**Teleportation**

**Highlights:**

* Can always disengage from melee
* Enemies cannot pivot to face you
* Teleport skill based on INT/INU/PER
* Ultimate in combat mobility

**Super Stats:**

* Intelligence

**Powers**

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Name** | **Cat** | **Act** | **Del** | **Rng** | **Acc** | **AoE** | **Eng** | **Effects** | **Cost** |
| Gate Loop\* | Att | A | Bolt | 4/ | +2 | 1 target | 5r | * Target is trapped in the gate loop (AGI, Acrobat 16) * When target escapes, he takes 2d6 falling damage for each round spent trapped in the loop | 10 |
| Gate Shield | Def | N | -- | -- | -- | Self | 2r | * Attack is deflected into random hex 1d6 hexes away on 3/12 | 10 |
| Invasive Teleport | Att | A | Touch | -- | 0 | 1 target | 6u | * 2d12 penetrating physical damage * Knock(3) * +1d6 knockback * Attacker takes ½ damage | 10 |
| Mass Teleport | Mov | R | Ind | 8/ | 0 | 30 people | 20u or 40u | * Teleport up to 30 people 40” * Disorients all teleported for 1 round * Teleporting blind doubles energy cost | 10 |
| Portal Resonance | Att+ | N | -- | -- | -- | -- | 4u | * Entangle power affects intangible * Entangle power stops teleportation escape | 10 |
| Shimmering Doorway | Utl | M | Ind | 20” | -- | 2 portals | 10u | * Create two portals within 20” of the hero * Portals are large enough to fit a car through * Portals are considered adjacent * Bolt powers fired through gates have -2 to hit | 10 |
| Tactical Teleport\* | Mov | M | Ind | 15” | -- | Self | 4u | * Teleport self up to 15” * Can only be used once each round * Can make full move in half action | 10 |
| Teleport Object | Att | A | Ind | 4/ | -2 | 1 target | 6u | * Teleport one object * Must hit something being held or “managed” by someone else * As an attack (say by dropping an object on someone), this power does up to 3d12 points of damage and allows an AGI save (DL 16) to avoid the damage. | 10 |
| Teleport Self | Mov | M | Ind | 8/ | 0 | Self | 3u+ | * Teleport self up to 72” away * Can teleport blind, but must make a to-hit roll with range modifiers (DL 12) and this doubles the energy cost * Can take small objects for free * Large objects or another person double the energy cost | 10 |

**Additional Information**

**Gate Loop**

* The target character is drawn into a gate that teleports him a short distance (from 3-6 meters) above the gate. He then falls into the gate again and the cycle repeats with the target gaining speed each fall. The target cannot run, swim, or jump to escape the loop, but they can use appropriate movement powers (i.e. flight, teleportation, or swinging) to escape.
* A character can escape the loop by taking a half action and making an agility or acrobatics roll to fall out of the gate’s path. If the loop is terminated, or if the character escapes with an agility, or acrobatics roll, he takes falling damage equal to 2d6 for each round he was in the loop, up to a maximum of 20d6.

**Gate Shield**

* Any attack that hits the character, or his hex has a 3/12 chance of being teleported to a random hex 1d6 hexes away. If the attack is an area effect attack, it goes off in its new location. If it is a direct, or bolt attack, it will attack whoever is in its new hex.
* *Enhanced Dodge –* The shield also produces a visual effect that increases your dodge by 2 points (15)

**Invasive Teleport**

* This power allows an attacker to teleport with part of his body inside a target. The resulting displacement causes serious injuries and as space warps back to normal, the two bodies repel each other causing knockback. The attack goes through any armor the target might have, but the attacker takes ½ the damage through his own defenses. In addition, knockback is done to both the target and the attacker.
* *Ignore Knockback –* You take no knockback from this attack (10)
* *Ignore Damage –* You take only 1/3 the damage from this attack (10)

**Mass Teleport**

* The character can teleport himself, and up to 30 additional people up to 40 hexes away. The rules for teleporting blind are similar to that of Teleport Self.
* This teleport leaves all teleported characters slightly disoriented for the round. He takes a -2 to all attacks, defenses and skill rolls on any round in which he teleports.
* *Enhanced Passengers –* Doubles the number of passengers (10)
* *Enhanced No Disorientation –* Travel does not disorient (10)

**Portal Resonance**

* Your entangle and force wall effects now stop intangible and teleporters.
* *Enhanced Feedback –* Does 1d6 damage to intangible characters each round, or 1d6 damage to teleporters each time they try to escape (10)

**Shimmering Doorway**

* This power creates two portals at any two points in space within 20 hexes of the hero. These portals are large enough to fit a car through. The two points are considered connected in space; any object, person, or power traveling through one portal will immediately appear at the other portal.
* Powers can be fired through the portal, but it should be noted that portals are two-dimensional gateways, and that will limit what targets can be hit in this fashion. Also, any bolt power fired through the doorway will take a -2 to hit due to the difficulty of aiming in such an indirect fashion.
* Once the portals are created, the hero can destroy them at any time. If left alone, they will remain for 5 minutes (60 combat rounds) before disappearing.
* *Enhanced Size –* Doubles the size of the portals so that larger objects can fit through (10)
* *Enhanced Accuracy –* The accuracy penalty for shooting through the portal is removed (10)
* *Enhanced Number of Portals* – You can create an additional portal (10)

**Tactical Teleport (signature)**

* This teleport differs in that it is short range, and does not leave the hero disoriented. Thus, it is perfect for combat use. This power differs from other combat movement powers in that in a half-action, a full move can be made. So a character with tactical teleport can teleport 15 hexes and still make an attack.

**Teleport Object**

* The character teleports an object up to 36 hexes away to a point up to 36 hexes away from him. This is considered an attack action and an attack roll must be made. If performed on a non-moving object that is not being held by a person, this roll is usually considered successful. However, if performed on a moving object, or an object that is being held, then the target can defend with by dodging.

**Teleport Self**

* The hero teleports to a location he can see up to 72 hexes away. Alternately, the character can teleport “blind”, but has to make a teleport roll vs. a DL of 12 + range modifier to do so. In addition, teleporting blind doubles the energy cost. The character can teleport small objects and items normally on his person for free. However, teleporting larger items (up to his carrying capacity), or people, doubles the energy cost.
* This teleport leaves the character slightly disoriented for the round. He takes a -2 to all attacks, defenses and skill rolls on any round in which he teleports.