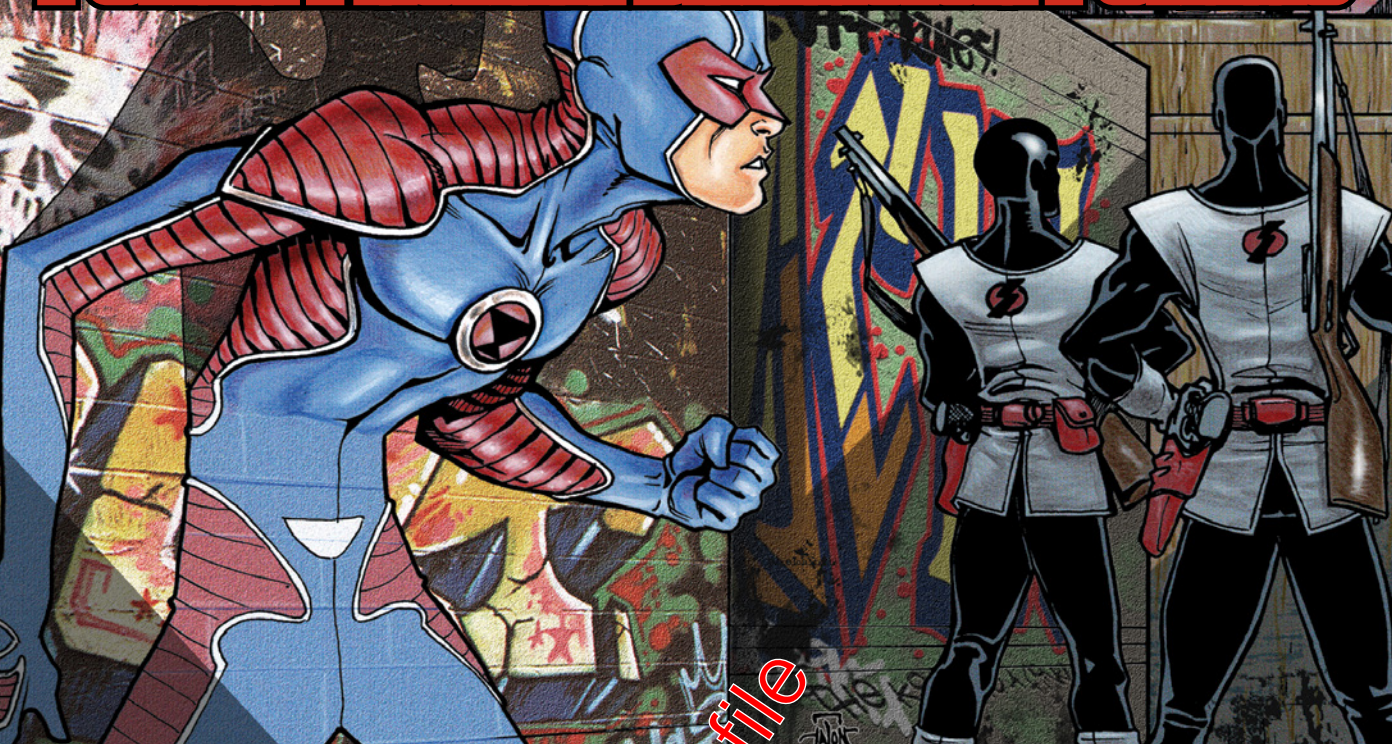


# POWER PROFILE: DIMENSION POWERS



Get some perspective by getting out...way out, into another dimension altogether! Dimensional Powers involve manipulating and shifting between different layers of reality to move between dimensions, summon things from them, or use them as traps or weapons.

## DIMENSION DESCRIPTORS

The following are important descriptors for dimensional powers.

- **Dimension:** In most comic book settings, the “dimension” descriptor has multiple facets, any of which can potentially apply to dimensional powers.

The first means a largely separate universe or reality from the one in which the characters normally live (usually the one occupied by their version of Earth). These dimensions are further sub-divided by category, from parallel universes to mythic and mystic dimensions to alternate realities like hyperspace or dimensions where the laws of physics as we know them are entirely different. Depending on the nature of the omniverse (the collection of every possible dimension or universe) there may be an infinite number of alternate dimensions, or a specific, finite number.

Something keeps these different dimensions apart, whether it is a specific sub-quantum “vibration” or mystic barriers created eons ago by powerful sorcerers. Dimensional powers often involve the ability to overcome these separations, bridging or mixing the dimensions.

The other definition concerns the physical dimensions of space-time, the ways in which we measure

the universe. The first three are the most familiar: the three dimensions- length, width, and depth (or height)- we use when referring to something as “three-dimensional”. Most comics add time as a “fourth dimension,” with the movement from past to future like a line (a “timeline”) through that dimension. You can even add fifth and sixth dimensions extending to the “sides” of time. Dimensional powers involving these descriptors tend to change the traits of characters and objects, making them two-dimensional, for example, or “extending” them through the fourth or higher dimensions.

- **Outsider:** An outsider is an extradimensional being in a dimension other than the one where it originates. So a demon on Earth is an outsider, for example, but then so is a human in a Hell dimension. Outsiders are often summoned into other dimensions, but may travel there using their own powers as well. Certain dimension powers specifically target or deal with outsiders.

- **Countering:** Dimensional powers counter other effects in two ways, directly and indirectly.

Direct countering is primarily dimensional powers opposing each other, undoing others’ manipulation of the dimensional fabric, such as closing and sealing a dimensional portal someone else has opened, or restoring an object to its natural dimensions after it is altered. The Dimensional Stability power (under **Utility Powers**) is a broader example of this.

Indirect countering uses dimensional powers as a means of creating or controlling some other effect used to counter. The Dimensional Cascade