

POWER SET

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NARRATIVE

- Cannot Lose
- DNA Manipulation
- Duplicate Self
- Instant Evolution
- Restart

MARVEL

Multiverse
Role-Playing Game

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CANNOT LOSE

Action: Narrative.

Duration: Permanent.

Range: Self.

Effect: The character cannot lose any challenge or contest in which they participate. This is not the same as winning, so if there is a possibility that they neither win nor lose, that satisfies the conditions of not losing.

The character must be careful about picking sides in any conflict. Their influence means the side they pick is the one most likely to prevail. However, their

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power may also compel them to switch sides so they don't lose, even if that's not how they would prefer events to transpire. This prevents the character from simply choosing a winner in any conflict.

The character cannot shut off this power, so it can sometimes feel more like a curse than a blessing.

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DNA MANIPULATION

Action: Narrative.

Duration: Permanent.

Range: Varies.

Effect: The character is able to identify, copy and manipulate DNA in themselves and others. They can use this to create a body from scratch that they can then occupy by using the Copy Psyche power.

In addition, the character can cause latent mutant powers to manifest upon command, both in their own body and in that of others.

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They can also copy DNA from other people and insert it into their body to fool security systems into thinking that they are members of a particular genetic group or family line.

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DUPLICATE SELF

Action: Narrative.

Duration: Permanent.

Range: Varies.

Effect: With this power the character can make copies of themselves. The duplicates are full-fledged, identical copies of the original person, including all of their current clothing. They are indistinguishable from the original, right down to the genetic level.

The number of duplicates a character can have is theoretically unlimited. As a practical matter, though, characters with

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this power prefer to keep track of their duplicates and don't go to outrageous lengths with their numbers.

While duplicates generally take orders from the character, they are independent people who may balk at doing things they would find painful or distasteful. Often, a duplicate highlights an aspect of the character's personality, for good or bad, so they may act differently than the original would.

There is no limit to the amount of time a duplicate can exist. They can operate entirely independently and can even have their own adventures throughout the Multiverse.

The character has no direct control over their duplicates. They can generally trust them to work together, help the character and execute the character's plans, but there can be exceptions. The character and the duplicates always know who the original character is, although others may have a hard time telling them apart.

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INSTANT EVOLUTION

Action: Narrative.

Duration: Permanent.

Range: Varies.

Effect: The character instantly adapts to any threats against them. They develop new powers or abilities that can protect them from the threat. However, they don't have direct control over how this happens.

For instance, if trapped in a dark room, they develop the ability to see in the dark. If being shot at, their power might give them bulletproof skin, allow

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them to turn intangible or perhaps break the gun. It's up to the Narrator how the power works in any specific situation.

The power always serves to save the character, but it doesn't care about other people nearby, whether innocent bystanders or the character's best friends. If a bomb is about to go off in a room, for example, this power might make the character bomb-proof or perhaps able to stop the bomb, or it might simply teleport them a safe distance away, leaving everyone else in danger.

Once the specific danger to the character is over, the extra abilities disappear, as they are no longer needed. They never linger, no matter how much the character might want them to.

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RESTART

Action: Narrative.

Duration: Permanent.

Range: Varies.

Effect: When the character dies, the entire timeline restarts from the moment of their first consciousness, and they retain the memories from their previous lives. This gives them the chance to start over multiple times, although they have to live through those years in real time.

There may be a limit to the number of times the character can restart, but they might not know it. A character with

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precognition might be able to tell how many lives are ahead of them—or perhaps just give a range—but there's no way to know for sure. It could be that they'll restart their lives indefinitely, or their present life could be their last one.

There's only so much that one person can do when facing the grand sweep of history, but even one life's knowledge can give a character a huge advantage for improving their personal situation. It's easy to build wealth when you know what the future brings.

This power should be used rarely, if at all. If the players go through an entire adventure only to have the timeline get reset out of the blue, they might feel like they've been cheated. On the other hand, if the point of an adventure is to reset a timeline to prevent a horrible thing from happening, that could transform it from a rug-pull into a moment of triumph.