The original state is **destroyed** by the sender and **reconstructed** at the receiver.

Quantum Decoherence

Definition

Decoherence occurs when a quantum system interacts with its environment, causing the loss of coherence in the system. The quantum state starts behaving classically and becomes irreversible.

In Teleportation: Decoherence is the primary threat to successful teleportation.

If the entangled pair (A and B) decoheres before the Bell measurement, the teleportation fails.

Maintaining quantum coherence requires extremely isolated conditions or stabilizing fields.

Essence of Quantum Teleportation:

"Every matter can be understood as a quantum state — a unique, non-cloneable configuration of information in Hilbert space. Quantum teleportation is the precise transmission of that state, allowing matter's essence to be relocated without physical travel."

"Matter is not bound to position — it is a pattern of probabilities. Quantum teleportation reshapes this pattern elsewhere, using entanglement as the bridge and observation as the sculptor. The self is not moved; it is re-expressed."

Non-local State Transfer

Information about the particle's state is "moved" across space without violating the speed of light, since classical communication still limits the transfer rate.

No Cloning

Due to the no-cloning theorem, the original quantum state must be destroyed during teleportation.

Perfect Fidelity

The reconstructed particle has an identical quantum state to the original, not just a copy or approximation.

Highlights of Quantum Teleportation:

This ability only allows its user to move themselves and any object to any place they desire through quantum laws and mind.

State transfer, no matter transfer

Uses entanglement as a non-local resource

Does not violate relativity or causality

Information moves faster than the object ever could

Use Cases of Quantum Teleportation:

Bypass defenses

Appear past walls, energy shields, or terrain barriers

Extraction/escape

Exit hostile zones instantly

Spatial attacks

Teleporting weapons or materials *inside* or through a target

Organ Teleportation

Concept: Organs or prosthetic quantum replicas can be teleported directly into patients' bodies, bypassing surgical procedures.

Mechanism: Involves quantum matter mapping and entanglement-stabilized delivery.

Benefit: Zero incision, no recovery time, no immune rejection if it's your own cloned state.

Teleportation of Life-Saving Materials

Concept: Quantum teleportation of blood components, medicine molecules, or antidotes to remote or disaster-struck areas.

Limitation: Still theoretical unless matter teleportation becomes feasible — but quantum blueprints could guide nanofabricators.

Secure Medical Record Transfer

Concept: Patient DNA, brain activity maps, and physiological state are **quantum-encoded and teleported** to healthcare providers securely.

Benefit: Impossible to hack or alter — ensures full privacy and data integrity.

Consciousness Transfer for Trauma Recovery

Concept: A patient's conscious quantum state is extracted before a risky procedure, allowing **post-surgical re-upload** in case of trauma or brain damage.

Benefit: Cognitive insurance. Reduces the risk of losing mental identity.

Ethical Challenge: If both versions persist, which is the "real" one?

Precautions of Quantum Teleportation:

Not Instantaneous

While entanglement is non-local, the transmission of measurement results requires classical communication, which is limited by the speed of light. Emergency teleportation of critical data or consciousness cannot exceed classical latency, which is still slower than a neural impulse in some scenarios.

Entanglement is Fragile

Quantum entanglement can easily be disrupted by environmental noise (thermal, electromagnetic, gravitational). In medical contexts, keeping a patient's quantum state stable during teleportation would require near-perfect isolation — a major technical challenge.

Original is Destroyed

The No-Cloning Theorem ensures the original quantum state is consumed during teleportation. There is no second copy or backup. In consciousness or cellular transfer, failed transmission = total loss of the original. Highly dangerous without quantum “safety nets” like backup entanglement pairs or memory buffers.

No Mass Transfer

Only the information about the quantum state is transmitted, not the physical particles themselves. You cannot teleport an organ or a body — only recreate it elsewhere using quantum reconstruction. Incomplete reconstruction could lead to malformation or data loss.

The wielder of Quantum Teleportation should teleport themselves or objects carefully as if the teleportation gone wrong it may cause catastrophic consequences.

Users of Quantum Teleportation will go through several special curriculums for security reasons.

Name of ability	Asport
Type of ability	Spatial Type
Effect of ability	Allow its user to switch the coordinate of objects between user and objects.

Brief Description of Asport:

Asport is a rare spatial-switching ability that allows the user to **instantly exchange places** with a chosen object. Unlike teleportation or the ability Move Point, Asport is characterized by **coordinate swapping**—which means the user and the object change positions in space in a seamless, nearly instantaneous shift.

Rarity of Asport:

Rare

The Principle of Asport:

Asport is based on the principle of **spatial-coordinate inversion**. By mentally “locking” onto an object’s spatial signature, the user activates a **synchronized exchange of position**, swapping their own exact location with that of the target object.

This requires a precise overlay of spatial points and a brief moment of phase-locking in the dimensional field to prevent fusion or collision. The swap occurs through a brief phase-out/phase-in transition, avoiding conventional motion.

Quantum Entanglement Exchange Theory

Asport can be explained using **quantum entanglement** and **spatial tethering**.

The user entangles their spatial coordinates with a target object.

Through focused intent or technology, the positions of both are **inverted in space**.

Unlike teleportation (which involves disassembly and reassembly), Asport creates a **1:1 spatial exchange**, preserving matter integrity.

Explanation: Like swapping two chess pieces without sliding them across the board — the space beneath each simply "flips."

Brane-Slip Dynamics (String Theory Variant) also known as High Dimension Theory (11-24 Dimensions)

In string theory and M-theory, our universe may exist as a "brane" within higher-dimensional space.

Asport could involve **folding the brane** momentarily so that two points (user and object) are **superimposed**, allowing an instant exchange.

This folding process is extremely brief and localized, avoiding collapse or spatial disturbance.

Spatial Anchor Exchange (Magic / Arcane Theory)

In magical systems, space is not fixed—it's **anchored by will, essence, or resonance**.

Each object has a "spatial signature" or **location resonance**.

The Asport user rebinds their own anchor to the objects, and vice versa.

This results in an **instantaneous inversion** of location via metaphysical forces like ley energy or spatial runes.

Symbolism: Often represented by mirrored symbols, runic inversion, or soul-to-space links.

Momentum-Conscious Spatial Overlap

To account for **preserved momentum** (falling, flying objects), Asport swaps **not just position, but also vector data**.

This requires calculating relative speed, direction, and gravitational influence.

Some versions of Asport can **weaponize this**, e.g., switching places with a falling boulder to crush enemies.

Physics Challenge: Preventing shockwave damage or sudden kinetic transfer during swaps.

Subspace Swapping (Pocket-Dimensional Theory)

This theory suggests Asport briefly pulls the user and object into a **non-space buffer** (a tiny parallel dimension), swaps them, and re-expels them to their new coordinates.

The duration is less than a microsecond.

During that moment, the object's and user's atomic structures are **isolated**, avoiding fusion or overlapping.

Hilbert Space Theory (HST)

What is Hilbert Space Theory (in physics)?

In real-world quantum physics, Hilbert space is:

A mathematical space that represents all possible quantum states a system can occupy.

It's an abstract, infinite-dimensional vector space where:

Quantum states are vectors,

Observables are operators,

And measurement corresponds to state collapse on a specific basis.

Essentially, Hilbert space contains every potential reality a particle or system could experience — until one is selected by observation or interaction.

How Does HST Relate to Asport?

Asport accesses Hilbert space to locate and "collapse" into a new spatial configuration where user and object have switched positions.

Instead of moving through space, Asport **selects a different vector** in the Hilbert space — a new arrangement of matter where the user's and object's positions are swapped — and **makes that state real**.

Mirror Theory

In metaphysical and advanced theoretical physics frameworks, **Mirror Theory** proposes that:

Every object, place, and being has a **mirror twin** or **reflected version** that exists in a parallel or inverted dimension (sometimes called the *Mirror Plane*, *Inverse Realm*, or *Specular Layer*).

This twin is not just a visual reflection, but a **spatial inverse** — like a backup coordinate or mirrored identity.

Space itself is **symmetrical** at higher dimensional levels, and these symmetrical “mirror nodes” can be accessed or swapped.

Relevance to Asport:

Asport becomes the **act of flipping one's position with that of an object through their mirror reflections**. Rather than moving physically, the user accesses the **specular coordinate grid** and exchanges positions through mirrored resonance.

Quantum Magic State (QMS)

A Quantum Magic State is a hypothetical metaphysical-quantum condition where an object or being exists in a partially collapsed state between physical matter and magical potential. It's like being in a liminal state of both being and becoming.

Relevance to Asport:

Superposition of Location: In a QMS, the user and target object can temporarily exist in multiple spatial probabilities. Asport is the act of collapsing those probabilities by replacing one location-state with another.

Dark Particles Theory

Dark Particles Theory posits the existence of unknown, non-baryonic matter particles (similar to dark matter) that exist in a non-interactive phase with visible matter—but can be manipulated via high-energy or magical interfaces.

Relevance to Asport:

Medium for Spatial Exchange: Dark particles could act as the carrier wave or substrate through which positions are swapped. When a user activates Asport, they may “ride” a stream of dark particles to shift position, while the object flows in the opposite direction.

Phasing Layer: Dark particles can form a dimensional buffer or “shadow corridor” through which matter can be displaced. This allows for swapping without direct collision or spatial distortion.

Mass Inversion Engine: In advanced Asport applications, dark particles may serve as the inertial balancers—absorbing or compensating for mass differences during coordinate swaps, preventing backfire or spatial collapse.

Essence of Asport:

The Essence of Asport is about strategic positional exchange. It reflects the ability to manipulate not just space, but one's relationship with objects in it. It's a power of tactical redirection, surprise, and adaptability.

Highlights of Asport:

This ability only allows its user to switch the coordinate of objects between user and objects.

Instant Position Swap: Teleport yourself and instantly replace your position with a remote object.

Momentum Transfer: Retains directional momentum; can launch you forward or hurl objects.

Perfectly Silent Shift: No light, no sound—pure displacement.

No Need for Line of Sight: Works with previously "tagged" or spiritually linked objects.

Use Cases of Asport:**Object Retrieval**

If a relic or item is unreachable (e.g., behind a barrier), you can swap with it directly.

Teleport Grenade

Throw an object into an enemy group, then Asport into its location for close-range engagement.

Battlefield Evasion

Swap places with a distant rock, crate, or statue to dodge a lethal blow.

Precautions of Asport:

In high level Asport, the user may have the ability to switch the coordinate of objects to any place they desire but this may vary for the user.

The wielder of Asport should teleport themselves or objects carefully as if the teleportation has gone wrong it may cause catastrophic consequences.

This ability will be suppressed by Spatial Anchoring

Name of ability	Move Point
Type of ability	Spatial Type
Effect of ability	Allow its user to teleport themselves and any object to any place they desire with their mind.

Brief Description of Move Point:

Move Point is a rare spatial manipulation ability akin to teleportation. However, its defining feature is the user's ability to **teleport both themselves and any object** purely through mental focus—without physical contact, incantations, or devices.

Rarity of Move Point:

Rare

The Principle of Move Point:

Move Point operates on the principle of **mind-locked spatial anchoring**. The user mentally "marks" both the origin and destination in space and then shifts the target—whether themselves or an object—by realigning its coordinates within the spatial matrix.

It functions similarly to teleportation, but doesn't require the user to touch, see, or physically interact with the object being moved. Instead, the **mind serves as the conduit and controller** of spatial displacement.

Note: **mind-locked spatial anchoring is just one of the manipulations method, students are advice not to use this method as it is not accurate during user's manipulations.**

Essence of Move Point:

Move Point is the embodiment of spatial dominion through pure intent. It is not just movement—it's control over *where something should be*, guided by sheer will and focus. Users of Move Point are seen as bending reality to their mental map of the world.

While users also manipulate this ability based on their high dimension spatial theory. Some wielders of Move Point may build a mathematics model in their brain for the use of spatial cognitive and spatial manipulation.

Highlights of Move Point:

This ability only allows its user to teleport themselves to any place they desire with their mind.

Non-Contact Object Teleportation: Transport weapons, tools, or even enemies across distances without touching them.

Self-Teleportation: Instantly relocate yourself anywhere you can visualize.

Long-Range Capabilities: Effective even across great distances—if the destination is mentally anchored or memorized.

Simultaneous Teleportation: Can move multiple small objects at once if focus allows.

Silent, Instantaneous Use: Move Point leaves no visible trace, sound, or magical residue.

Use Cases of Move Point:**Combat Control**

Teleport a weapon into your hand or an enemy's blade into the sea.

Rescue Operations

Instantly retrieve someone from danger or drop tools into hard-to-reach locations.

Stealth Missions

Move keys, codes, or artifacts from guarded areas without setting foot inside.

Tactical Repositioning

Teleport yourself to a behind cover or into advantageous positions.

Disarming Foes

Teleport weapons out of opponents' hands before they can react.

Precautions of Move Point:

Some users may have the ability to move multiple small objects at once if their focus brain computational power allows.

The amount of movable objects depends on the wielder of Move Point.

The wielder of Move Point should teleport themselves or objects carefully as if the teleportation gone wrong it may cause catastrophic consequences.

The wielder of Move Point must study knowledge about high dimensions theory as this ability is highly related to high dimensions spatial which is same as teleportation.

Users of Move Point are also advised to build a mathematics model in their brain for the use of spatial manipulation.

Users of Move Point will go through several special curriculum for security reasons.

This ability will be suppressed by Spatial Anchoring

Name of ability	Aportations
Type of ability	Spatial Type
Effect of ability	Allow its user to make an object appear or disappear suddenly, often by seemingly teleporting from one place to another without any physical travel.

Brief Description of Aportations:

Aportations is the rare ability to cause an object to vanish from one location and reappear in another, without physical transport or visible passage. It is a form of instant, silent relocation—commonly used for retrieving, deploying, or concealing items across space.

Rarity of Aportations:

Rare

The Principle of Aportations:

Aportation operates on the principle of **matter displacement via spatial re-alignment**.

The object is either:

Temporarily removed from physical space (phased out or deconstructed),

Or folded through higher dimensions (like string theory's brane-world),
and then reintroduced at a new location based on the user's focus or anchor.

The principle of Aportation involve:

Dimensional tunneling,

Spatial locking to an object's signature or frequency,

Or quantum pattern reconstruction.

Essence of Aportations:

The essence of aportation is about **control over presence and absence**—the power to defy conventional space by commanding where an object *is*. It reflects mastery over ownership, reach, and timing, allowing the user to bridge distances without physical effort.

Highlights of Aportations:

This ability only allows its user to make an object appear or disappear suddenly, often by seemingly teleporting from one place to another without any physical travel.

One-Way Simplicity

Unlike teleportation, aportation typically does not allow return travel—only item movement.

Instant Object Summoning

Call tools, weapons, or items to your hand from afar.

Silent Execution

Unlike portals, no noise or glow—just sudden appearance or disappearance.

Bypass Physical Barriers

Objects can appear through walls, containers, or wards (if powerful enough).

Use Cases of Aportations:

Chain Aportation (Multi-Stage Teleporting)

Description: Rapidly shift an object through multiple locations in succession, like a relay across vast distances.

Use Case: A sacred artifact is too dangerous to hold in one place. Aport it through a network of preset anchors, making it nearly impossible to trace or steal. Useful for high-level defense systems or covert item transfers.

Combat Redirection

Description

Aport an enemy's attack—mid-flight or mid-swing—to redirect it elsewhere.

Use Case

An opponent launches a fireball at you. You instantly aport the fireball and drop it behind them. Or, during a sword clash, you aport their blade to throw off their momentum.

Dead Man's Recall

Description

An item (e.g., a weapon or artifact) is enchanted or tagged to automatically aportal back to the user if their life signs drop.

Use Case

A warrior is disarmed and critically injured. The weapon instantly reappears in their hand as a last defense measure.

Echo Storage

Description

A time-delayed or conditional aportalation that activates based on pre-set triggers.

Use Case

A spy leaves a hidden object behind in enemy territory. It is programmed to aportal back only if the spy is killed or interrogated, preserving secrets or evidence.

Reverse Theft (Stealth Bombing)

Description

Instead of retrieving an object, the user sends one—such as an explosive, poison vial, or tracking device—into an enemy's vault, pocket, or stronghold.

Use Case

During a meeting with a rival, the user silently aportal a micro-explosive into their coat lining without detection.

Dimensional Buffering

Description

Temporarily store dozens of items in a dimensional “buffer zone” or non-space, then aportal any item as needed in real time.

Use Case

A battle mage needs different tools on the fly—blades, staves, potions, wards. With aportalation, they can call whatever they need without physical baggage.

Aport Cloaking / Vanishing Trace

Description

Instantly remove all physical evidence (weapons, bodies, tools) from a scene.

Use Case

A user finishes a hit and aportates every sign of the kill—bloodied knife, broken glass, and even spent bullet casings—leaving no trace behind.

Mass Aportation Network

Description

Sync aportation with multiple users or AI to control battlefield logistics or supply chains.

Use Case

In a siege, aport supplies directly to the frontlines. Or aport out wounded soldiers to triage stations without needing transport.

Aport-Fused Constructs

Description

Bind aportation magic/tech to golems, drones, or autonomous systems, allowing them to summon or deliver items dynamically.

Use Case

A support drone in battle apport grenades, health kits, or barricades exactly where they're needed in real time.

Spatial Deconstruction

Description

Use aportation not just to move but to *dismantle* objects by aporting parts of them elsewhere.

Use Case

Disassemble a complex machine, vault, or enemy armor remotely by aporting key components away mid-function.

Precautions of Aportations:

Mental Drain: Each use consumes a significant amount of mental focus or power.

Material Instability: Some materials (magically sealed, quantum-locked, or cursed items) may resist aportation or react dangerously.

Interference: Anti-teleportation fields or magical wards may block or misdirect aport attempts.

Spatial Drift: Poorly targeted aportations may misplace or lose the object permanently.

There are three types of Aportation:

Materialization – An object suddenly appears in a space where it previously wasn't.

Dematerialization – An object vanishes from view or existence.

Teleportation Variant – The object vanishes from one location and appears in another, either instantaneously or near-instantly.

Name of ability	Portal Moves
Type of ability	Spatial Type
Effect of ability	Allow its user to open a portal and travel through a portal.

Brief Description of Portal Move:

Portal Moves allows its user to create rifts in space, opening portals that connect two locations. The user can step through one portal and emerge instantly from another.

Rarity of Portal Point:

Rare

The Principle of Portal Move:

Portal Moves relies on bending or warping space-time to create a temporary wormhole or spatial shortcut. It manipulates a fold in the fabric of reality, allowing instantaneous travel between two points. Advanced users can “feel” or “sense” weak points in space—potential portal points. The user tunes into quantum fluctuations in spatial fabric, locking onto weak points—Portal Points—to safely open a temporary spatial conduit."

Wormholes (Einstein-Rosen Bridges)

Brief explanation: A wormhole is a hypothetical tunnel through space-time, connecting two distant points instantly.

Origin: Predicted by Einstein’s theory of General Relativity.

Structure: Two "mouths" connected by a throat.

Use in Portal Move: Your portal is essentially one mouth of a wormhole. When activated, it links to another fixed or chosen mouth, allowing travel between them.

Quantum Entanglement (Non-Locality)

Brief explanation: Two particles can be instantaneously connected, regardless of distance.

Application: Not literal travel, but instantaneous **information transfer**. It inspires ideas of “linked” portal points.

Use in Portal Move: A user's "portal sense" could involve quantum-linked locations or devices, guiding safe portal creation.

Folded Space (Topological Manipulation)

Brief explanation: Space is not flat but can be curved or folded. If you fold space, two distant points can touch.

Visualization: Like folding a piece of paper so two dots meet.

Use in Portal Move: Your portal works by **pinching space** together and creating a tunnel through the fold.

Alcubierre Drive (Warp Bubbles)

Brief explanation: A spacecraft could move faster than light by compressing space in front of it and expanding space behind.

Use in Portal Move: Instead of moving the user, **space itself is manipulated** so that two locations become adjacent.

Related Concept: Could allow "bubble portals" that briefly connect spaces before snapping back.

Multiverse or Higher Dimensions (Brane Theory)

Brief explanation: Our universe is a 3D "brane" in a higher-dimensional space.

Use in Portal Move: The user steps "outside" the normal dimensions, walking through a higher dimension to re-emerge somewhere else.

Visual Analogy: Like walking through a hallway between rooms rather than through their walls.

Essence of Portal Move:

At its core, Portal Move embodies transcendence of spatial limitation. It's an ability driven by precision, mental focus, and an understanding of multidimensional layers. The energy needed is not brute force but rather a fine-tuned resonance with space itself.

Highlights of Portal Move:

This ability only allows its user to open a portal and travel through a portal.

Stealth Potential: The movement leaves minimal trace if mastered.

instantaneous Travel: Move between distant places in a blink.

Use Cases of Portal Move:

Bypassing heavily guarded entrances or terrain.

Saving allies by opening an exit near them.

Reaching forbidden or sealed areas without detection.

Precautions of Portal Move:**Spatial Instability**

Portals near unstable areas (e.g., moving vehicles, collapsing buildings) may collapse or malfunction.

Mental Drain

Repeated or long-distance portal creation can exhaust the user.

Vulnerability

The user may be exposed while opening the portal, especially if it takes focus or time.

Name of ability	Bilocation
Type of ability	Spatial Type
Effect of ability	Allow its user to be in multiple places at the same time.

Brief Description of Bilocation:

Bilocation, also known as multilocation, is a rare supernatural or metaphysical ability that allows a person or entity to exist simultaneously in two or more distinct locations. Often associated with mystical practices, divine intervention, or high-level spiritual mastery, this phenomenon transcends normal physical limitations.

Rarity of Bilocation:

Rare

The Principle of Bilocation:

Bilocation operates on the principle of **non-localized consciousness** or **spiritual duality**, where the user's essence, spirit, or willpower transcends spatial boundaries, manifesting physically or metaphysically in multiple locations at once. Further research may be required for this ability to gain more understanding about it. This ability may also operate under the nonlinear theory.

Essence of Bilocation:

The essence of bilocation lies in detaching the self from linear space, allowing for simultaneous presence through either astral projection, divine grace, or advanced mental/spiritual discipline. It is a fusion of intent, awareness, and transcendence.

Highlights of Bilocation:

This ability only allows its user to be in multiple places at the same time.

Simultaneous action or presence in multiple places.

Often occurs without the user's physical body traveling.

In some cases, this ability may be involuntary (divine/mystical events) or controlled (by skilled practitioners).

Sometimes this ability may leave behind physical effects (e.g., footprints, objects moved) not only because of the user's physical body traveling but also the mind of the wielder can affect reality.

Use Cases of Bilocation:

Assisting or guiding others in distant locations.

Performing sacred or secret rituals in parallel places.

Surveillance or gathering information discreetly.

This ability may be useful in combat or strategic advantage.

Allow its user to perform any Spiritual teaching or healing across great distances.

Precautions of Bilocation:

Mental strain

Sustaining two consciousnesses can lead to confusion or fatigue.

Energetic depletion

Requires significant spiritual or psychic energy.

Witness impact

Observers may be shocked or disturbed, especially in real-world settings.

Fragmentation risk

In some rare cases, identity or memory dissonance may occur.

Name of ability	Liminal Liquefaction
Type of ability	Spatial Type
Effect of ability	Allow its user to manipulate Nonlinear space or dimensions.

Brief Description of Liminal Liquefaction:

Liminal Liquefaction is not about liquefying matter — rather, it is the ability to manipulate the boundaries of space itself, by transforming rigid, fixed dimensions into fluid, nonlinear constructs. The term Liquefaction here metaphorically refers to the "fluidification" of space — allowing it to behave more like a dynamic medium than a static structure. This grants the user advanced control over spatial transitions, field distortions, and the active reshaping of spacetime and multi-dimensional flows.

Rarity of Liminal Liquefaction:

Ultra rare

The Principle of Liminal Liquefaction:

This ability operates under the laws below:

HST (Hilbert Space Theory)

Nonlinear Spatial Theory

Essence of Liminal Liquefaction:

To liquefy space and laws but no matter. This results in:

Bending or bypassing traditional linearity

Transforming space into a medium of flow

Altering dimensional topology to escape, hide, or transcend normal constraints

Highlights of Liminal Liquefaction:

This ability only allows its user to manipulate Nonlinear space or dimensions.

This ability allows its user to bypass any types of physical and dimensional locks

High efficiency dimensional travel

Stealth maneuvering

Use Cases of Liminal Liquefaction:

This ability can distract the enemy's spatial cognitive ability.

This ability can distract enemies sensory.

Precautions of Liminal Liquefaction:

Spatial disorientation

Operating in liminal states may destabilize cognitive anchoring.

Boundary corruption

Extended use may weaken physical containment or identity structure.

Wilders of Liminal Liquefaction are advised to get special curriculum before using their ability.

This ability may not be able to affect Esper who are Field Sensory Types.

Name of ability	Spatial Anchoring
Type of ability	Spatial Type
Effect of ability	Allow its user to “anchor” spatial coordinates or states into reality, making them immune to displacement, distortion, temporal drift.

Brief Description of Spatial Anchoring:

Spatial Anchoring is the ability to bind objects, people, or locations to a fixed point in spacetime. It stabilizes spatial coordinates on a quantum level, preventing displacement, teleportation, or spatial manipulation.

Rarity of Spatial Anchoring:

Ultra rare

The Principle of Spatial Anchoring:

This ability operates on principles of **spacetime tensor fixation** and **quantum phase coherence**. It involves anchoring the subject's quantum waveform to a consistent position in a local Hilbert manifold, effectively resisting external or internal spatial translation forces.

Essence of Spatial Anchoring:

To anchor means to **refuse spatial negotiation**. The user creates a metaphysical tether or energetic imprint that links the target to its immediate quantum coordinates. This nullifies any attempt at displacement, whether via teleportation, dimensional folding, or forced relocation.

Highlights of Spatial Anchoring:

This ability only allows its user to “anchor” spatial coordinates or states into reality, making them immune to displacement, distortion, temporal drift.

Ability to **seal zones**, preventing entry or exit through spatial manipulation.

Can be applied **defensively** (self/ally protection) or **offensively** (locking enemies in place).

Interferes with **dimensional phasing** and **non-local quantum states**.

Use Cases of Spatial Anchoring:

Interrogation/containment: Hold entities who rely on instant movement or space distortion.

Combat: Trap high-mobility opponents or prevent their escape.

Security: Create protected zones that are teleportation-proof.

Precautions of Spatial Anchoring:

Spatial Anchoring can immune the effect teleportation, Asport and Move Point.

Name of ability	Pocket Dimension
Type of ability	Spatial Type
Effect of ability	Allow its user to open a pocket dimension to hide or keep objects, user can also make a safety area using this ability.

Brief Description of Pocket Dimension:

Pocket Dimension is a rare spatial-manipulation ability that allows its user to access, generate, and stabilize a private, isolated region of spacetime detached from the conventional three-dimensional world. This region exists outside the bounds of standard physical laws, offering a hidden space for storage, concealment, or protection.

Acting as a dimensional “fold” or “bubble,” the pocket dimension operates on principles of quantum spacetime topology, where localized space can be compactified and accessed at will. It functions like a personal sub-reality—secure, invisible, and untraceable unless opened by the user.

Rarity of Pocket Dimension:

Rare

The Principle of Pocket Dimension:

This ability operates under the theory below:

Brane Theory (D-branes)

In brane cosmology, our universe could be a 3-dimensional "brane" floating in a higher-dimensional "bulk."

A pocket dimension might be a localized bubble or *brane detachment*—a sub-brane formed through energy manipulation or cognitive interaction; it tied to the user’s consciousness or spatial coordinates.

High-Dimensional Theory (super string theory)

In string theory and M-theory, our 3D universe is embedded in a higher-dimensional space (typically 10 or 11 dimensions).

A *pocket dimension* can be modeled as a compactified or folded manifold—a small, curled-up spatial region that exists alongside our own dimensions but is normally isolated and inaccessible.

Consciousness-Linked Dimensional Theory

The user's brainwave patterns, emotional states, or focus may "anchor" and maintain the stability of the pocket dimension.

Some speculative theories claim that consciousness itself could interact with higher-dimensional space.

Einstein-Rosen Bridges / Wormholes

Pocket dimensions may be related to stable *micro-wormholes* that connect a point in real space to a hidden pocket of spacetime.

The "entry point" of Pocket dimensions works like a spatial hyperlink, but the internal geometry is disconnected from our own space and time.

Essence of Pocket Dimension:

The user can open a self-contained space—an extradimensional "pocket"—that exists parallel to observable spacetime. It is invisible, intangible, and inaccessible to others without permission or special interference.

Highlights of Pocket Dimension:

This ability only allows its user to open a pocket dimension to hide or keep objects and some high-level users can also make a safety area using this ability.

Objects placed inside do not experience time unless allowed.

The dimension can be mentally customized (e.g., interior environment, physics).

Can be used for emergency evasion, isolation, or tactical repositioning.

Use Cases of Pocket Dimension:

Combat

Quickly remove critical items from danger or summon hidden weapons.

Survival

Retreat to the dimension as a temporary shelter.

Stealth

Smuggle or conceal sensitive materials without detection.

Precautions of Pocket Dimension:

Users may encounter difficulties when they try to manipulate too many pocket dimensions as some of their mental get overloaded.

If the user's consciousness is interrupted during access, retrieval may become difficult.

The wielder of Pocket dimensions is advice to do system scans yearly to check and stabilize their brainwave.

Name of ability	Matrix Rubicon
Type of ability	Spatial Type
Effect of ability	Allow its user to perceive, reshape, and cross-engineer spatial matrices, folding environments, and isolating segments of the physical world using cognition as the coding agent.

Brief Description of Matrix Rubicon:

Matrix Rubicon is a space-manipulating techno-psychic ability allowing the user to interface with the foundational coordinate matrices of space itself—shifting, folding, and rewriting local geometries. The "Rubicon" symbolizes the reversible threshold the user crosses—entering domains beyond classical space, the word "Rubicon" symbolizes that this ability is flexible as Rubicube.

Rarity of Matrix Rubicon:

Rare

The Principle of Matrix Rubicon:

This ability operates under nonlinear and Rubicube theory

By utilizing these two theories, the wielder of Matrix Rubicon can change, fold, or even create an isolated mirror world.

The theory behind this ability is the same as Liminal Liquefaction.

Essence of Matrix Rubicon:

“Space is not a container. But rather a computable structure of existence.”

“Space is not a container. It's a negotiable boundary written in consensus.”

Matrix Rubicon is not about teleportation or classical warping—it's about **rewriting the conditions of spatial relation itself**, using the user's cognitive engine to interpret and execute these shifts like matrix calculus. The user grants access to the **meta-geometric interface** of reality, allowing its user to "reconstruct" space via psychic intent, entropic modulation, and memory-imprinted thresholds.

Highlights of Matrix Rubicon:

This ability only allows its user to perceive, reshape, and cross-engineer spatial matrices, folding environments, and isolating segments of the physical world using cognition as the coding agent.

Use Cases of Matrix Rubicon:

Spatial reconfiguration (fold, lock, collapse, mirror)

Null-distance navigation across bounded regions

Precautions of Matrix Rubicon:

Misaligned matrices may result in spatial disorientation or time desync

Only trained minds with topological resilience should attempt recursion loops

High mental strain: users must possess strong spatial cognition

Name of ability	Chainfold
Type of ability	Spatial Type
Effect of ability	Allow its user to compress dimensions.

Brief Description of Chainfold:

Chainfold is a spatial-altering ability that allows the user to manipulate and compress dimensional fabric into chained layers of folded space. Like links of a metaphysical chain, segments of space can be compacted, bridged, or looped, enabling nonlinear traversal and highly efficient energy storage.

Rarity of Chainfold:

Rare

The Principle of Chainfold:

At the core of Chainfold lies the concept of Dimensional Compression and Topological Folding. Drawing from multi-dimensional topology and concepts of Calabi–Yau compactification in string theory, Chainfold users manipulate spatial dimensions into recursive folds, creating interlinked pockets of localized geometry.

This technique effectively "chains" spacetime sectors into adjacent but noncontiguous sequences—allowing the user to fold, chain, or invert the continuity of space.

Essence of Chainfold:

"Space is not a distance—it's a pattern. Chainfold reshapes the pattern."

The user doesn't move through space—they restructure it. Through mental projections, spatial layers can be condensed, looped, and recalled in non-sequential order. The body becomes the anchor, the folded space, the weapon.

Highlights of Chainfold:

This ability only allows its user to compress dimensions.

Spatial Bypass: Skip or overlay real-world distances through chained folds.

Entropy Compression: Compress chaotic energy within a folded dimension and release it with control.

Entropy Compression: Compress chaotic energy within a folded dimension and release it with control.

Use Cases of Chainfold:

Tactical mobility: Evade attacks by chaining exit points.

Storage mechanics: Compress physical objects into spatial “slots.”

Weapon amplification: Wrap space around a blade to extend or phase its reach.

Perception disruption: Fold visual space to distort enemy targeting or line-of-sight.

Precautions of Chainfold:

Instability Risk: Poorly structured folds can collapse or cause dimensional recoil.

Energy Drain: Folding large spaces requires immense focus and bio-quantum stamina.

Anchoring Dependency: Fold-chains require a fixed anchor point; moving that point may unravel the structure.

Cognitive Overload: Prolonged use can disorient time perception and proprioception.