

# POWER SET



## OMNIVERSAL TRAVEL

### **DIMENSIONAL**

- Dimensional Portal
- Dimensional Travel
- Dimensional Travel Other
- Dimensional Travel Together

### **MULTIVERSAL**

- Multiversal Portal
- Multiversal Travel
- Multiversal Travel Other
- Multiversal Travel Together

### **DREAMTIME**

- Enter Dreams
- Enter Dreams Together
- Enter Dreamtime
- Enter Dreamtime Together

### **TIME**

- Instant Replay
- Time-Out
- Time-Out Bubble
- Time-Out Tag
- Time Portal
- Time Travel
- Time Travel Other
- Time Travel Together
- Time Portal

**MARVEL**

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

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# DIMENSIONAL PORTAL



**Action:** Standard.

**Duration:** Concentration.

**Range:** Reach.

**Effect:** The character opens a glowing portal in a space next to them that moves anything that enters it between that space and its destination, which forms a matched glowing portal in the other place.

The other end of the portal must be in a clear space in another dimension that the character has been to. Anything can move through the portal in either direction until it is closed, which the character can do at will.

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# DIMENSIONAL TRAVEL



**Action:** Standard/Movement.

**Duration:** Instant.

**Range:** Varies.

**Effect:** The character instantly moves from their current dimension to another dimension within the same universe. For instance: from Earth to Asgard, Limbo or K'un-Lun.

When they move to the other dimension, they can arrive in any place they've been to before. Otherwise, they arrive at the most common entrance to that dimension.

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## DIMENSIONAL TRAVEL OTHER

**Action:** Standard/Movement/Reaction.

**Trigger:** The target is grabbed.

**Duration:** Instant.

**Range:** Reach.

**Effect:** The character makes an Ego check against the Vigilance defense of a target they have grabbed. If the check is successful, the character can send the target to another dimension.

The target can be sent to any location in that dimension that the character has been to before. Otherwise, the target arrives at the most common entrance to that dimension.

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## DIMENSIONAL TRAVEL TOGETHER

**Action:** Standard/Movement/Reaction.

**Trigger:** The target is grabbed.

**Duration:** Instant.

**Range:** Reach.

**Effect:** The character moves to a different dimension, taking any person they are touching with them. If the target does not wish to come along, the character must grab them first.

When they move to the other dimension, they can arrive in any place they've been to before. Otherwise, they arrive at the most common entrance to that dimension.

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# POWER INSTANT REPLAY



**Action:** Reaction.

**Trigger:** The character fails a check.

**Duration:** Instant.

**Range:** Self.

**Effect:** Once per battle, the character can make a second attempt at a check that they just failed, erasing and replacing the first attempt entirely.

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# MULTIVERSAL PORTAL



**Action:** Standard.

**Duration:** Concentration.

**Range:** Reach.

**Effect:** The character opens a glowing portal in a space next to them that moves anything that enters it between that space and its destination, which forms a matched glowing portal in the other place. The other end of the portal must be in a clear space in another universe that the character has been to. Anything can move through the portal in either direction until it is closed, which the character can do at will.

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# MULTIVERSAL TRAVEL



**Action:** Standard/Movement.

**Duration:** Instant.

**Range:** Self.

**Effect:** The character instantly moves from their current universe to another universe. For instance: from Earth-616 to Earth-65. When they move to the other universe, they can arrive in any place they've been to before. Otherwise, they arrive at the closest available corresponding space in the other universe.

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## MULTIVERSAL TRAVEL OTHER

**Action:** Standard/Movement/Reaction.

**Trigger:** The target is grabbed.

**Duration:** Instant.

**Range:** Reach.

**Effect:** The character makes an Ego check against the Vigilance of a target they have grabbed.

If the check is successful, the character can send the target to another universe. The target can be sent to any location in that universe that the character has been to before. Otherwise, the target arrives at the closest available corresponding space in the other universe.

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# MULTIVERSAL TRAVEL TOGETHER

**Action:** Standard/Movement/Reaction.

**Trigger:** The target is grabbed.

**Duration:** Instant.

**Range:** Reach.

**Effect:** The character moves to a different universe, taking any person they are touching with them. If the target does not wish to come along, the character must grab them first.

When they move to the other universe, they can arrive in any place they've been to before. Otherwise, they arrive at the closest available corresponding space in the other universe.

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## TIME PORTAL

**Action:** Standard.

**Duration:** Concentration.

**Range:** Reach.

**Effect:** The character opens a glowing portal in a space next to them that moves anything that enters it between that space and its destination, which forms a matched glowing portal in the other place.

The other end of the portal must be in a clear space in another period of time, in roughly the same place. Anything can move through the portal in either direction until it is closed, which the character can do at will.

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## TIME TRAVEL

**Action:** Standard/Movement.

**Duration:** Instant.

**Range:** Self.

**Effect:** The character instantly moves from their current time to another time—for instance, from the present to 1962. When they move to the other time, they can arrive in any place they've been to before. Otherwise, they arrive at the closest available corresponding space in the other time.

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## TIME TRAVEL OTHER

**Action:** Standard/Movement/Reaction.

**Trigger:** The target is grabbed.

**Duration:** Instant.

**Range:** Reach.

**Effect:** The character makes an Ego check against the Vigilance defense of a target they have grabbed.

If the check is successful, the character can send the target to another time. The target can be sent to any location in that time that the character has been to before. Otherwise, the target arrives at the closest available corresponding space in the other time.

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## TIME TRAVEL TOGETHER

**Action:** Standard/Movement/Reaction.

**Trigger:** The target is grabbed.

**Duration:** Instant.

**Range:** Reach.

**Effect:** The character moves to a different time, taking any person they are touching with them. If the target does not wish to come along, the character must grab them first.

When they move to the other time, they can arrive in any place they've been to before. Otherwise, they arrive at the closest available corresponding space in the other time.

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## TIME-OUT

**Action:** Standard/Reaction.

**Trigger:** The character or an ally is attacked.

**Duration:** 1 round x rank.

**Range:** Varies.

**Effect:** The character freezes time for everyone but themselves. During this period, they can act normally while everyone else seems to be frozen in place.

Using this power costs 15 Focus per round. The character can choose to activate the power for the maximum duration or choose to stop at any time. However long, they must pay the Focus cost for each round.

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## TIME-OUT BUBBLE



**Action:** Standard/Reaction.

**Trigger:** The character or an ally is attacked.

**Duration:** 1 round  $\times$  rank.

**Range:** 1 space  $\times$  rank.

**Effect:** The character creates a time bubble that affects themselves and any chosen allies within 1 space per rank. Within the bubble, the character and those allies can act normally while everyone else seems to be frozen in place.

Using this power costs 15 Focus per round. The character can choose to ac-

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tivate the power for the maximum duration or choose to stop at any time. However long, they must pay the Focus cost for each round.

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## TIME-OUT TAG

**Action:** Standard/Reaction.

**Trigger:** The character or an ally is attacked.

**Duration:** 1 round x rank.

**Range:** Reach.

**Effect:** The character freezes time for one person or thing within their reach. Everything and everyone else can act normally. If the target does not wish to be frozen, the character must grab them first.

Using this power costs 15 Focus per round. The character can choose to ac-

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tivate the power for the maximum duration or choose to stop at any time. However long, they must pay the Focus cost for each round.

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## ENTER DREAMS

**Action:** Standard/Movement.

**Duration:** Instant.

**Range:** Varies.

**Effect:** The character instantly moves either into or out of another person's dream. To do so, the dreamer must be asleep. The character has no direct control over the dream, but they can observe it and speak with people inside it, including the dreamer.

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## ENTER DREAMS TOGETHER

**Action:** Standard/Movement/Reaction.

**Duration:** Instant.

**Range:** Varies.

**Effect:** The character moves into another person's dream, taking any person they are touching with them. If the target does not wish to come along, the character must grab them first. The visitors to the dream have no direct control over the dream, but they can observe it and speak with people inside it, including the dreamer.

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## Multiverse Role-Playing Game

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# ENTER DREAMTIME



**Action:** Standard/Movement.

**Duration:** Instant.

**Range:** Varies.

**Effect:** The character instantly moves either into or out of Dreamtime. While there, they can observe the dreams of anyone who is asleep at the time. However, they cannot enter any individual's dream. When they leave Dreamtime for the real world, they return to the place where they began their journey.

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# ENTER DREAMTIME TOGETHER

**Action:** Standard/Movement/Reaction.

**Duration:** Instant.

**Range:** Varies.

**Effect:** The character instantly moves either into or out of Dreamtime, taking any person they are touching with them. If the target does not wish to come along, the character must grab them first. While there, they can observe the dreams of anyone who is asleep at the time. However, they cannot enter any individual's dream. When they leave Dreamtime for the real world, they return to the place where they began their journey.

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