

Teleportation Aptitude Alternate Modes

The Upeo wa Macho are arguably among the most powerful psions mankind has. However, the capabilities that the Teleporters show to most of humanity are not the only side of their aptitude.

Several Upeo developed additional techniques over the years that expanded the Teleporters repertoire. While bored or driven Upeo bent on stretching the limits of their psionics abilities developed some of these techniques, many of them were developed by rogue or criminal psions.

In addition, Upeo Security, in order to deal with threats to the Order and to aid in capturing rogue psions, developed their own techniques to augment the already powerful Teleportation mode.

Basic Technique

Sense Spatial Integrity: This ability allows an Upeo to sense whether the noetic fabric of Space-Time has been altered, either ripped or strengthened.

System: Roll Psi. A successful check allows the psion to determine whether a special effect has been utilized in the location recently. At higher successes, the psion may determine how long ago such an effect was used, which effect had been utilized there, and what the source was (psion, aberrant, or other).

Translocation

Translocation teaches a Teleporter how to move herself. The Alternate Modes teach the Teleporter more about the vagaries of how this is done and gives the 'porter additional techniques and utilities that greatly enhance the Translocation basic modes.

All Teleporters learn that space has no "distance" and that a talented Jumper can move as easily across a room as across the Solar System. However, very few Teleporters ever learn to extend their senses and their mind in the same way throughout the noetic plane.

O Spatial Anchor: One of the interesting conundrums facing Teleporters in the realm of security is how to defend against its use. It is very hard to lock something up when it can literally be teleported out from under whatever lock, chain or cage it is put in. When applied to the problem of trying to restrain a Teleporter, the problem is even worse.

This ability has the affect of anchoring an object or person such that it is more difficult for them to teleport. A Teleporter with a few moments of concentration can dispel this effect, however, because of the variation in the "Psi frequency" between different Teleporters, another cannot dispel it.

System: Roll Psi. The number of successes increases the difficulty to teleport that particular object or person by one per success. The duration lasts one hour per success. The range is equal to the psion's Psi score times 10 meters.

At 5 Translocation, the duration increases to 1 day per success rolled.

OO Blind Spatial Sense: One of the Upeo's main abilities is to sense the space and objects around them. In combat, this can be extremely useful since it allows a Teleporter to sense where objects are without having to see them. In order to get an edge over another Teleporter, this ability actually works much like a bright light does when flashed in the eyes and blinds their ability to use Spatial Sense.

This technique allows the Teleporter to interfere with another's Spatial Sense technique by setting up a spatial static that interferes with the normal operating of another's Psi senses. This can apply to psionic senses other than the Teleportation Spatial Sense and it can even be used to shadow one's movements through Space-Time and prevent them from being Traced.

System: Spend 1 Psi and roll. Each success increases the base difficulty that another psion is at for utilizing Spatial Sense within the area of affect. The area of effect is equal to 10 times the Psi rating of the psion in meters. The duration is equal a number of minutes equal the psion's Psi rating. At 5 Translocation, the duration increases to a number of hours equal to the psion's Psi Rating.

For all other Psi senses, the difficulty modifier is equal to the number of successes minus one.

OOO Memorize Location: One of the Upeo's major limitations is the need to form an impression of a location before they can reliably return to it. This can take weeks or even months to do effectively enough to allow a rapid transit to a new location.

This ability allows a Teleporter to form a temporary "memory" of a location, allowing them to return to that location without needing to stay there for a long time to study it. This does not constitute an actual memory, and will fade quickly over time.

System: Spend 2 Psi and roll. Each success reduces the level of difficulty for returning to the location being memorized. The effect lasts for a number of hours equal to the Psi points spent.

OOOO Trace: When a person can simply jump away from a given location, tracking them down can be extremely difficult. However, if the Teleportation mode allows one to go anywhere in the universe by traveling through the Psi plane, then it should be possible to track them through the Psi plane as well.

This ability gives a Teleporter the ability to trace a warp, jump or other form of teleport. It essentially allows a Teleporter to repeat a 'port that was made from a given location.

System: Spend 2 Psi and roll. In order to recreate the teleport made from a given location, utilize the location familiarity chart in reverse. Utilize the 'transit time' as 'time since teleport'. The 'Difficulty' column is the difficulty of the trace effect. Left over successes then translate into how quickly the Teleporter can retrace the teleport.

For example, if Janeen tries to trace a teleport effect made by a rogue Teleporter, who has escaped from a mental hospital two hours ago, she would use the transit entry for 1 day (2 hours is greater than 1 hour but less than 1 day) and incur a difficulty of +3 to recreate the teleport. Her player rolls Janeen's Psi and gets 4 successes. This allows Janeen to trace the teleport successfully, but she isn't going to be subtle or quick about it.

Location Familiarity	Difficulty	Transit Time
Very Familiar – lived there a year or more	0	Five turns
Familiar – lived there for six months or spent at least six hours a day there for a year	+1	10 minutes
Vague familiar – lived there three months or spent six hours a day there for six months	+2	One hour
Remembered – spent a week there once	+3	One day
Pictured – visited for one day, but the location made a powerful impression	+4	One week
Unfamiliar – visited there only briefly	+5	One month

OOOOO Merge Worlds: The inverse of Bilocality, the psion can force two locations that he knows to come together for a short time. The effect is extremely dangerous but allows for the movement of large amounts of cargo very quickly. While very similar to Warp, the effect actually allows other psions to attune themselves to objects in the merged locations and “draw” them over to “their” side of the merge. Also known as “reality bleed” by those who’ve seen it, it can be very disconcerting.

If anyone is caught in the merge when it occurs, they are bilocalized, as per Bilocality and **cannot** leave the bleed until the effect is over. If anyone from outside is caught in the bleed when it collapses, they are killed, instantly and messily, when the two locations return to their own spaces.

System: Spend 3 Psi and roll. The base difficulty is the location familiarity difficulty of the two locations added together. If successful, a region on both sides of the effect up to a range equal to the Teleporter’s Psi score in meters becomes merged in the bleed. Objects in the bleed seem to overlap each other but a psion, any psion, can grasp an object and by concentrating momentarily (and spending 1 willpower) can draw that object over to whichever “side” they want.

Transmassion

The Transmassion Mode teaches psions to move objects other than himself. Just as the Alternate Mode techniques in the Translocation Mode teach a psion to extend his senses through the noetic medium, the Transmassion Alternate techniques increase the psion’s ability to sense objects and locations at great distances.

O Beacon: Many Teleporters have a favorite or special piece of equipment (a gun, mini-comp, bio-app, etc.) that they like to be able to get to quickly. This ability, which is sometimes referred to jokingly as “cosmic yo-yo”, allows a psion to imprint an object so that it can be drawn to them quickly and easily. A complement to Transmit Object, this technique allows the psion to retrieve an object even if it is not within sight or spatial sense range.

System: Spend 1 Psi and roll. Each success is equal to one hour that the object is ‘beaconed’. At 4 Transmassion, the psion may increase this duration by 1 hour per Psi point spent. At 5 Transmassion the duration increases to 1 day per success. Range is equivalent to the psions attunement range without any bonuses due to bioware or other augmentation.

OO Tag: Similar to Beacon, this ability applies to living objects or people. While technically the same, there is a key difference to Tag. Just as a living target may resist a teleport when they are within sight, they may also do so when “Tagged”. However, the target gets the chance to resist the “tagging” as well as the actual teleport later.

System: Spend 1 Psi and roll. Each success is equal to one hour that the person is ‘tagged’. At 4 Transmassion, the psion may increase this duration by 1 hour per Psi point spent. At 5 Transmassion the duration increases to 1 day per success. Range is equivalent to the psions attunement range without any bonuses due to bioware or other augmentation.

If resisted, the target may roll their willpower against the psion’s Psi check. If the target gets more successes than the Teleporter, the Tag fails. However, the target is at a +1 difficulty to resist unless they are actively aware that they are being Tagged.

OOO Exchange Object: Instead of teleporting an object to or from a psion, this ability actually allows the Teleporter to exchange two objects and flip their positions. Though useful, this is a rather esoteric technique actually pioneered by a rogue Teleporter who used it in several thefts.

System: Spend 2 Psi and roll. Base difficulty is based on familiarity with the objects being swapped as per the location familiarity chart. If the two objects can both be sensed or seen, then the base difficulty is only +1. The roll may be opposed if, for instance, someone is holding one of the objects and does not wish it to be replaced. Roll against the subject’s willpower. If successful, the objects are exchanged.

Transmit Object	
Psi	Mass Limit
1	15 kg
2	25 kg
3	40 kg
4	75 kg
5	125 kg
6	250 kg
7	400 kg
8	750 kg
9	1.25 metric tons
10	2 metric tons

OOOO Exchange Person: Like Exchange Object, Exchange Person allows the locations of two people or living beings to be exchanged. However, like any teleport, it may be resisted.

In combat this can be utilized to deadly effect and has some non-combat usages as well. Tales speak of Teleporters able to exchange enemy tanks or soldiers so that they fired on each other rather than on friendly combatants.

System: Spend 2 Psi and roll. Base difficulty is based on familiarity with the people being swapped as per the location familiarity chart. The roll may be opposed, as per the Transmit Person ability.

OOOOO Scatter/Mist: Selective Transmassion is among the most deadly techniques that the Upeo possess. However, it has the problem of trying to break a noetic template in order to work. Most of the time, this makes Selective Transmassion extremely difficult to implement. However, one enterprising rogue decided that rather than trying to teleport a part of a person away, he’d teleport the whole person but not choose a destination. This leaves the victim in the noetic plane where their particles rapidly dissociate and they die.

This is very difficult to do; after all, the whole point of teleportation is to change the location of an object. Not picking an object’s new location is completely against everything that a Teleporter is taught, making it challenging mentally as well as challenging noetically. Once learned, though, this technique is a very potent killing tool.

System: Spend 3 Psi and 1 Willpower and roll Psi. The intended victim gets to resist with a standard Willpower check but at a +1 difficulty.

The base damage inflicted is a number of Lethal Health Levels equal to the psion’s Psi Rating plus each success is an additional level of damage that the subject incurs from having their matter spread across space and time. The damage inflicted may **not be soaked** and may **not be healed** by any means except normal rest with doubled durations for healing.

If the teleport is successful, and the person succeeds in surviving the assault, they arrive at a random location within a range of 100 meters times the Teleporter’s Psi rating and are at a +1 difficulty to all actions for one round from the disorienting affect of the teleport. However, if the victim does not have any remaining health levels, they do not survive, and **do not** appear anywhere.

The noetic plane has subsumed their body and they are lost forever.

Warping

While Translocation and Transmassion alter the location of the Teleporter or other persons and objects, the Warping mode actually changes the nature of Space and Time. The Warping Mode's Alternate techniques extend this power into new realms and allow the psion to finally change the aspect of Time directly, rather than just as the consequence of manipulating Space.

O Warp Shield: Once it was learned that Teleporters could use their powers as weapons, the race was on to find a means of defending against the attacks. Warp Shield was the end result. It creates a barrier around the psion that prevents both normal and teleport/warp based attacks from entering.

This is a necessary defense against some of the more powerful teleportation effects, including Transmit Object, Transmit Person, and Selective Transmassion.

System: Spend 1 Psi and Roll. Each success gained after the first is an increase in the base difficulty needed to affect a change via a teleportation effect on the shielded person or his personal effects.

In addition, physical attacks may not enter the Warp Shield easily, bullets find themselves turned, and laser weapons find their beams bent. As a result, the psion also gains a number of additional dice to their soak equal to the Teleporter's Warp Mode.

The range of the Warp Shield is only a few meters, equal to half the psion's Psi Rating in meters. The Shield lasts for a number of turns equal to the psion's Psi Rating.

OO Temporal Divergence / Stasis: One of the obvious lines of questioning when dealing with the Upeo and Teleportation is, if it can affect Space, can it also affect Time? Temporal Divergence is the first indication that the Upeo can develop the ability to manipulate time as well as space.

Temporal Divergence allows a psion to slow or accelerate the flow of time in a given location. If powerful enough, the psion can even freeze time.

System: Spend 1Psi and 1 Willpower and Roll Psi. Each success affects the flow of time by an exponential power of 2. If used to accelerate time, the effect results in a double of the rate of passage of time for 1 success, quadrupling for 2 successes, etc. If used to decelerate time, the effect results in a halving for the first success, quartering for the second, etc.

The duration is equal to a number of minutes equal to the psion's Psi rating and may be used at a range equal to the psion's Psi score times 10 in meters. At Warp 5, the duration rises to a number of hours equal to the Psi rating and the psion can actually freeze time completely.

To a person within the effect, the exact opposite seems to occur. If time is accelerated around them, the person believes that everyone else has slowed. For decelerated time, the reverse is true.

This may not be used to increase the number of actions since a person caught within this effect is completely separated from the outside world. If they attempt to fire a weapon, the beam or bullet is incapable of penetrating the stasis field and may even rebound into the bubble.

Because they are separated from the outside world, depending on the time spent in the affect and how fast time is moving, they may suffocate, starve or otherwise suffer ill effects from the passage of time.

OOO Pocket Dimension: This ability allows the Teleporter to create a pocket dimension that the psion can reach into to store or retrieve equipment. This is very useful in allowing a psion to carry weapons past metal detectors and x-ray machines.

The effect itself seems to bend space and time, but may actually be tied to the Warper's control of the noetic plane. Noeticists believe that matter only appears to cease to exist but may simply be converted into the noetic plane and stored there until the person decides to return it to normal three-dimensional reality.

System: Spend 2 Psi and roll. On a successful roll, the psion may create a space up to 1 cubic meter per Psi point spent in whatever rough configuration desired. The Teleporter may reach into this space with a brief moment of concentration.

This is usually tied to an object such as a box, a bag or a pocket, but can be placed in "mid-air". The effect lasts for a period of one hour per success and may be increased one hour per additional Psi point spent.

OOOO Warp (a.k.a. "Wormhole"): With the Warp technique, the Warping Mode, allows a Teleporter to actually bridge two locations in space-time. Instead of teleporting an object from one place to another, this power creates a doorway through which people and material can be transported.

System: Spend 3 Psi and roll. The difficulty of the Warp is determined from the location familiarity table for the location desired. If successful, the result is a glowing bluish white portal, similar to a Transportal. However, the destination location is visible from the origin side of the portal and travelers may return through the portal at will.

The portal is usually around 2 meters square and may be adjusted 1 meter per Psi point spent in any dimension. The portal will last for a number of minutes equal to the psion's Psi score. The psion may drop the Warp at will.

OOOOO Temporal Portal (a.k.a. "Temporal"): This technique allows a psion to actually make a jump through time by warping space back on itself.

The most well guarded secret of the Upeo, known to only a very few of the most enterprising Teleporters, this method for moving through time was discovered by the late Hector Podkorny before fighting his Proxy, Atwan Bolade.

When a Teleporter activates a Temporal, a similar effect to that of a Transportal erupts. The psion spends a minute concentrating to build the effect of the Temporal. After that minute, anything inside the Temporal may be jumped through time. However, the Temporal, because it is "accurate" in time, loses accuracy in space. The resulting arrival point is random, though usually no more than a few kilometers from the origin.

System: Spend 3 Psi and 1 Willpower and roll Psi. For every success, the psion can actually move himself backwards in time by one hour. This may be increased by one hour per Psi point spent.

Apparently, similar to the random temporal displacement effect that results when jumping to an unknown location, the "temporal" seems to deposit a Teleporter a random distance away from the origin, though reversed in time. For each success, the Teleporter moves 10 kilometers away from his "origin" location.