

Traveller

Arcane/Special

A Dimensional Gate is a two-way transport gateway between two different dimensions. The two locations connected by a Dimensional Gate are known as 'loci'. A Dimensional Gate is a two-dimensional construction. Only one of the two sides of the gate allows transport (the 'leading face'); the other side can be passed through freely (the 'backplane'). A Dimensional Gate is invisible from both sides and the backplane (it can only be seen from the leading face).

Unlike other spells, a Dimensional Gate can't simply be cancelled by the caster after it forms. Closing a gate before the spell expires requires either the Close Gate or Collapse Gate spells. Dimensional Gates gain a +200 modification to Dispel or Cancel spells. Normal detection spells only have a chance equal to 1% per level of the caster to detect a gate; only the Detect Dimensional Gate spell has normal chances of detection.

Each loci of a Dimensional Gate forms from a central point, expanding outward to its size limitations or until it encounters a solid object. When an object is encountered, the Gate stops forming in that direction. Thus, a Dimensional Gate could be formed within a doorframe, and its boundaries would be the doorframe itself.

Normally, a Gate forms a vertical plane, although the caster can specify the orientation of both loci when they form. Neither locus can be moved or shifted once the Gate is open. Creatures who contact an open Gate at its edge (or by passing through the backplane) may feel a slight tingling sensation or feeling of cold (-20 perception). Only creatures and objects that can fit inside the boundaries of the Gate can pass through it.

The only way to see what lies past the opposite face of a Gate is to enter it (or at least place your head or sensory organs through it). Normally, spells cannot be cast through a gate. The only spell that can operate through a Gate is Gatesight (although spells on items and creatures that pass through a Gate are not dispelled).

Under certain conditions, a Gate may 'tear' if an exceptionally large creature or powerful force (e.g., a large dragon, avalanche, tidal wave, etc.) attempts to forcibly enter a Gate that is too small to allow passage. A Gate that has torn may continue to tear and expand randomly (not a good thing). If a Gate expands to 5X its original size, it may lose one or both of its loci, and shift randomly to other dimensions. The Collapse Gate spell is required to mend the tear and close the Gate. Normally, tearing a Gate requires an Absurd (-70) strength-base maneuver. Also, a Gate can tear if the Resize Gate fails (see spell description).

If a Gate closes while a creature is passing through it, the victim must roll on the Gate Closure Effects Table.

1—Dimensional Attunement •	self	—	self
2—Detect Dimensional Gate	self	1 min/lvl	100'/lvl
3—Locate Origin Dimension	—	—	self
4—Locate Dimensional Gate	self	1 rd/lvl	10'/lvl
5—Identify Dimension	—	—	self
6—Illuminate Gate	1 gate	1 min/lvl	touch
7—Identify Origin Dimension	1 target	—	5'/lvl
8—Traveller	self	—	self
10—Gate Tracer	self	—	10'
11—Bar Gate	5'/lvl R	1 min/lvl	5'/lvl
12—Dimensional Gate	1'/lvl x 1'/lvl	1 rnd/lvl	5'
13—Resize Gate	1 gate	V	5'
14—Close Gate	1 gate	V	touch
15—Dimensional Displacement I	1 target	—	5'/lvl
16—Return *	self	—	self
17—Gatelock	1 gate	P	touch
18—Gatesight	1 gate	—	5'
19—Safety	1 gate	P	touch
20—Lord Traveler	self +1 target	—	10'
25—Gate Window	1 gate	1 rnd/lvl	5'
30—Mass Return *	1 target/lvl	—	5'/lvl
50—Duality	self	1 min/lvl	self
60—Pocket Dimension	1 dimension	P	self
75—Triality	self	1 min/lvl	self
100—Dimensional Block	1 dimension	varies	self

1—Dimensional Attunement (U) Allows caster to focus his mind on the nature of the Dimensional fabrics that surround him. This spell must be cast prior to the use of any of the higher level spells on this list.

2—Detect Dimensional Gate (I) Detects any active Dimensional Gates within 100'/lvl of the caster. Caster does not learn the location of any Gates detected by this spell.

3—Locate Origin Dimension (I) Caster learns required amount of shift and displacement to his origin (home) dimension.

4—Locate Dimensional Gate (I) Caster can determine the exact location of any Dimensional Gate within range.

5—Identify Dimension (I) Identifies dimension viewed or traveled to. Can also be used to identify energies that are extra-dimensional in origin.

6—Illuminate (U) Caster can cause a gate to appear visually, as a glowing plane. The gate is only visible from the leading face (it is still invisible from the backplane).

7—Identify Origin Dimension (IF) Caster learns the location of the target's origin (home) dimension.

8—Traveller (F) Caster can shift himself to another dimension; destination is determined by the caster. This spell must be cast again to move back to his original dimension.

10—Gate Tracer (I) When cast upon a Dimensional Gate, the caster becomes aware of the Gate's destination.

11—Bar Gate (F) Allows caster to define a zone in which no Dimensional Gates may be opened. Any attempt at opening a Dimensional Gate either originating or terminating within the radius must make a RR at -3 per level of the caster or fail to open.

12—Dimensional Gate (F) A Gate is opened to another dimension or dimension; destination is determined by the caster. It is not visible from either the origin or destination dimensions.

13—Resize Gate (F) Caster may alter the physical area of a Dimensional Gate by up to one increment for each 10 levels (rounded down). For example, a 14th level spellcaster can double the size of a Gate; a 20th level spellcaster can triple the size, etc. If a *Resize Gate* spell fails, there is a 50% chance that the gate will tear. *Resize Gate* can only be cast once on a Gate safely; each additional time it is cast causes a cumulative 10% chance that the Gate will tear. The Gate will remain at its new size as long as it is in existence or until another *Resize Gate* spell is cast.

14—Close Gate (F) Caster may close a Dimensional Gate. Gates created by other spellcasters receive a RR. A *Permanent Gate* will close for 1 min/level of the caster of the *Close Gate* spell.

15—Dimensional Displacement I (F) Transports target to a randomly determined dimension. Note that targets without access to some form of dimensional travel may never be seen again.

16—Return (F) Caster instantly transports to his previous location on his home dimension, regardless of current location. Chance of failure is as Teleport. On arrival, caster must make a RR vs. the level of this spell or take a 'Shock' critical. Severity is determined by the amount of failure, as follows: 1-10: 'A'; 11-20: 'B'; 21-30: 'C'; 31-40: 'D'; 41+: 'E'.

17—Gatelock (F) Caster makes a Dimensional Gate permanent (subject to the *Close Gate* and *Collapse Gate* spells).

18—Gatesight (I) Caster can see through a Dimensional Gate to its destination. Various 'detection' spells and other spells gathering sensory information may also be used (GM's discretion).

19—Safety (U) When *Safety* is cast on a Dimensional Gate, any transport through the gate requires a conscious act of will on the part of the traveler (he cannot merely 'step through'). This allows individuals to walk through a gate and never know of its existence, unless aware of its exact location.

20—Lord Traveller (F) As *Traveller*, except one target per 10 levels of the caster may be shifted (caster must be one of the targets). All targets must be bound for the same destination dimension.

25—Gate Window (U) When cast on a Dimensional Gate, the Gate becomes 'transparent' to sound and vision from both sides.

30—Mass Return (F) As *Return*, except one target per caster's level can be transported.

40—Collapse Gate (F) As *Close Gate*, except any Gate can be closed permanently with this spell. Non-permanent Gates do not receive a RR; *Locked* Gates gain a RR but are permanently closed if they fail.

50—Duality (U) Caster is able to 'split' and exist on two dimensions at the same time. Each *Duality* is completely freethinking, and can act of its own accord. Each is aware of the other's thoughts and actions with a moment's concentration. Any damage taken

by one *Duality* is instantly taken by the other (including death). If both *Dualities* ever come into being on the same dimension, then they re-combine, with complete knowledge being retained of the actions and experiences of both sides of the *Duality*.

60—Pocket Dimension (F) Caster can create a 'pocket dimension', with dimensions equal to his level cubed in meters. This dimension is only accessible to those who know its exact location. The dimension created can be either connected or disconnected from other dimensions. If connected, the dimension will have the same basic physical laws as the dimension it is connected to, and can only be reached from its connected dimension. If disconnected, it is not subject to the physical laws of any other dimension, can be reached from any other dimension, but will have no matter or energy within it until introduced (once introduced, the caster can manipulate them according to his will).

Will	Influence
300 and below	Matter can be manipulated but not changed in form or state. Landmasses and lakes can be created and formed. Caster can seal the dimension from all access (including his own, if desired).
300-600	Raw matter can be altered. Earth to bricks, ore to iron, etc. Fortresses can be assembled.
601-900	Magic can be controlled up to the level of the caster. The caster decides what realms work or don't work.
901+	Complete awareness of what transpires in the dimension at all times; possible creation of new life, although matter and energy cannot be created or destroyed, but must still be introduced from some outside source.

75—Triality (U) As *Duality*, except three versions of the caster are created, and no two may exist in one dimension simultaneously or they will re-combine.

100-Dimensional Block (F) Caster may close all access to a single dimension until released or reestablished by a spellcaster of higher level.

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Gate Closure Effects Table

01–20	Traveler is expelled from Gate into his entry dimension.
21–30	Traveler is expelled from Gate into either the entry or destination dimension (determined randomly).
31–40	Traveler is expelled from Gate into either the entry or destination dimension (determined randomly). Takes ‘A’ Slash critical.
41–50	Traveler almost makes it clear of Gate before it closes. Random departure from Gate. Takes ‘B’ Slash critical.
51–65	Unwary traveler is caught in closing of gate. Takes ‘B’ Slash critical, and any indicated body part is severed. Bulk of traveler is cast out of gate into either dimension (determined randomly).
66	Unfortunate victim is trapped in Gate’s closing. Takes 1-5 ‘E’ Essence criticals and 1-5 ‘E’ Slash criticals.
67–70	Victim takes ‘C’ Slash critical before being dumped unceremoniously out of Gate into either dimension (determined randomly). Any indicated body parts are severed.
71–84	Slow fool is caught in Gate. Takes ‘D’ Slash and ‘C’ Stress criticals before being thrust out of Gate to either dimension. Any indicated body parts are severed.
85–91	Unexpected closure of Gate delivers ‘E’ Slash and ‘D’ Stress criticals. Random departure from Gate. Any indicated body parts are severed.
92–96	Oops! A little slow. ‘E’ Slash, ‘E’ Stress, and ‘D’ Essence criticals. Random departure from Gate. Any indicated body parts are severed.
97–99	Sorry. 1-3 ‘E’ Slash, Essence, and Stress criticals. Pieces of traveler depart Gate randomly. Any indicated body parts are severed.
100	Gate closes instantly... neatly bisecting the traveler vertically. Yuck.