

TELEPORT

Prerequisite: [Alien](#)

It is rare for a creature to be able to teleport, to disappear from one location and appear in another. However, some aliens have developed the technology to do it. Some, particularly scarce creatures can do it without the means of gadgets or gizmos. If, like the Slitheen, they can teleport with a device, then it's simply a Gadget. If they can teleport without a device, appearing wherever is necessary, like the Reapers, who appear where a paradox is evident, then this is an Alien Trait

Effect

Teleport is a Major Good Trait. The alien will have to make an Awareness + Resolve roll to teleport, and can only 'jump' to places they are familiar with. Most aliens that appear in unfamiliar places have some sort of psychic ability to see the location before teleporting. If they're familiar with the location, the Difficulty is 12, though the Gamemaster may increase this due to environmental factors. Good or Fantastic results mean a perfect teleport, however a Success means they find themselves weakened and disorientated for a few minutes until they can recover and get their bearings. Failure means the alien doesn't move, though a Disastrous Result teleports the alien into some object or item that will cause D6 levels of damage before their reflexes teleport them to a safer location.

[good](#), [major](#), [alien](#), [characters](#)

From:

<https://www.matrix.curufea.com/> - **The Matrix**

Permanent link:

<https://www.matrix.curufea.com/doku.php?id=traits:ateleport>

Last update: **2023/06/30 02:09**

