

POWER SET



TELEPATHY

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MARVEL

Multiverse
Role-Playing Game

1
RANK

POWER



ANIMAL BOND

Action: Standard.

Duration: Concentration.

Range: Varies.

Effect: The character can communicate telepathically with one animal of their choice, and they must have befriended the animal before. They cannot switch to another animal unless the animal dies, but they can select this power multiple times if desired.

The communication can be verbal, visual or even more complex, such as imparting location information. There is



FOCUS

no limit to the distance of the communication, as long as the character and the animal are in the same dimension.

Animals with a telepathic bond are generally willing to communicate, even if they aren't friendly. Bonded animals often do whatever the character asks, even if it might put them in danger.

1
RANK

POWER



ANIMAL COMMUNICATION

Action: Standard.

Duration: Concentration.

Range: 500 spaces.

Effect: The character can communicate telepathically with one taxonomic order of animals, such as birds, mammals, fish, amphibians and so on. They can call out to them as a group up to 500 spaces per rank away, and they can communicate specifically with ones they have met or at least seen.

They cannot switch to another taxonomic order, but they can select this



FOCUS

power multiple times if desired. The communication with the animals can be verbal, visual or even more complex, such as imparting location information. There is no limit to the distance of the communication, as long as the character and the animals are in the same dimension.

Friendly animals often do whatever the character asks, as long as it doesn't put them in danger—and they may be willing to risk even that for one they consider a friend. Hostile animals simply ignore all such requests—which make them a poor choice for communication.

2 RANK

POWER



ASTRAL FORM



Action: Standard.

Duration: Concentration.

Range: Self.

Effect: The character can project an avatar into the Astral Plane, leaving their physical body in a deep trance in the real world, where it is vulnerable to attack. While in the Astral Plane, they can interact with other characters in the Astral Plane, but they are intangible, invisible and generally undetectable in the real world. However, they can sense things in the real world.

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If the character is Rank 4 or higher, they can also take on a transparent form that can be seen in the real world.

While in the Astral Plane, the character can fly, and in combat, their Flight Speed is equal to their rank times their Run Speed. Outside of combat, they can move 10 times as fast.

2 RANK

POWER



BORROW SENSES

Action: Standard.

Duration: Concentration.

Range: See Telepathic Link.

Effect: The character can use the full senses of someone or something with whom they have established a telepathic link or bond. While they do, they retain the use of their own senses too.

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Role-Playing Game

2
RANK

POWER



CLOAK

Action: Standard.

Duration: Concentration.

Range: 20 spaces x rank.

Effect: The character uses a mirage to block their presence from the minds of people within 20 spaces per rank. Cameras (for instance) can still record them, but when people look in the character's direction, they see nothing there.

The target number for anyone trying to detect the character is the character's Logic defense.

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Role-Playing Game

3 RANK

POWER



CLOAK GROUP

Action: Standard.

Duration: Concentration.

Range: 20 spaces x rank.

Effect: Using a mirage, the character blocks their presence—and the presence of up to one other person per rank, within 10 spaces—from the minds of people within 20 spaces per rank. Cameras (for instance) can still record them, but when people look in the characters' direction, they see nothing there.

The target number for anyone trying to detect the character or the others protected is the character's Logic defense.

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FOCUS

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2 RANK

POWER



COMMAND

Action: Standard.

Duration: 1 round.

Range: See Telepathic Link.

Effect: The character gives an order to a target with whom they've established a Telepathic Link. The character makes a Logic check against the target's Logic defense.

On a success, the target complies with the order. On a Fantastic success, the character gains an **edge** the next time they use this power against this same target.

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FOCUS

The command must be something that can be completed in a single action. If it involves harming someone, the character has **trouble** on the check. If it would cause the target to harm themselves, the character has **double** **trouble** on the check.

4

RANK

POWER



COPY PSYCHE

Action: Standard.

Duration: Instant.

Range: Varies.

Effect: The character can copy the mind of a person with whom they have established a telepathic link and store it in their own mind. This power can also be used to transmit a mind—either theirs or a stored copy of someone else’s—into the mind of another person with whom they’ve established a telepathic link. Additionally, it can be used to erase a copy of a mind from a person’s brain.

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A character can hold up to one extra mind in their head for every rank the character has. The person whose mind was copied suffers no ill effects.

The character can have conversations with the minds stored in their head, and the guest minds can try to influence the character's decisions and actions. If the character wants to know something that's in a guest mind, they can use the Mind Reading power on it. However, they don't have to first establish a telepathic link to do so.

At the end of every day that a character has more than one mind in their head, they must make a Resilience vs. TN 10 action check.

5 RANK

POWER



DOMINATION

Action: Standard.

Duration: Permanent.

Range: See Telepathic Link.

Effect: The character dominates a target with whom they've established a Telepathic Link and who has no Focus left. The character makes a Logic check with **trouble** against the target's Logic defense.

On a success, the target is completely dominated and follows the character's orders. On a Fantastic success, the character gains an **edge** the next time they use this power against this same target.

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FOCUS

The result of the character's check is the target number for any attempts by the target to end the domination. If any order involves harming someone, the target gets to make a Logic check to end the domination. If the target has the Heroic tag, they get an **edge** on the check.

If the order would cause the target to harm themselves, the target gets an **edge** on the check. If they have the Heroic tag, they get a **double edge**.

4 RANK

POWER



EDIT MEMORY

Action: Standard.

Duration: Permanent.

Range: See Telepathic Link.

Effect: The character alters the memory of a target with whom they've established a Telepathic Link. This can be as simple as erasing a chunk of the target's memory or as complicated as implanting entirely new memories. The Narrator sets the target number based on how complex the new memory is and how hard it would be to integrate such memories into the character's other memories.

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The character makes a Logic check against the target's Logic defense. On a success, the memories are altered. On a Fantastic success, the target has **trouble** on checks to refute such memories in the future.

Any time the target is given good reason to doubt the edited memory, they can make a Logic check to refute the new version of their memories and recover their original memories. If they succeed, they remember both the original memory and the edited one. On a Fantastic success, they know for sure who did this to them.

1
RANK

POWER



ESP

Action: Standard.

Duration: Concentration.

Range: 100 spaces x rank.

Effect: The character can reach out with their mind to sense the presence of others within 100 spaces per rank. This tells them the person's location and general status. It can also identify if they have super-powers or not.

If a target or targets wish to remain undetected, the character must make a Logic check and compare it against each target's Vigilance defense.



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If they succeed, they sense the target. On a Fantastic success, they can also identify the source of any powers the target has.

2 RANK

POWER



FOOL

Action: Standard.

Duration: Concentration.

Range: 20 spaces x rank.

Effect: The character uses a mirage to alter their appearance in the minds of anyone within 20 spaces per rank. Cameras (for instance) can still record them normally, but when people look in the character's direction, they see someone else.

The target number for anyone trying to see through the mirage is the character's Logic defense.

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FOCUS

If the character is impersonating someone known to the other person, that person has an **edge**.

3**RANK****POWER**

GRAND FOOL

Action: Standard.

Duration: Concentration.

Range: See Power's text.

Effect: The character uses a mirage to alter their appearance—and the appearance of up to one other person per rank, within 10 spaces—in the minds of people within 20 spaces per rank. Cameras (for instance) can still record them, but when people look in the characters' direction, they see other people.

The target number for anyone trying to see through the mirage is the charac-

10**FOCUS**

ter's Logic defense. If the affected characters are impersonating people known to the other person, that person has an **edge**.

4

RANK

POWER



GRAND MIRAGE

Action: Standard.

Duration: Concentration.

Range: See Telepathic Network.

Effect: The character creates a full-sensory mirage that affects everyone in a Telepathic Network they set up who is also in the same locale. The mirage can be of anything the character desires, and it can move freely.

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FOCUS

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2 RANK

POWER



INFORMATION UPLOAD

Action: Standard.

Duration: Concentration.

Range: See Telepathic Link.

Effect: The character transmits a knowledge-based label (a trait or tag) of their own to a target with whom they have established a telepathic link- willing or not. The label lasts until the target sleeps.

The character can also impart any other kind of knowledge they have to a target this way. The process is almost instantaneous.

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1
RANK

POWER



MACHINE TELEPATHY

Action: Passive.

Duration: Concentration.

Range: Varies.

Effect: The character can communicate telepathically with one machine at a time, and they must have met or seen the machine before. The communication can be verbal, visual or even more complex, such as imparting location information. There is no limit to the distance of the communication, as long as the character and the machine are in the same dimension.



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Simple machines do not have much to offer in the way of conversation, but they are also generally compliant with requests. Complex machines-like computers, smartphones and other electronics-are also often compliant, but if they are secured in any way, they usually refuse to communicate with strangers.

A Logic check can get the character past such security, and the Narrator should set the target number according to the strength of the security.

2 RANK

POWER



MEMORY BLIP

Action: Standard.

Duration: Permanent.

Range: See Telepathic Link.

Effect: The character causes a target with whom they've established a Telepathic Link to forget something that's happened in the past hour. This gap can be up to an hour in length.

The character makes a Logic check against the target's Logic defense.

On a success, the memories are forgotten. On a Fantastic success, the target has **trouble** on checks to recover

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FOCUS

such memories in the future.

Any time the target is given good reason to question the blank in their memory, they can make a Logic check to recover their memory. If they succeed, the original memory floods back. On a Fantastic success, they know for sure who did this to them.

1
RANK

POWER



MENTAL PUNCH

Action: Standard.

Duration: Instant.

Range: Reach.

Effect: The character makes a Melee attack against a target.

If the attack is a success, it inflicts regular Focus damage (instead of Health damage). On a Fantastic success, the target takes double damage instead and is stunned for one round.



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POWER



MENTAL SHELTER

Action: Standard.

Duration: Concentration.

Range: 5 spaces.

Effect: The character extends their mental defenses to protect any chosen people within up to 5 spaces times their rank. The protected targets are granted Focus Damage Reduction equal to the character's Uncanny power.

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2 RANK

POWER



MIND INTERROGATION

Action: Standard.

Duration: 1 round.

Range: See Telepathic Link.

Effect: The character can delve into the mind of a single person with whom they have established a telepathic link. This requires a Logic check against the target's Logic defense.

On a success, the character can ask a single simple question and get the answer from the target's mind. On a Fantastic success, the character can get more complex information.

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1
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POWER



MIND READING

Action: Standard.

Duration: 1 round.

Range: See Telepathic Link.

Effect: The character can read the thoughts of a single person with whom they have established a Telepathic Link. This requires a Logic check against the target's Logic defense.

On a success, the character can read the target's surface thoughts. On a Fantastic success, the character can ask a single simple question and get the answer from the target's mind.



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3

RANK

POWER



MIRAGE

Action: Standard.

Duration: Concentration.

Range: See Telepathic Link.

Effect: The character creates a full-sensory mirage that affects any target with whom they have established a link. The mirage can be of anything the character desires, and it can move freely.

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FOCUS

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4 RANK

POWER



ORDERS

Action: Standard.

Duration: Permanent.

Range: See Telepathic Link.

Effect: The character gives an order to a target with whom they've established a Telepathic Link and who has no Focus left. The character makes a Logic check against the target's Logic defense.

On a success, the target complies with the orders. On a Fantastic success, the character gains an **edge** the next time they use this power against this same target.

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FOCUS

The command must be to do something that can be completed in an hour or less. If it involves harming someone, the character has **trouble** on the check. If it would cause the target to harm themselves, the character has **double** **trouble** on the check.

2
RANK

POWER



TELEPATHIC BLAST

Action: Standard.

Duration: Instant.

Range: Line of Sight (up to 200 spaces).

Effect: The character makes a Logic attack against a target in line of sight.

If the attack is a success, it inflicts regular Focus damage. On a Fantastic success, the target takes double damage instead and is stunned for one round.

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FOCUS

MARVEL

Multiverse
Role-Playing Game

1
RANK

POWER



TELEPATHIC LINK

Action: Standard.

Duration: Concentration.

Range: See Power text.

Effect: The character can communicate telepathically with one person at a time, and they must have met or seen the other person before. The communication can be verbal, visual or even more complex, such as imparting location information. There is no limit to the distance of the communication, as long as the character and the target are in the same dimension.



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If the other person does not wish to speak with the character, the target can automatically tune them out. To force a telepathic link, the character can make a Logic check against the target's Vigilance defense. On a failure, the character cannot attempt to communicate with the target in this way for the rest of the day.

On a success, the character can communicate with the target for one round. On a Fantastic success, the target cannot shut the character out for the rest of the day.

2 RANK

POWER



TELEPATHIC NETWORK

Action: Standard.

Duration: Concentration.

Range: Same dimension.

Effect: The character can communicate telepathically with a group of willing, linked people, each of whom they have met or seen before. The communication can be verbal, visual or even more complex, such as imparting location information. The group can number up to five people per rank. There is no limit to the distance of the communication, as long as everyone involved is in the same dimension.

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FOCUS

MARVEL

Multiverse
Role-Playing Game

5 RANK

POWER



TELEPATHIC POSSESSION

Action: Standard.

Duration: Concentration.

Range: See Telepathic Link.

Effect: The character possesses a target with whom they've established a Telepathic Link and who has no Focus left. The character makes a Logic check with **trouble** against the target's Logic defense. On a success, the character takes over the target's body completely.

The result of the character's check is the target number for any attempts by the target to end the possession. If the

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FOCUS

character attempts to harm someone with the possessed body, the target gets to make a Logic check to end the possession. If the target has the Heroic tag, they get an **edge** on the check.

If the character attempts to harm the possessed body, the target gets an **edge** on the check. If the target has the Heroic tag, they get a **double edge**.

This power can also be used to transfer the character's mind into an empty-minded target-like a fresh clone or android-permanently. This requires no check, as there is no one in the body to challenge the character's action.