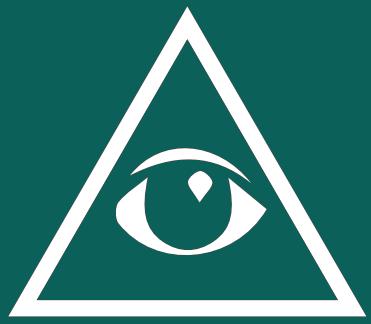


POWER SET



SIXTH SENSE

- Cosmic Awareness
- Danger Sense
- Detect Supers
- Intuition
- Microscopic Awareness
- Postcognition 1
- Postcognition 2
- Postcognition 3
- Postcognition 4
- Precognition 1
- Precognition 2
- Precognition 3
- Precognition 4

MARVEL

Multiverse
Role-Playing Game

4
RANK

POWER COSMIC AWARENESS



Action: Standard.

Duration: Concentration.

Range: Unlimited.

Effect: The character can sense selected things at any distance from them, as long as they are in the same universe as what they are attempting to detect. This can include the location, relative velocity and overall emotional and physical status of any item, creature or group known to the character.

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FOCUS

MARVEL

Multiverse
Role-Playing Game

2
RANK

POWER



DANGER SENSE

Action: Passive.

Duration: Permanent.

Range: Self.

Effect: Even if the character doesn't get a Fantastic result on their initiative check, they get a turn during the bonus round of any combat they are in. This works even if no one else in the combat can act in the bonus round.

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FOCUS

MARVEL

Multiverse
Role-Playing Game

1
RANK

POWER



DETECT SUPERS

Action: Standard.

Duration: Concentration.

Range: Varies.

Effect: The character can sense anyone within a certain distance of them who has super-powers. This reveals a count of the number of people who have powers and their rough distance and direction from the character. It doesn't supply any other information, like name, appearance, the type of powers and so on.

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FOCUS

Note that powers that can be picked by someone with the *Special Training* origin are not considered super-powers.

When the character picks this power, they have two options. They can take the power as it is, or they can limit it to detecting powers from a single origin, like Mutant or Alien (including all subtypes). If they take the regular power, its range is 5 miles. If they take a limited power, its range is 25 miles. For example, the character can have Detect Supers with a range of 5 miles or Detect Supers: Mutants with a range of 25 miles.

2
RANK

POWER



INTUITION

Action: Standard.

Duration: Instant.

Range: Self.

Effect: When faced with a decision, the character can get a feeling about which choice would be best for them in the long run. When activating this power, the player presents the choice to the Narrator, and the Narrator tells them which choice the intuition is leading the character toward.

Characters should take care when using this power. What is best for them

5

FOCUS

might not be best for the rest of the team or anyone else they care about. Also, what's best in the long run might not be best for the character in the short run. In fact, what's best is often up for interpretation.

2
RANK

POWER

MICROSCOPIC AWARENESS



Action: Standard.

Duration: Concentration.

Range: 1 space x rank.

Effect: The character can see and identify items that would normally require a microscope to detect, much less comprehend. This includes things like fingerprints, a single strand of hair and even a person's DNA. In the case of DNA, the character can use this to identify a person and link them to close relatives with similar DNA.

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FOCUS

MARVEL

Multiverse
Role-Playing Game

2
RANK

POWER



POSTCOGNITION 1

Action: Standard.

Duration: Instant.

Range: Self.

Effect: The character can sense what happened to a particular person, place or item within their reach—including themselves—in the past six hours.

If using the power to analyze a person, they sense the events from the person's point of view, using that person's senses. If the person is unconscious, dead or otherwise senseless at any point during that time, the character cannot sense anything at those points either.

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FOCUS

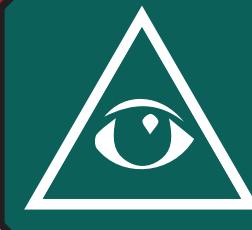
If using the power to analyze a place, the character can sense everything that happened in that place over that period of time, using their own senses. It seems to the character as if they are standing in their current location and position.

If using the power to analyze an item, the character senses how the item was affected or used over that period of time, no matter where it was located or how it moved. They can sense things as if the item had their senses.

The character can fast-forward and rewind through the period of time and stop at interesting parts, allowing them to play out in real time.

3
RANK

POWER



POSTCOGNITION 2

Action: Standard.

Duration: Instant.

Range: Reach.

Effect: The character can sense what happened to a particular person, place or item within their reach—including themselves—in the past 24 hours. Otherwise, this power works the same as Postcognition 1.

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FOCUS

MARVEL

Multiverse
Role-Playing Game

4
RANK

POWER



POSTCOGNITION 3

Action: Standard.

Duration: Instant.

Range: Reach.

Effect: The character can sense what happened to a particular person, place or item within their reach—including themselves—in any 24-hour period in the past year. Otherwise, this power works the same as Postcognition 1.

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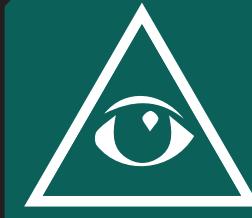
FOCUS

MARVEL

Multiverse
Role-Playing Game

5
RANK

POWER



POSTCOGNITION 4

Action: Standard.

Duration: Instant.

Range: Reach.

Effect: The character can sense what happened to a particular person, place or item within their reach—including themselves—in any week-long period in the past century. Otherwise, this power works the same as Postcognition 1.

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FOCUS

MARVEL

Multiverse
Role-Playing Game

2
RANK

POWER



PRECOGNITION 1

Action: Standard.

Duration: Instant.

Range: Reach.

Effect: The character gains a sense of what is going to happen to a particular person, place or item within their reach—including themselves—in the next 24 hours. The further out any particular future is, the harder it is for the character to be certain about elements of that future. However, they can sense broad paths. Especially perilous or likely (or worse, both) possibilities often stand out like beacons in the night.

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FOCUS

The player can ask the Narrator a single question about the day ahead and get an honest answer based upon what the Narrator thinks is most likely to happen. The Narrator should give short and direct answers without detailed explanations. It is perfectly fine for the answer to be cryptic and to leave the player with more questions than they started with.

These answers do not dictate what is fated to happen. They only give hints as to possible futures. The choices the players make and the chances they take have a tremendous impact upon these outcomes.

3
RANK

POWER



PRECOGNITION 2

Action: Standard.

Duration: Instant.

Range: Varies.

Effect: The character gains a sense of what is going to happen to a particular person, place or item within their reach—including themselves—in the next week. Otherwise, this power works the same as Precognition 1.

Alternatively, the character can consider the fate of something within a mile of their location (rather than within their reach) over the next 24 hours.

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FOCUS

The character simply closes their eyes and thinks about the thing in question, which must be something they already know about.

4
RANK

POWER



PRECOGNITION 3

Action: Standard.

Duration: Instant.

Range: Varies.

Effect: The character gains a sense of what is going to happen to a particular person, place or item within their reach—including themselves—in the next month. Otherwise, this power works the same as Precognition 1.

Alternatively, the character can consider the fate of something within a mile of their location (rather than within their reach) over the next week, or something

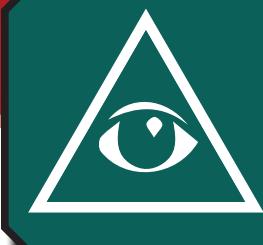
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FOCUS

within 100 miles of their location over the next 24 hours. The character simply closes their eyes and thinks about the thing in question, which must be something they already know about.

5
RANK

POWER



PRECOGNITION 4

Action: Standard.

Duration: Instant.

Range: Varies.

Effect: The character gains a sense of what is going to happen to a particular person, place or item within their reach—including themselves—in the next year. Otherwise, this power works the same as Precognition 1.

Alternatively, the character can consider the fate of something within a mile of their location (rather than within their reach) over the next month, or some-

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FOCUS

thing within 100 miles of their location over the next week, or something within 1,000 miles of their location over the next 24 hours. The character simply closes their eyes and thinks about the thing in question, which must be something they already know about.