POWER SET

POWER CONTROL

- ❑ Boost Powers
- ❑ Bump Power
- ❑ Clone Moves
- ❑ Clone Powers
- ❑ Copy Ability
- ❑ Copy Power
- ❑ Copy Trait
- ❑ Dampen Power
- ❑ Power Slider
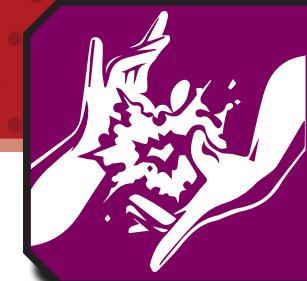- ❑ Shut Down Powers
- ❑ Steal Powers
- ❑ Swap Powers
- ❑ Swipe Power

MARVEL

Multiverse
Role-Playing Game

4 RANK

BOOST POWERS

Action: Standard.

Duration: Concentration.

Range: 5 spaces.

Effect: The character picks one character within 5 spaces and boosts all of their powers. If the powers have ranges or effective areas or durations, these are doubled. If the powers affect a damage multiplier, add 1 to the effects. Any effects that normally happen with a Fantastic success automatically happen on any success, not just a Fantastic one.

15+ FOCUS

If the target's powers have costs, the character must pay the highest of them or a minimum of 15 Focus.

2 RANK

BUMP POWER

Action: Standard.
Duration: Concentration.
Range: 5 spaces.
Effect: The character picks one power from another character within 5 spaces and boosts it. If the power has ranges or effective areas or durations, these are doubled. If the power affects a damage multiplier, add 1 to the effect. Any effects that normally happen with a Fantastic success automatically happen on any success, not just a Fantastic one.

If the power has a cost, the character must pay it as well, with a minimum of 5 Focus.

5+ FOCUS

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2 RANK

CLONE MOVES

Action: Standard.
Duration: Concentration.
Range: 10 spaces and Line of Sight.
Effect: The character picks another character within 10 spaces and in their line of sight and duplicates all their powers that could be selected with the Special Training origin. They can now use those powers as if they were always theirs. If the copied powers have costs, the character must pay the highest of them, or a minimum of 5 Focus.

When the character uses a copied power, they must pay any cost normally as well.

5+ FOCUS

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4 RANK

CLONE POWERS

Action: Standard.
Duration: Concentration.
Range: 10 spaces.
Effect: The character picks another character within 10 spaces and duplicates all of their powers. They can now use those powers as if they were always theirs. If the target's powers have costs, the character must pay the highest of them, or a minimum of 15 Focus.

When the character uses a copied power, they must pay any cost normally as well.

15+ FOCUS

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1 RANK

COPY ABILITY

Action: Standard.

Duration: Concentration.

Range: 10 spaces.

Effect: The character picks one ability score of another character within 10 spaces and duplicates it. They now use that ability score in place of their own.

0 FOCUS

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2 RANK

COPY POWER

Action: Standard.

Duration: Concentration.

Range: 10 spaces.

Effect: The character picks one power a target within 10 spaces has and duplicates it. They can now use it as if it was always theirs. When the character uses such a power, they must pay any cost normally as well.

5 FOCUS

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1 RANK

COPY TRAIT

Action: Standard.

Duration: Concentration.

Range: 10 spaces.

Effect: The character picks one trait another character within 10 spaces has and duplicates it. They can now use it as if it was always theirs.

0 FOCUS

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1 RANK

DAMPEN POWER

Action: Standard.
Duration: Concentration.
Range: 20 spaces.
Effect: The character picks one power from another character within 20 spaces and makes an Ego attack against them.

On a success, they reduce the power's effectiveness. If the power has ranges or effective areas or durations, these are halved. If the power affects a damage multiplier, subtract 1 from the effect. The power can no longer enjoy Fantastic successes.

If the power has a Focus cost, the character must also pay that cost to dampen it.

Va FOCUS

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3 RANK

POWER SLIDER

Action: Passive.
Duration: Permanent.
Range: Varies.
Effect: The character has a single criterion that affects the strength of their powers on a spectrum. The character starts off normal, but they can become boosted or dampened from there.

When things are going well for the character, all of their other powers are boosted. If the powers have ranges or effective areas or durations, these are doubled. If the powers affect damage multipliers, add 1 to the effects.

0 FOCUS

Any effects that normally happen on a Fantastic success automatically happen on any success, not just a Fantastic one. Also, anything that would dampen their powers only brings them back to normal.

When things are going poorly for the character, all of their other powers are dampened. If the powers have ranges or effective areas or durations, these are halved. If the powers affect damage multipliers, subtract 1 from the effects. The powers can no longer enjoy Fantastic successes. Also, anything that would boost their powers only brings them back to normal.

These effects last for a single combat or—if they happen outside of combat—a single day.

RANK 4

POWER

SHUT DOWN POWERS

Action: Standard.

Duration: Concentration.

Range: 20 spaces.

Effect: The character picks another character within 20 spaces and makes an Ego attack against them.

On a success, they remove all of a target's powers. If the target's powers have costs, the character must pay the highest of them, or a minimum of 15 Focus.

15+ **FOCUS**

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4 RANK

STEAL POWERS

Action: Standard/Reaction.
Trigger: The target is grabbed.
Duration: Concentration.
Range: Reach.
Effect: The character makes an Ego attack against the grabbed target.

On a success, they remove all of the target's powers and take them for their own. They can now use those powers as if they were always theirs. If the target's powers have costs, the character must pay the highest of them, or a minimum of 15 Focus.

When the character uses a power, they must pay any cost normally as well.

15+ FOCUS

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3 RANK

SWAP POWERS

Action: Standard/Reaction.
Trigger: The character is attacked.
Duration: Concentration.
Effect: The character makes an Ego attack against a target they can see within 2 spaces per the character's rank. If the target's powers have costs, the character must pay the highest of them, or a minimum of 10 Focus.

On a success, they swap all of their non-Swap powers with the target's powers. Both characters can now use their new powers as if they had always

10+ FOCUS

had them. When either character uses a swapped power, they must pay any cost for it normally as well.

3 RANK

SWIPE POWER

Action: Standard/Reaction.
Trigger: The target is grabbed.
Duration: Concentration.
Range: Reach.
Effect: The character makes an Ego attack against the grabbed target.

On a success, they remove one of the target's powers and take it for their own. They can now use that power as if it was always theirs. If the power has a cost, the character must pay it or a minimum of 10 Focus.

When the character uses the power, they must pay any cost normally as well.

10+ FOCUS

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