

POWER SET



ELEMENTAL CONTROL

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- Elemental Barrier
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- Elemental Push
- Elemental Reinforcement
- Elemental Ricochet
- Elemental Suffocation
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POWER SETS



ELEMENTAL CONTROL EFFECTS

Air:	Target is knocked <i>prone</i> for one round.
Chemical:	Target is <i>corroding</i> .
Earth:	Target moves at half speed for one round.
Electricity:	Target is <i>stunned</i> for one round.
Energy:	Target becomes <i>blinded</i> for 1 round.
Fire:	Target is set <i>ablaze</i> .
Force:	Target gains <i>trouble</i> on all actions for one round.
Hellfire:	Target takes damage split equally between Health and Focus.
Ice:	Target is <i>paralyzed</i> for one round.
Iron:	Target is <i>pinned</i> for one round.
Sound:	Target is <i>deafened</i> for one round.
Toxin:	Target is <i>poisoned</i> .
Water:	Target is <i>surprised</i> until the end of the next round.

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ELEMENTAL BARRAGE



Action: Standard.

Duration: Instant.

Range: See Power text.

Effect: The character designates a space within their line of sight. The attack can affect every enemy within 10 spaces of that. The character makes a single Ego check and compares it to each target's Resilience defense.

Affected enemies take half regular damage. On a Fantastic success, they take full regular damage and the elemental type's special effect.

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ELEMENTAL BARRIER



Action: Standard.

Duration: Concentration.

Range: 10 spaces x rank and Line of Sight.

Effect: The character forms a wall of their element within their line of sight and up to 10 spaces away per rank. This covers up to 2 spaces across (vertically/horizontally) per their rank. The character makes an Agility check and compares the results against the Agility defense of any target in the affected spaces.

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On a success, the character chooses which side of the barrier the target winds up on. On a failure, the target chooses. On a Fantastic success, the target suffers the element's special effect too.

Attacks against the barrier are against the character's Ego defense. Any attacks against it that do 10 points of damage or less are instantly absorbed, and the barrier continues. If an attack does more than 10 points of damage, it destroys the barrier. Either way, the attack leaves those behind the barrier unharmed.

2
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ELEMENTAL BLAST



Action: Standard.

Duration: Instant.

Range: 10 spaces.

Effect: The character makes a ranged attack with an **edge** at an enemy in line of sight. For this attack, add +1 to the character's Agility damage bonus for every 2 points of Focus they spend.

On a success, an affected target takes that total damage. On a Fantastic success, an affected target takes double that total damage and suffers the elemental type's special effect.

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ELEMENTAL BURST



Action: Standard.

Duration: Instant.

Range: 10 spaces.

Effect: The character makes a ranged attack against an enemy in line of sight.

If the attack is a success, it inflicts regular damage. On a Fantastic success, the enemy takes double damage instead and the elemental type's special effect.

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ELEMENTAL FORM



Action: Standard.

Duration: Permanent.

Range: Self.

Effect: The character's body is made entirely of their element, which gives them a steady supply of their element to use and makes them essentially unkillable. When they lose all their Health, their form loses its cohesion and falls apart. When they have at least 1 Health—which they can gain back over time, normally—they can re-form.

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If the character wishes to use their elemental body in unusual ways, they should pick Plasticity powers. If they wish to be able to be fully human at times, they should take the Shape-Shift power.

2
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ELEMENTAL GRAB



Action: Standard.

Duration: Concentration.

Range: 5 spaces x rank.

Effect: The character makes an Ego attack against a target's Melee defense within 5 spaces times the character's rank.

If the attack is a success, the character grabs the target with their element. On a Fantastic success, the target can also be pinned and suffers the element's special effect.

Breaking free requires a successful Melee check against target number 20.

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ELEMENTAL INFUSION



Action: Standard.

Duration: Concentration.

Range: Self.

Effect: The character infuses their energy into a handheld weapon in their grasp. When the character gets a Fantastic success attacking with the weapon, add the energy's special effect.

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ELEMENTAL PRISON



Action: Standard.

Duration: Concentration.

Range: 5 spaces x rank and Line of Sight.

Effect: The character picks a point within their line of sight and traps any chosen targets within up to 5 spaces times their rank—in a prison comprised of their element. When the Elemental Prison is formed, the character makes an Ego check and compares the results against the Agility defense of targets inside the enclosed spaces.

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On each success, the character traps the target within the prison's perimeter. On a Fantastic success, such imprisoned people suffer full damage and the element's special effect too.

Attacks against the prison are against the character's Ego defense. Any attacks against the prison are absorbed as if made against the character's Elemental Protection power, and the prison continues.

If an attack does more damage than the character's Elemental Protection power can sustain, it destroys the prison, but no one inside is harmed. The cost to activate this power is equal to character's Elemental Protection.

2
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ELEMENTAL PROTECTION 1



Action: Standard/Reaction.

Trigger: The character is attacked or otherwise in danger.

Duration: Concentration.

Range: Self.

Effect: The character protects themselves with their element. Any attacks against them that do 10 points of damage or less are instantly absorbed, and the protection continues.

If an attack does more than 10 points of damage, it destroys the protection. Either way, the character remains unharmed.

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ELEMENTAL PROTECTION 2



Action: Standard/Reaction.

Trigger: The character is attacked or otherwise in danger.

Duration: Concentration.

Range: Self.

Effect: The character protects themselves with their element. Any attacks against them that do 20 points of damage or less are instantly absorbed, and the protection continues.

If an attack does more than 20 points of damage, it destroys the protection. Either way, the character remains unharmed.

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ELEMENTAL PROTECTION 3



Action: Standard/Reaction.

Trigger: The character is attacked or otherwise in danger.

Duration: Concentration.

Range: Self.

Effect: The character protects themselves with their element. Any attacks against them that do 30 points of damage or less are instantly absorbed, and the protection continues.

If an attack does more than 30 points of damage, it destroys the protection. Either way, the character remains unharmed.

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ELEMENTAL PROTECTION 4



Action: Standard/Reaction.

Trigger: The character is attacked or otherwise in danger.

Duration: Concentration.

Range: Self.

Effect: The character protects themselves with their element. Any attacks against them that do 40 points of damage or less are instantly absorbed, and the protection continues.

If an attack does more than 40 points of damage, it destroys the protection. Either way, the character remains unharmed.

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POWER ELEMENTAL PUSH



Action: Standard.

Duration: Instant.

Range: 10 spaces.

Effect: The character makes an Ego attack against the target's Agility defense.

If the attack succeeds, the character can move the target in any direction, up to 1 space times the character's rank. On a Fantastic success, the target also takes regular damage, is knocked prone and suffers the element's special effect.

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ELEMENTAL REINFORCEMENT



Action: Reaction.

Trigger: Damage gets through an elemental power.

Duration: Instant.

Range: Self.

Effect: The character can transfer any Health damage that gets through an elemental power that grants damage protection to their Focus instead, leaving the protection intact.

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ELEMENTAL RICOCHET



Action: Standard.

Duration: Instant.

Range: 10 spaces \times rank.

Effect: The character makes a ranged attack against a target in line of sight.

If the attack is a success, it inflicts regular damage. On a Fantastic success, energy also bounces off the first target to another in line of sight, and the character can make a new attack against that target, adding the new range to the previous attack's range. This can be repeated until an attack is not fantastic.

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ELEMENTAL SPHERE



Action: Standard or Reaction.

Duration: Concentration.

Range: 5 spaces x rank.

Effect: The character envelops themselves—and any chosen people within up to 5 spaces times their rank—in a protective sphere comprised of their element. When the sphere is formed, the character makes an Ego check and compares the results against the Agility defense of unwanted characters in the enclosed spaces.

On a success, the character can move any unwanted people within the sphere's perimeter to spaces outside of the sphere.

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On a Fantastic success, such moved people suffer full damage and the element's special effect.

Attacks against the sphere are against the character's Ego defense. Any attacks against the sphere are absorbed as if made against the character's Elemental Protection power, and the sphere continues.

If an attack does more damage than the character's Elemental Protection power can sustain, it destroys the sphere, but no one inside is harmed. The cost to activate this power is equal to the character's Elemental Protection.

4
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ELEMENTAL SUFFOCATION



Action: Standard/Reaction.

Trigger: The target is grabbed with Elemental Grab.

Duration: Instant.

Range: Varies.

Effect: The character makes an Ego attack against the grabbed target's Resilience defense.

If the attack is a success, the target takes regular damage. On a Fantastic success, the target can also be pinned and suffers the element's special effect.

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With elements that aren't suited to suffocation, this power chokes the target instead.

4
RANK

POWER



SUPERNOVA

Action: Standard.

Duration: Instant.

Range: 10 spaces.

Effect: The character makes an Ego check and compares that against the Resilience defense of every enemy within 10 spaces. For these attacks, add +1 to the character's Ego damage bonus for every 2 points of Focus they spend.

On a success, an affected target takes half that total damage. On a Fantastic success, an affected target takes full damage and suffers the elemental type's special effect.

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