

Super Hero Power – Warping

Updated - August 31, 2015

Warping is a power-set that includes teleportation, scrying and other effects of ignoring the physical distances between two places. Heroes who can warp include Nightcrawler and Magik (from the X-men), Ambush Bug, or Gates (from Legion of Super-Heroes) and most of the magic-based heroes.

Warping Basic Ability Improvements

A character who can bend space will naturally find a way to get to the encounter quicker (even if he or she doesn't actually teleport). This Hero also tends to have a higher Perception and a higher Self-Control, just to keep him- or herself together.

A Hero that has at least one level in this Power Set starts the game with these basic ability score modifications:

Initiative: +2

Movement: +1

Perception: +1

Self-Control: +1

Warp Powers

All of the powers listed in this set are 'Warp' powers. Some of them are also 'Scry' powers or 'Teleport' powers. If 'Scry' is in the name, then it is a Scry Power and allows the Hero to perceive events happening at distant locations. 'Teleport' powers allow the Hero to transport him- or herself and sometimes others to a distant location. Some higher-level powers work only with the 1st level Scry or Teleport powers.

A note about 'Non-tactical Distances' or 'Travel Distances': Non-tactical distance is never used in an encounter. It is used instead to determine how quickly the character can travel from one place to another while other characters are engaged in an encounter. For example, while the rest of the team fights, your character must get a wounded civilian to the nearest hospital, one mile away. You would use your non-tactical or 'Distance' Travel powers to get there.

Level 1 (chose one of these)

- **Scry**
You can use your senses as if you were standing at a different location anywhere within your geographic Area (about 50 miles). However, you need to know where to look or be able to sense the location you wish to project your senses to. It is obvious that this power is being used, although not obvious who is using it. It requires a Perception Action.
- **Sense Warp**
With a Perception roll, you can sense when and where a recent Warping power has been used, or may soon be used. You can sense where a teleporting character is about to appear.
- **Teleport**
As a Move Action or as part of a Full Action, you can appear to any spot that you can sense AND that is within a range = to your Movement + Perception. You do not pass through any of the spaces between your current location and the new location.
- **Summon Gear**
As a Thought Action, you can summon any of your standard gear to you (even replacing your civilian clothing with your costume). The gear must be in a place you normally keep it. That is, you can't summon gear if you don't know where it is, or if someone else has possession of it.

Level 2 (chose one of these or from a lower level)

- **Primary Ability Upgrade: Perception**
Add +1 to your Perception Ability. This can be taken up to 4 times.
- **Primary Ability Upgrade: Self-Control**
Add +1 to your Self-Control Ability. This can be taken up to 4 times.
- **Scry - Two Way**
When you use any of your Warp powers, you can choose to allow information to pass both directions (for example, if you wanted to hold a conversation with someone on the far end).
- **Tactical Speed Increase 2**
Add 2 to your Movement Speed. You make select this power up to 4 times. Selecting this power at least once increases your non-tactical ('travel distance') by x2.
- **Teleport - Attack Delivery**
With your *Teleport* power, instead of transporting yourself, you can choose to transport only your attack. Using this power this way adds a Thought Action to the time required for the attack. A ranged attack used this way does NOT count the distance skipped by the teleport effect as part of the range.
- **Warp Knowledge**
Add +3 to Perception rolls to determine information about a Warp effect. You may take this up to 2 times.



Level 3 (chose one of these or from a lower level)

- **Teleport - Common Locations**
You have a set of common locations to which you *Teleport* to regularly and do not need to be able to sense in order to teleport to them. The number of locations you know well is equal to your Perception Ability.
- **Scry - Multi-Target**
When you use your *Scry* power, you can choose a number of points up to your Perception Ability to use your senses from.
- **Secondary Ability Upgrade**
Improve any of your eight basic Ability scores or your Initiative. This can be taken up to 5 times, but no one Ability can be improved more than 3 times.
- **Summon Stolen Gear**
As a Thought Action, you can summon year gear from ANYWHERE it might be. This requires a Self-Control roll.
- **Warp Defense**
As a Thought Action, you can add +3 dice to your defense against any ranged attack you are aware of.
- **Warp - Distance: Region**
You can use your *Teleport* powers to travel to anywhere else in the Region (about 500 miles). You may also use your *Scry* at that distance (so long as you know where to look.)

Level 4 (chose one of these or from a lower level)

- **Scry - Invisible Power**
When you use your *Scry* power, you can choose to make the effect invisible to all normal senses. Other senses, like Sense Warp, may be able to sense it.
- **Teleport - Improved Size**
Normally, you can only *Teleport* yourself and whatever you can carry. Each time you take this power, you improve the size of the of your Teleport power effect +1 size category larger than yourself. You may take this power up to 8 times.
- **Teleport - Multi-stop Tour**
When you *Teleport*, you may choose to make several stops along a total path that does not exceed your total Perception + Movement (tactical or non-tactical) distance. If used as part of a Full Action, you can make the Targeted portion of the Action at any stop along the way.
- **Ranged Warp**
When you use any of your Warp powers, you can choose to use them on another character or object at a range = to your Aim score. You can, for example, show someone else what you could sense with *Scry*, or *Teleport* a distant object or willing character. This power requires an Aim roll with all the usual modifiers (size, distance, etc.)



Level 5 (chose one of these or from a lower level)

- **Scry - Blind Targeting**
When you use your *Scry* power, you need not be able to sense the target of your senses. However, you do need to know something about what you are wanting to look at, like a place on a map, or a person or object you know.
- **Teleport - Open Portal**
When you use your *Teleport* power, as a Thought Action you can choose to open a portal that remains open until you close it (with another Thought Action) or until another effect closes it. You and others can freely travel, communicate or attack through this portal.
- **Warp Damage**
You can use your Warp powers to cause direct damage. You can define this as you like: either warping a target into itself, or pushing a target into another adjacent physical secondary target. The attack requires a Strength +4 dice roll against the 1st target's Self-Control and the 2nd Target's Toughness. If the primary target is unharmed, the attack fails against both targets.
- **Warp - Distance: Continental**
You can use your *Teleport* powers to travel to anywhere else on the same continent (about 2500 miles). You may also use your *Scry* at that distance (so long as you know where to look.)

Level 6 (chose one of these or from a lower level)

- **Teleport Increase 3**
Add up to 3 to your tactical Movement when using your *Teleport* powers. Also, increase your Initiative by 1. You may select this power up to 5 times.
- **Teleport - Other**
You can use your *Teleport* power on an unwilling target to move them wherever you like (but not within a solid object). This requires an Aim +6 roll Vs Self-Control.
- **Space-Faring**
Your Movement and Powers can be used in the vacuum of space. Also, you can survive in space. Finally, you can travel to distant stars as non-tactical (Travel Distance) Movement.
- **Warp Reflection**
As a Thought Action, you can add +4 dice to your defense against any ranged attack you are aware of. Additionally, you can redirect Aim+ 4 dice of that attack against another target within range. The total rolled may not exceed the total rolled of the initial attack against you.

Level 7 (chose one of these or from a lower level)

- **Improved Warp 1**
You may add +1 die to any roll using any Warp power. You may take this Power up to 4 times.
- **Scry - Inter-dimensional**
You may use your *Scry* powers into other dimensions that you have some knowledge of. This requires a Perception roll.
- **Warp - Distance: Planet-wide**
You can use your *Teleport* powers to travel to anywhere else on the same planet (about 25,000 miles). You may also use your *Scry* at that distance (so long as you know where to look.)
- **Teleport - Multi-Destination**
If you can use your *Teleport* powers on multiple targets, then with the same action, you can send them to multiple destinations. You must be able to sense all of the destinations, and the total number destinations cannot exceed your Aim score.

Level 8 (chose one of these or from a lower level)

- **Warp Distance: Inter-Dimensional**
You can use your *Teleport* powers to travel to anywhere in another Dimension. You may also use your *Scry* at that 'distance' (so long as you know where to look.)
- **Warp Distance: Solar System**
You can use your *Teleport* powers to travel to anywhere else in the Solar System. You may also use your *Scry* at that distance (so long as you know where to look.)

Level 9 (chose one of these or from a lower level)

- **No Warp Trace**
None of your Warp powers leave any tell-tale trace.
- **Warp Distance: Interstellar**
You can use your *Teleport* powers to travel to anywhere else in the Universe. You may also use your *Scry* at that distance (so long as you know where to look.)

Level 10 (chose one of these or from a lower level)

- **Teleport - Time Warp**
At the end of any action you take, you can use your *Teleport* power to go BACK to the beginning of that action and take a second action. The second action must not be exactly the same as the first action, otherwise you collide with yourself. There may not be two of you at the same place during any single Time Unit.
- **Improved Warp 2**
You may add +2 dice to any roll using any Warp power. You may take this Power up to 4 times.