

# POWER SET



## MAGIC

- Astral Form
- Bolts of Balthakk
- Brain Drain
- Crimson Bands of Cyttorak
- Dispel Spell
- Exorcism
- Flames of the Faltine
- Hellfire Chains
- Hex Bolt
- Icy Tendrils of Ikthalon
- Images of Ikonn
- Jinx
- Leech Life
- Mists of Morpheus
- Mists of Munnopor
- Penace Stare
- Possess Vehicle
- Possession
- Powerful Hex
- Probability-Manipulation Hex
- Protection Hex
- Sense Sins
- Sense Supernatural
- Shield of the Seraphim
- Summon Portal
- Vapors of Valtorr
- Winds of Watoomb

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# POWER SETS



## MAGIC

Magic is a complex power set with all sorts of wild powers. Players and Narrators should be careful with such powers, as they can be easier to abuse than others. Remember that no matter what the rules might say, all players should try to play in the spirit of the game. There are several basic types of magic:

***Chaos Magic:***

#Chaotic

Arising from contact with the dark lord Chthon, these powers are unpredictable. Such powers are rare and powerful.

***Demonic Magic:***

#Cursed

Derived from a relationship with demons and other dark figures, most users of Demonic Magic are tormented by their powers and harbor complicated feelings about them.

***Sorcery:***

#Sorcerous

Users of this power have spent time studying this sort of magic and understand its underlying principles. Many of the powers are well-known and battle-tested spells that many sorcerers wield.

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2  
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## ASTRAL FORM



**Action:** Standard.

**Duration:** Concentration.

**Range:** Self.

**Effect:** The character can project an avatar into the Astral Plane, leaving their physical body in a deep trance in the real world, where it is vulnerable to attack. While in the Astral Plane, they can interact with other characters in the Astral Plane, but they are intangible, invisible and generally undetectable in the real world. However, they can sense things in the real world.

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If the character is Rank 4 or higher, they can also take on a transparent form that can be seen in the real world.

While in the Astral Plane, the character can fly, and in combat, their Flight Speed is equal to their rank times their Run Speed. Outside of combat, they can move 10 times as fast.

2  
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POWER

# BOLTS OF BALTHAKK



**Action:** Standard.

**Duration:** Instant.

**Range:** Line of Sight (up to 200 spaces).

**Effect:** The character makes an Ego check with an **edge** against the Agility defense of a target in their 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 is stunned for one round.

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2  
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## BRAIN DRAIN

**Action:** Reaction.

**Trigger:** The target is grabbed.

**Duration:** Instant.

**Range:** Self.

**Effect:** The character makes an Ego attack against the target's Vigilance.

If it succeeds, the target takes regular Focus damage, and the character heals half that much Focus for themselves. On a Fantastic success, the character heals their full Focus damage instead.

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3  
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# CRIMSON BANDS OF CYTTORAK



**Action:** Standard.

**Duration:** Concentration.

**Range:** 20 spaces.

**Effect:** The character makes an Ego check with an **edge** against the Melee defense of a target in their line of sight.

If the attack is a success, the crimson bands paralyze the target. On a Fantastic success, the target can be pinned too. Breaking out of the crimson bands requires a Melee check with target number 20.

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4  
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## DISPEL SPELL

**Action:** Standard.

**Duration:** Instant.

**Range:** Line of Sight.

**Effect:** The character makes an Ego check against the Ego defense of a target using a magic power that requires concentration.

On a success, the target's concentration on that power is broken. On a Fantastic success, the target's concentration is broken entirely.

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4  
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## EXORCISM

**Action:** Standard.

**Duration:** Instant.

**Range:** Reach.

**Effect:** The character attempts to remove the possessor from a possessed target. The character makes an Ego check against the possessor's Ego defense.

On a success, the possessor's concentration is broken, ending the possession. On a Fantastic success, all of the possessor's concentrations are broken, and the possessor is stunned for one round too.

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2  
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## FLAMES OF THE FALTINE



**Action:** Standard.

**Duration:** Instant.

**Range:** 10 spaces.

**Effect:** The character makes an Ego check against the Agility defense of a target in their line of sight.

If the attack is a success, it inflicts regular damage. On a Fantastic success, the target takes double damage and then suffers 5 points of damage at the end of every round until someone uses an action to put out the flames.

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2  
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# HELLFIRE CHAINS



**Action:** Standard.

**Duration:** Concentration.

**Range:** 10 spaces x rank.

**Effect:** The character summons chains covered in hellfire and can use them to bind or smash targets. They can attack anyone within 10 spaces per rank and line of sight. Make an Ego attack.

On a success, the target takes regular Health damage. On a Fantastic success, the target is grabbed and paralyzed too.

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If a target is grabbed by the hellfire chains, on each subsequent round, the character can make an Ego check against the target's Resilience defense to inflict regular Health damage and regular Focus damage. Breaking free from the hellfire chains requires a Melee check with a target number of 20.

2  
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## HEX BOLT

**Action:** Standard.

**Duration:** Concentration.

**Range:** 10 spaces.

**Effect:** The character fires a hex bolt at a foe. Make an Ego check against the target's Agility defense.

On a success, the attack does regular damage. On a Fantastic success, it does double damage and causes the target **trouble** for one round.

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2  
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## ICY TENDRILS OF IKTHALON



**Action:** Standard.

**Duration:** Instant.

**Range:** 10 spaces.

**Effect:** The character makes an Ego check against the Agility defense of a target in their line of sight.

If the attack is a success, it inflicts regular damage. On a Fantastic success, the enemy takes double that total damage and is paralyzed by the ice.

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2  
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## IMAGES OF IKONN



**Action:** Standard.

**Duration:** Concentration.

**Range:** Varies.

**Effect:** The character creates one sound and sight illusory duplicate per rank of one person they've met (including themselves). The duplicates look and sound exactly like the original and are under the character's complete control. They start in the same space as the character and instantly move into any open space around them, up to 2 spaces away, during which time the

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character can swap places with any of the duplicates.

If the character is duplicating themselves, the character's player should secretly record which one is the actual character.

The duplicates can move up to 10 spaces away from the character, and they can pretend to attack (and miss) opponents. Any attack that hits a duplicate instantly removes it. If the character successfully attacks someone or does something else to make the truth evident, the illusion ends.

This spell can also be used to see through someone else's illusion. When used in this way, it gives the character a **double edge** on their Ego check.

2  
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## JINX

**Action:** Standard.

**Duration:** Concentration.

**Range:** Line of Sight (up to 200 spaces).

**Effect:** The character makes an Ego check against the target's Ego defense. If it succeeds, the target has **trouble** on all actions. On a Fantastic success, the target loses their next standard action.

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2  
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## LEECH LIFE

**Action:** Reaction.

**Trigger:** Target is grabbed.

**Duration:** Instant.

**Range:** Reach.

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

If it succeeds, the target takes regular Health damage, and the character heals half that much Health for themselves. On a Fantastic success, the character heals the full Health damage instead.

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**3**  
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# MISTS OF MORPHEUS



**Action:** Standard.

**Duration:** Concentration.

**Range:** Line of Sight (up to 200 spaces).

**Effect:** The character makes an Ego check against the target's Vigilance defense.

On a success, the target is stunned and remains that way while the character concentrates. On a Fantastic success, the target falls asleep instead.

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2  
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# MISTS OF MUNNOPOR



**Action:** Standard.

**Duration:** Concentration.

**Range:** 100 spaces x rank.

**Effect:** The character creates a thick fog for up to 100 spaces per rank around them that blocks all line of sight beyond 10 spaces and keeps people or creatures inside it from flying, gliding or webslinging.

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1  
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# PENANCE STARE



**Action:** Standard.

**Duration:** Instant.

**Range:** 3 spaces x rank.

**Effect:** The character makes an Ego attack against a target character within 3 spaces per rank.

If it's a success, the target takes Focus damage. On a Fantastic success, the target takes double damage and is paralyzed for one round. Characters with the Heroic tag take half the listed damage from this power in either case.

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If a target is shattered by this power, they can recover, but they come back in one of two ways. Either they are cleansed of their sins and ready to make a new start with a clean slate, or their emotions are drained from them permanently. How this works in each case is up to the Narrator.

**3**  
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# POSSESS VEHICLE



**Action:** Standard.

**Duration:** Concentration.

**Range:** Reach.

**Effect:** The character takes magical control of a vehicle they are inside of or touching. Hellfire engulfs the outside of the vehicle, but it does no damage to it.

Anyone that comes into contact with it, though, takes regular damage with a damage multiplier equal to the character's rank. On a Fantastic success, it inflicts regular Health damage and regular Focus damage instead.

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The character controls the vehicle by will, as long as it is within 20 spaces times the character's rank. They use their Ego for all checks to operate it, and they get an **edge** on all such checks.

The vehicle's speed doubles. It can climb walls at this speed and can even make jumps at that same speed.

5  
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## POSSESSION

**Action:** Standard.

**Duration:** Concentration.

**Range:** Line of Sight (up to 200 spaces).

**Effect:** The character makes an Ego check with **trouble** against the Ego defense of a character who has no Focus left. On a success, the character takes over the target's body completely.

The character's Ego defense is the target number for any checks to end the possession.

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If the character attempts to harm someone with the possessed body, the target gets to make an Ego check to end the possession. If the target has the Heroic tag, they get an **edge** on the check.

If the character attempts to harm the possessed body, the target gets an **edge** on the check. If they have the Heroic tag, they get a **double edge**.

2  
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## POWERFUL HEX

**Action:** Standard.

**Duration:** Varies.

**Range:** Self.

**Effect:** The character casts a hex that allows them to use any other power that they have the rank to use, even if they would not normally meet the power's other prerequisites. They must pay whatever the regular Focus cost is for that power, plus 5 Focus.

If the duration of the used power is permanent, it is concentration for the character instead. If the power is a num-

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bered permanent power (like Mighty 3), the Focus cost is 5 times that number instead. (Mighty 3 would cost 15 Focus).

3  
RANK

POWER



# PROBABILITY MANIPULATION HEX

**Action:** Standard/Reaction.

**Duration:** Concentration.

**Range:** 5 spaces x rank.

**Effect:** When an ally within 5 spaces times the character's rank attempts a check on which they have **trouble**, this hex eliminates all **trouble** and gives them an **edge** instead.

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3  
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## PROTECTION HEX

**Action:** Standard.

**Duration:** Concentration.

**Range:** Self.

**Effect:** The character produces a hex to help protect themselves. Make an Ego check.

The result is now the character's defense against any attack. If the result isn't as high as the character would like, they can end the hex and try again later. On a Fantastic success, the hex also grants Health Damage Reduction 1 for its duration.

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1  
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## SENSE SINS

**Action:** Standard.

**Duration:** Instant.

**Range:** Reach.

**Effect:** The character looks into a target's eyes and makes an Ego check against the target's Ego defense.

On a success, the character can sense what sorts of horrible things the target has done. On a Fantastic success, they can sense what sorts of horrible things the target intends to do in the immediate future.

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1  
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POWER

# SENSE SUPERNATURAL



**Action:** Standard.

**Duration:** Concentration.

**Range:** 100 spaces x rank.

**Effect:** The character can reach out with their mind to sense the presence of supernatural people, places or things within 100 spaces per rank. This tells them the location of the supernatural thing and its general status.

If a target or targets wish to remain undetected, the character must make an Ego check and compare it against each target's Vigilance defense.

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If they succeed, they sense the target. On a Fantastic success, they can also identify if the target is cursed or demonic.

3  
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POWER

# SHIELD OF THE SERAPHIM



**Action:** Standard/Reaction.

**Trigger:** The character is the target of an attack against their Agility defense.

**Duration:** Concentration.

**Range:** Self.

**Effect:** The character produces a magical shield that protects them from physical damage. 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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4  
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# POWER SUMMON PORTAL



**Action:** Standard.

**Duration:** Concentration.

**Range:** Reach.

**Effect:** The character opens a glowing portal in a space next to them that teleports anything that enters it between that space and its destination, which forms a matched glowing portal in the other place. This can be between any two points in the Multiverse, as long as the character has seen the destination. Anything can move through the portal in either direction until it is closed, which the character can do at will.

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3  
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POWER

# VAPORS OF VALTORR



**Action:** Standard.

**Duration:** Concentration.

**Range:** 25 spaces x rank.

**Effect:** The character creates an inky mist for up to 25 spaces per rank around them that blocks all line of sight beyond 5 spaces. On later turns, the character can have the mist attacks one target at a time. Make an Ego check against the target's Vigilance defense.

On a success, the attack does regular damage. On a Fantastic success, it does double damage and blinds the target for one turn.

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2  
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# POWER

## WINDS OF WATOOMB



**Action:** Standard/Reaction.

**Trigger:** Damage gets through the Shield of the Seraphim.

**Duration:** Instant.

**Range:** Varies.

**Effect:** The character conjures swirling winds that they control. All movement by a foe within 10 spaces per the character's rank is cut in half.

The character can also use this spell to push away smoke, mist or fog. If such a thing was created by a power, the character makes an Ego check with an **edge**

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against the Ego defense of the opposing controller.

On a success, the controller's power ends. On a Fantastic success, the controller is knocked prone.

Additionally, the Winds of Watoomb can be used to reinforce the Shield of the Seraphim. The character can transfer any Health damage that gets through the Shield of the Seraphim's protection to their Focus instead, leaving the Shield of the Seraphim intact.