

POWER SET



PHASING

- ☐ Disrupt Electronics
- ☐ Disrupt Nerves
- ☐ Disrupt Person
- ☐ Partial Phase
- ☐ Phase Object
- ☐ Phase Other
- ☐ Phase Self
- ☐ Phase Walk
- ☐ Quick Phase

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Multiverse
Role-Playing Game

2
RANK

POWER



DISRUPT ELECTRONICS

Action: Standard.

Duration: Instant.

Range: Reach.

Effect: When phasing through electronics, the character can scramble them, causing them to either shut down or crash. In the case of powers that are Tech Reliant (and feature electronics), they are unusable for one turn while they reboot.

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DISRUPT NERVES

Action: Standard.

Duration: Instant.

Range: Reach.

Effect: When phasing through a person, the character can attempt to scramble their nervous system. The character makes an Ego check against the target's Resilience defense.

On a success, the target is stunned for one round. On a Fantastic success, the target also falls prone.

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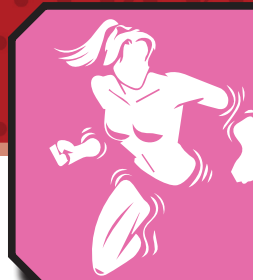
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DISRUPT PERSON

Action: Standard.

Duration: Instant.

Range: Reach.

Effect: The character becomes the slightest bit solid while phasing themselves or a phased weapon through someone. They make a close attack.

On a success, the attack does normal damage, ignoring any Health Damage Reduction. On a Fantastic success, the attack does double damage instead, ignoring any Health Damage Reduction, and the target is stunned for one round.

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PARTIAL PHASE

Action: Standard.

Duration: Concentration.

Range: Self.

Effect: The character has greater control over their phasing ability. They can make any portion of their body and clothing tangible or intangible, as they like.

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PHASE OBJECT

Action: Standard.

Duration: Concentration.

Range: Reach.

Effect: The character can make any object they are touching intangible. The object (and things attached to or inside of it) can be up to their rank in sizes bigger than them. For example, if they are Rank 5, the object can be 5 sizes bigger than them. For an average person, this would be Gargantuan.

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PHASE OTHER

Action: Standard/Reaction

Trigger: The target is grabbed.

Duration: Concentration

Range: Reach.

Effect: The character can make any person (and their clothing) they are touching intangible. The character can also phase any people the initial person is touching or grabbing. People the character has phased remain tangible to each other.

If the target does not wish to be phased, the character must grab them

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first. When contact is broken, the phasing for those no longer in contact with the character (even indirectly) ends.

If a person is inside something when they stop phasing, they are automatically pushed out of it but take damage from the disruption equal to a standard action check. The damage multiplier is 1 for every space they must move to reach a clear area. If this kills them, their body is trapped inside the material they were phased into.

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PHASE SELF

Action: Standard.

Duration: Concentration.

Range: Self.

Effect: The character (and their clothing) becomes intangible and can move through anything as if it wasn't there. Nothing can physically affect them, nor can they affect anything else that is not phasing along with them.

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3**RANK**

POWER



PHASE WALK

Action: Standard/Reaction.

Duration: Concentration.

Range: Self.

Effect: When phasing, the character can move freely in any direction through anything—not just air, but also water, buildings and so on—at their Run Speed. The character can take anything or anyone they are phasing along with them.

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QUICK PHASE

Action: Reaction.

Duration: Concentration.

Range: Self.

Trigger: The character is attacked.

Effect: The character and their clothing can instantly become intangible.

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