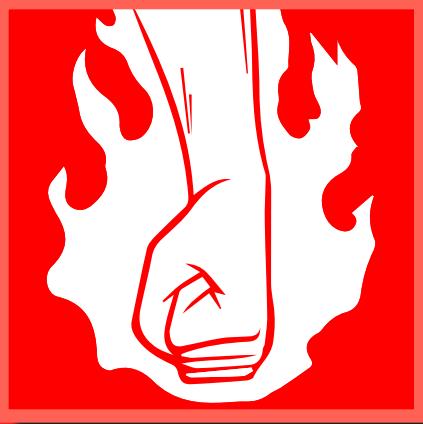


# POWER SET



## BASIC

- Accuracy 1
- Accuracy 2
- Accuracy 3
- Accuracy 4
- Additional Limbs
- Anger
- Brawling
- Brilliance 1
- Brilliance 2
- Brilliance 3
- Brilliance 4
- Combat Trickery
- Discipline 1
- Discipline 2
- Discipline 3
- Discipline 4
- Disguise
- Energy Absorbtion
- Environmental Protection
- Evasion
- Flight 1
- Flight 2
- Group Flight
- Healing Factor
- Heightened Senses 1
- Heightened Senses 1
- Iconic Weapon
- Inspiration
- Integrity
- Mighty 1
- Mighty 2
- Mighty 3
- Mighty 4
- Reinforced Skeleton
- Shape-Shift
- Slow-Motion Dodge
- Sturdy 1
- Sturdy 2
- Sturdy 3
- Sturdy 4
- Uncanny 1
- Uncanny 2
- Uncanny 3
- Uncanny 4
- Wisdom
- Wisecracker

**MARVEL**

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**Multiverse**  
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1  
RANK

POWER



ACCURACY 1

**Action:** Passive.

**Duration:** Permanent.

**Range:** Self.

**Effect:** The character adds +1 to their Agility damage multiplier, and they gain a +1 bonus to Agility checks other than attacks.

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2  
RANK

POWER



## ACCURACY 2

**Action:** Passive.

**Duration:** Permanent.

**Range:** Self.

**Effect:** The character adds +2 to their Agility damage multiplier, and they gain a +2 bonus to Agility checks other than attacks.

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**Multiverse**  
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3  
RANK

POWER



## ACCURACY 3

**Action:** Passive.

**Duration:** Permanent.

**Range:** Self.

**Effect:** The character adds +3 to their Agility damage multiplier, and they gain a +3 bonus to Agility checks other than attacks.

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4  
RANK

POWER



ACCURACY 4

**Action:** Passive.

**Duration:** Permanent.

**Range:** Self.

**Effect:** The character adds +4 to their Agility damage multiplier, and they gain a +4 bonus to Agility checks other than attacks.

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RANK

POWER



## ADDITIONAL LIMBS

**Action:** Passive.

**Duration:** Permanent.

**Range:** Self.

**Effect:** The character has an additional prehensile appendage (like a tail) or a symmetrical pair of them (like arms) that can be used to lift objects, use tools or otherwise take actions that normally require the use of a hand. This grants them an **edge** in Melee and Agility checks.

A character can have as many additional limbs as they like—within reason—but they get no additional advantages for them.

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# POWER



## ANGER

**Action:** Standard/Reaction.

**Trigger:** A character with this power is harmed by an attack.

**Duration:** Concentration.

**Range:** Self.

**Effect:** The character becomes angry and uses that anger to increase their strength. For every 10 points of Focus they spend, they add +15 to their Melee damage bonus and lose -2 from their Logic—and subsequently their Logic defense. While using this power, they cannot use any other powers that require concentration.

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## BRAWLING

**Action:** Passive.

**Duration:** Permanent.

**Range:** Self.

**Effect:** The character can use their Melee defense score against Agility attacks too.

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1  
RANK

POWER



## BRILLIANCE 1

**Action:** Passive.

**Duration:** Permanent.

**Range:** Self.

**Effect:** The character adds +1 to their Logic damage multiplier, and they gain a +1 bonus to Logic checks other than attacks.

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**Multiverse**  
**Role-Playing Game**

2  
RANK

POWER



## BRILLIANCE 2

**Action:** Passive.

**Duration:** Permanent.

**Range:** Self.

**Effect:** The character adds +2 to their Logic damage multiplier, and they gain a +2 bonus to Logic checks other than attacks.

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3  
RANK

POWER



## BRILLIANCE 3

**Action:** Passive.

**Duration:** Permanent.

**Range:** Self.

**Effect:** The character adds +3 to their Logic damage multiplier, and they gain a +3 bonus to Logic checks other than attacks.

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4  
RANK

POWER



## BRILLIANCE 4

**Action:** Passive.

**Duration:** Permanent.

**Range:** Self.

**Effect:** The character adds +4 to their Logic damage multiplier, and they gain a +4 bonus to Logic checks other than attacks.

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2  
RANK

POWER

# COMBAT TRICKERY



**Action:** Reaction.

**Trigger:** The character makes an attack.

**Duration:** Instant.

**Range:** Varies.

**Effect:** Once per battle, when the character is attacking targets of equal or higher rank, the character automatically rolls a 1 on their Marvel die, and that die cannot be affected by **trouble**. If the character is attacking multiple targets, all the targets must be of equal or higher rank.

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1  
RANK

POWER



## DISCIPLINE 1

**Action:** Passive.

**Duration:** Permanent.

**Range:** Self.

**Effect:** The character adds +1 to their Ego damage multiplier, and they gain a +1 bonus to Ego checks other than attacks.

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**Multiverse**  
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2  
RANK

POWER



## DISCIPLINE 2

**Action:** Passive.

**Duration:** Permanent.

**Range:** Self.

**Effect:** The character adds +2 to their Ego damage multiplier, and they gain a +2 bonus to Ego checks other than attacks.

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**3**  
RANK

**POWER**



## DISCIPLINE 3

**Action:** Passive.

**Duration:** Permanent.

**Range:** Self.

**Effect:** The character adds +3 to their Ego damage multiplier, and they gain a +3 bonus to Ego checks other than attacks.

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**Multiverse**  
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4  
RANK

POWER



## DISCIPLINE 4

**Action:** Passive.

**Duration:** Permanent.

**Range:** Self.

**Effect:** The character adds +4 to their Ego damage multiplier, and they gain a +4 bonus to Ego checks other than attacks.

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# POWER



## DISGUISE

**Action:** Standard.

**Duration:** Permanent.

**Range:** Self.

**Effect:** The character instantly alters their appearance so that they appear to be someone else. The target number for anyone trying to see through the disguise is the character's Ego defense.

If the character is impersonating someone known to the other person, that person gains an **edge** to see through the disguise.

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4  
RANK

POWER

# ENERGY ABSORPTION



**Action:** Reaction.

**Trigger:** The character takes Health damage.

**Duration:** Instant.

**Range:** Self.

**Effect:** The character can take any Health damage done to them (after applying any damage reduction), ignore it and add that number to their Focus instead. In this way, they can increase their Focus up to double their regular maximum Focus.

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Once the combat is over, any extra Focus over the character's regular maximum Focus score fades away.

1  
RANK

POWER

# ENVIRONMENTAL PROTECTION



**Action:** Passive.

**Duration:** Permanent.

**Range:** Self.

**Effect:** The character is not harmed by intense cold or heat, the pressure of the deep seas or the intense radiation and vacuum of space.

The player can choose any or all of these protections, as best fits with the character concept.

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1  
RANK

POWER



EVASION

**Action:** Passive.

**Duration:** Permanent.

**Range:** Self.

**Effect:** The character can use their Agility defense score against Melee attacks too.

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**MARVEL**

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2  
RANK

# POWER



## FLIGHT 1

**Action:** Passive.

**Duration:** Permanent.

**Range:** Self.

**Effect:** The character can fly. Their combat Flight Speed is equal to their rank times their Run Speed. Outside of combat, they can move three times their Flight Speed.

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3  
RANK

POWER



## FLIGHT 2

**Action:** Passive.

**Duration:** Permanent.

**Range:** Self.

**Effect:** The character can fly. Their combat Flight Speed is equal to their rank times their Run Speed. Outside of combat, the character can fly up to 50 times their Flight Speed.

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2  
RANK

POWER

GROUP  
FLIGHT



**Action:** Standard.

**Duration:** Concentration.

**Range:** 5 spaces.

**Effect:** For every point of Ego the character has, they can hoist one ally into the air with them. The Flight Speed of the group is half the character's, and all affected allies must remain within 5 spaces times the character's rank.

The character controls each ally's speed and position during the character's turn, but they can release any or all allies at any time.

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1  
RANK

# POWER HEALING FACTOR



**Action:** Passive.

**Duration:** Permanent.

**Range:** Self.

**Effect:** At the end of the character's turn, they regain Health equal to their Resilience. (This works outside of combat too, quickly bringing them back to full Health).

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**Multiverse**  
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1  
RANK

POWER

# HEIGHTENED SENSES 1



**Action:** Passive.

**Duration:** Permanent.

**Range:** Varies.

**Effect:** The character can sense things roughly twice as far away as normal. They also have an **edge** on Vigilance checks to perceive things, and enemies have **trouble** on checks they make to sneak past the character.

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**Multiverse**  
**Role-Playing Game**

1  
RANK

POWER

# HEIGHTENED SENSES 2



**Action:** Passive.

**Duration:** Permanent.

**Range:** Varies.

**Effect:** The character can sense things roughly four times as far away as normal.

Their senses are so sharp that they can use some of them to compensate for the loss of others (say, if blinded or deafened). They can even listen to the heartbeat of a person in the same room to see if they are lying—although this is as reliable as a traditional lie de-

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tector: far from 100% and not admissible in court.

They also have a **double edge** on Vigilance checks to perceive things, and enemies have **double trouble** on checks they make to sneak past the character.

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RANK

# POWER ICONIC WEAPON



**Action:** Passive.

**Duration:** Permanent.

**Range:** Self.

**Effect:** The character is known for owning and using a unique and powerful weapon, like Mjolnir (Thor's hammer) or Captain America's shield. The Narrator must approve the details of this weapon. This power can be taken more than once, but each time must be with a different weapon.

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RANK

# POWER



## INSPIRATION

**Action:** Standard.

**Duration:** 1 round.

**Range:** Earshot (approx 100 spaces).

**Effect:** The character inspires an ally in earshot. The ally gains an **edge** on all action checks until the start of the character's next turn.

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RANK

POWER



INTEGRITY

**Action:** Passive.

**Duration:** Permanent.

**Range:** Self.

**Effect:** The character can use their Logic defense score against Ego attacks too.

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**Multiverse**  
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1  
RANK

# POWER



## MIGHTY 1

**Action:** Passive.

**Duration:** Permanent.

**Range:** Self.

**Effect:** Treat the character as one size bigger for lifting, carrying, swinging and throwing things. They also add +1 to their Melee damage multiplier, and they gain a +1 bonus to Melee checks other than attacks.

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**Multiverse**  
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2  
RANK

POWER



## MIGHTY 2

**Action:** Passive.

**Duration:** Permanent.

**Range:** Self.

**Effect:** Treat the character as two sizes bigger for lifting, carrying, swinging and throwing things. They also add +2 to their Melee damage multiplier, and they gain a +2 bonus to Melee checks other than attacks.

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**MARVEL**

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**Multiverse**  
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3  
RANK

POWER



## MIGHTY 3

**Action:** Passive.

**Duration:** Permanent.

**Range:** Self.

**Effect:** Treat the character as three sizes bigger for lifting, carrying, swinging and throwing things. They also add +3 to their Melee damage multiplier, and they gain a +3 bonus to Melee checks other than attacks.

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**Multiverse**  
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4  
RANK

POWER



## MIGHTY 4

**Action:** Passive.

**Duration:** Permanent.

**Range:** Self.

**Effect:** Treat the character as four sizes bigger for lifting, carrying, swinging and throwing things. They also add +4 to their Melee damage multiplier, and they gain a +4 bonus to Melee checks other than attacks.

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**MARVEL**

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**Multiverse**  
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1  
RANK

POWER



## REINFORCED SKELETON

**Action:** Passive.

**Duration:** Permanent.

**Range:** Self.

**Effect:** The character gains Health Damage Reduction 1.

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**MARVEL**

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**Multiverse**  
**Role-Playing Game**

3  
RANK

POWER



## SHAPE-SHIFT

**Action:** Standard/Reaction.

**Trigger:** The character is attacked or otherwise in danger.

**Duration:** Permanent.

**Range:** Self.

**Effect:** The character can change into another form no more than one size bigger or smaller than their regular form.

When in any form, the character has access to the natural abilities of that form. For instance, if they transformed into a bird, they could fly, or when transformed into a fish, they can breathe water.

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**Multiverse**  
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1  
RANK

POWER

# SLOW-MOTION DODGE



**Action:** Reaction.

**Trigger:** An enemy makes an attack against the character's Agility defense.

**Duration:** Instant.

**Range:** Self.

**Effect:** The enemy has **trouble** on the attack.

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**Multiverse**  
**Role-Playing Game**

1  
RANK

# POWER



## STURDY 1

**Action:** Passive.

**Duration:** Permanent.

**Range:** Self.

**Effect:** The character's body is so sturdy that they have Health Damage Reduction 1.

If this power stems from armor or anything else removable—like Iron Man's armor—the character should apply the Tech Reliance trait to it.

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**MARVEL**

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**Multiverse**  
**Role-Playing Game**

2  
RANK

# POWER



## STURDY 2

**Action:** Passive.

**Duration:** Permanent.

**Range:** Self.

**Effect:** The character's body is so sturdy that they have Health Damage Reduction 2.

If this power stems from armor or anything else removable—like Iron Man's armor—the character should apply the Tech Reliance trait to it.

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**MARVEL**

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**Multiverse**  
**Role-Playing Game**

4  
RANK

# POWER



## STURDY 3

**Action:** Passive.

**Duration:** Permanent.

**Range:** Self.

**Effect:** The character's body is so sturdy that they have Health Damage Reduction 3.

If this power stems from armor or anything else removable—like Iron Man's armor—the character should apply the Tech Reliance trait to it.

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**MARVEL**

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**Multiverse**  
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6  
RANK

# POWER



## STURDY 4

**Action:** Passive.

**Duration:** Permanent.

**Range:** Self.

**Effect:** The character's body is so sturdy that they have Health Damage Reduction 4.

If this power stems from armor or anything else removable—like Iron Man's armor—the character should apply the Tech Reliance trait to it.

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**MARVEL**

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**Multiverse**  
**Role-Playing Game**

1  
RANK

# POWER



## UNCANNY 1

**Action:** Passive.

**Duration:** Permanent.

**Range:** Self.

**Effect:** Any damage multiplier for attacks against the character's Focus is reduced by 1. If this power is part of a battle suit, the power is integrated into a removable helmet. Otherwise, it's a part of the character.

If this power stems from armor or anything else removable—like Magneto's helmet—the character should apply the Tech Reliance trait to it.

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**MARVEL**

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**Multiverse**  
**Role-Playing Game**

2  
RANK

# POWER



## UNCANNY 2

**Action:** Passive.

**Duration:** Permanent.

**Range:** Self.

**Effect:** Any damage multiplier for attacks against the character's Focus is reduced by 2. If this power is part of a battle suit, the power is integrated into a removable helmet. Otherwise, it's a part of the character.

If this power stems from armor or anything else removable—like Magneto's helmet—the character should apply the Tech Reliance trait to it.

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**MARVEL**

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**Multiverse**  
**Role-Playing Game**

4  
RANK

# POWER



## UNCANNY 3

**Action:** Passive.

**Duration:** Permanent.

**Range:** Self.

**Effect:** Any damage multiplier for attacks against the character's Focus is reduced by 3. If this power is part of a battle suit, the power is integrated into a removable helmet. Otherwise, it's a part of the character.

If this power stems from armor or anything else removable—like Magneto's helmet—the character should apply the Tech Reliance trait to it.

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**Multiverse**  
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6  
RANK

POWER



## UNCANNY 4

**Action:** Passive.

**Duration:** Permanent.

**Range:** Self.

**Effect:** Any damage multiplier for attacks against the character's Focus is reduced by 4. If this power is part of a battle suit, the power is integrated into a removable helmet. Otherwise, it's a part of the character.

If this power stems from armor or anything else removable—like Magneto's helmet—the character should apply the Tech Reliance trait to it.

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**MARVEL**

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**Multiverse**  
**Role-Playing Game**

1  
RANK

POWER



WISDOM

**Action:** Passive.

**Duration:** Permanent.

**Range:** Self.

**Effect:** The character can use their Ego defense score against Logic attacks too.

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FOCUS

# MARVEL

## Multiverse Role-Playing Game

1  
RANK

# POWER



## WISECRACKER

**Action:** Reaction.

**Trigger:** The character succeeds in an attack on an enemy in earshot, or an enemy in earshot fails an attack on them.

**Duration:** Instant.

**Range:** Earshot (approx 100 spaces).

**Effect:** The character cracks a joke at the enemy's expense. Make an Ego attack.

On a success, the attack causes regular Focus damage. On a Fantastic success, the damage is doubled, and the target is stunned for one round.

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**MARVEL**

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**Multiverse**  
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