Teleportation

Fighting Profiles

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| --- | --- | --- | --- | --- | --- |
|  | Strike | Block | Shoot | Dodge | Zap |
| Teleporter | MR+2 | RS+0 | RW+4 | RW+3 | PW+1 |
| Touchy | SW+3 | RS+2 | RW+1 | RS+2 | CP+1 |

Special Mechanics

* Teleportation – Teleportation to a spot you can see requires no to-hit check. However, teleporting blind requires a to-hit check using the hero’s Shoot skill. The defense of the destination is 14, and there is a range modifier of 8/.

Powers

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| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Name** | **Cat** | **Act** | **Cost** | **Rng** | **Acc** | **AoE** | **Burn** | **Effects** | **Enhancements** |
| Blink | D | T | 20 | -- | -- | Self | 2 | * Dodge +2 * Strike +2 |  |
| Bonus Dodge | T | N | 20 | -- | -- | -- | 0 | * You gain an additional dodge before your dodge degrades | * Dodge+1 / x2 / -- / 20P |
| Dive for Cover | V | R | 20 | -- | -- | Self | E | * When hit by an area attack, you can burn an energy to take an immediate free half move to escape the area of effect | * None |
| Gate Loop | Ars | A | 20 | 4/ | 0 | 1 tgt | 6 | * Target is trapped in the gate loop and begins falling (Skill ongoing save) * When he escapes, he takes fall damage equal to 2d6/round he was in the loop |  |
| Gate Shield | D | T | 20 | -- | -- | Self | 1 | * Any attack that would hit you is teleported 1d6 hexes away on 3/12 | * Burn -1 / x3 / -- / 10P * Proc +1 / x3 / +1B / 10P |
| Hit and Run | V | C | 20 | -- | -- | Self | E | * Spend an energy and you can take a ½ move after attacking |  |
| Invasive Teleport | Amt | A | 20 | -- | -- | Self | 6 | * 2d12 penetrating physical damage * Knock(3) * Extra Knock(1) * Attacker takes ½ damage | * Accuracy +2 / x2 / +0B / 10P * Burn -1 / x3 / -- / 10P * Dissolve +3 / x3 / -- / 10P * Dmg Die / x2 / +1B / 10P * Dmg Die / x2 / -2A / 10P * Knock +1 / x3 / -- / 10P |
| Mass Teleport | M | F | 20 | 8/ | 0 | 10 tgt | E | * Teleport 40 * Can transport up to 10 willing targets * All those who teleport are Stunned (Power, Toughness) | * Distance x2 / x5 / -- / 10P * Targets x2 / x3 / -- / 10P |
| Memorized Destination | U | N | 10 | -- | -- | Self | 0 | * You memorize a location and can teleport to it using either Mass Teleport, or Teleport Self * This works regardless of distance | * Location +1 / x100 / -- / 10P |
| Resonance | A+ | + | -- | -- | -- | -- | 1 | * Power affects desolid and intangible characters * Entangle or Wall blocks teleportation |  |
| Shifty | V | C | 10 | -- | -- | Self | E | * Spend an energy to take a free 1 hex move at any time | * Improved – Move becomes ½ move / x1 / -- / 10P |
| Shimmering Door | U | H | 20 | 20 | -- | 2 ports | M | * Create two portals within 20 hexes of you * The portals are large enough to fit a truck through * Portals are considered adjacent * Attacks through the portal take Accuracy -2, except for you |  |
| Tactical Teleport | M | M | 20 | 15 | 0 | Self | 1 | * Teleport 15 * Only takes a ½ action to teleport the full move, but still can be used once/round * Can be used to disengage, and escape entangles, grapples, etc. | * Burn -1 / x3 / -- / 10P * Move / x3 / +1B / 10P |
| Teleport Object | Ars | A | 20 | 4/ | ? | 1 tgt | 6 | * Teleport one object * Taking an object from someone requires a to-hit roll with Accuracy -4 * Dropping an object on someone requires a to-hit roll with Accuracy -2 and does up to 3d12 damage (Reflex, Skill) |  |
| Teleport Self | M | F | 20 | 8/ | 0 | Self | 1 | * Teleport 80 * You are Stunned (Power, Toughness) * Can transport anything you can carry in your arms |  |
| Touch and Go | Amh | A | 20 | -- | 0 | 1 tgt | 2 | * Make a move up to ½ your Tactical Teleport distance and end up adjacent to an opponent * Touch your opponent and then make another move up to ½ your Tactical Teleport * Both you and your target end up at that final position * Alternately, if you start your turn adjacent to your target, you can teleport him with your first ½ move, and use the second to teleport away * Touch attack – cannot be blocked by weapons or shield | * None |