**Nomad - Wis**

**1 – Swap** *[Teleport] / Range: Medium / Target: 2 creatures / Save: Will Negates. -* Targets simultaneously [Teleport] into each other’s squares. An unwilling creatures can attempt a Will save to resist, but will suffer your level in [Physical] damage from feedback. If a target successfully saves, the power fails for the second target as well, but they do not take damage if they did not attempt a save.

Augment +1: Can target 1 additional creature, the caster determines final position of all creatures after saves have been resolved.

**2 – Dimension Door** *[Teleport][Warp] - Range: Long / Target: You plus 1 willing creature per 3 levels in [melee] range* - As Dimension Door Spell (Pg 274)

Augment +2: Increase cast time to 1 minute, treat as Teleport Spell (Pg 291)

Augment +4: Increase cast time to 10 minutes. If allowed in setting by DM, shift to a different Planar Location, “safely” within 1d100 miles away from your chosen destination.

**3 - Apport** *[Teleport] - Range: Medium / Effect: 15 ft radius spread pile of debris / Save: Reflex half -* Summon random bits of debris, boulders, anvils, etc to rain down on enemies dealing 1d8 [Physical] damage per level in a 15 foot radius. Resulting debris leaves the area as rough terrain

Augment +1: Increase radius by 10 feet.

**4 – Adaptation** - *Range: Melee / Target: all allies / Duration: Scene / Save: None* - Targets gain the [Fly], [Swim] and [Burrow] movement modes and automatically adjust to any condition. Targets have [Immunity] to all environmental hazards.

**5 – Dimensional anchor** *[Binding] - Range: Medium / Target: 1 creature / Duration: Scene / Save: None* - as spell Dimensional Anchor, except no save is allowed (Pg 273)

Augment +2 : Power is as Dimensional lock spell (Pg 273)

**6 - Retrieve** *[Teleport] - Range: Long / Target: 1 object or item / Save: Will negates. -* Teleport any unattended item you can see to your hand. Attended items are allowed a Will save equal to their wielders with a +1 stacking bonus per item level. Lesser +1, Greater +3, Relic +6, Artifact +10.

**7 - Divert Teleport** *- Action: Immediate/ Range: Long / Effect: Aura surrounding you that detects and delays [Teleport] and [Warp] Effects / Target: Self/ Duration: Scene / Save: Will* - You automatically detect when anyone is activating a [Teleport] or [Warp] effect within range of you, or is going to appear within range of you by a [Teleport] or [Warp] effect. This effect is automatic and works even if you otherwise could not see or detect the creature with your senses. You can choose as a free action [Binding] effect, to have their appearance in their desired location delayed by up to 5 rounds, they are allowed a Will save each round at the end of your turns to attempt to appear early. While they are delayed, you may choose for them to be is stasis in the [Teleport] effect, in which case no time seemingly passes for them. You may instead choose for them to remain at their starting location, in which case they may opt to stop attempting to use the effect. If they choose to no longer try to use their [Warp] or [Teleport], their attempt is considered to have been used. Only 1 [Teleport] or [Warp] effect can be delayed at a time by this power.