

POWER SET



TELEPORTATION

- ☐ Blink
- ☐ Blink Barrage
- ☐ Blink Defense
- ☐ Swap Items
- ☐ Swap Places
- ☐ Swap Status
- ☐ Teleport 1
- ☐ Teleport 2
- ☐ Teleport Blind
- ☐ Teleport Object
- ☐ Teleport Other
- ☐ Teleport Together
- ☐ Teleportal

MARVEL

Multiverse
Role-Playing Game

1
RANK

POWER



BLINK

Action: Standard/Movement/Reaction.

Trigger: The character is attacked.

Duration: Instant.

Range: 1 space x rank.

Effect: The character teleports into a clear space they can see or have been to, up to their rank in spaces away. If someone was about to attack them and they are now out of reach or line of sight, the attack automatically fails. If they are still within reach or line of sight, the attack has **trouble** instead.



FOCUS

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2
RANK

POWER



BLINK BARRAGE

Action: Standard/Movement.

Duration: Instant.

Range: 1 space x rank.

Effect: The character teleports several times in quick succession and winds up in a clear space they can see or have been to, up to their rank in spaces away. Any attacks have **trouble** against them for one round.

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3**RANK**

POWER



BLINK DEFENSE

Action: Reaction.

Trigger: The character or an ally within reach is the subject of a ranged attack.

Duration: Instant.

Range: Self.

Effect: The character pops away just as the attack reaches them and then pops back into the same space, leaving the projectile behind. The character makes an Ego check with an **edge** against the attacker's Agility check result.

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On a success, the projectile from the attack is teleported away, someplace safe. On a Fantastic success, the attack is turned against the attacker, using the Ego check the character just made as the attack check.

1
RANK

POWER



SWAP ITEMS

Action: Standard/Reaction.

Trigger: The character is attacked.

Duration: Concentration.

Effect: The character swaps items they possess with the items of another person they can see within 2 spaces per the character's rank. These items can include weapons, clothing or anything else that is on the other person but not attached to them.

When the effect ends, the swapped items return to the people who had them originally.



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The character can swap all of their possessions, or they can be as selective as they like. The items must generally be swapped on an equal basis, but it is possible to swap something for nothing. For instance, the character could swap what's in their hands for what's in the target's hands. If they are holding nothing and the target has a pistol, they can swap the pistol for nothing.

If the person being swapped with is unwilling, the character must make an Ego check against that person's Vigilance defense to succeed.

3**RANK**

POWER



SWAP PLACES

Action: Standard/Reaction

Trigger: The character is attacked.

Duration: Concentration

Effect: The character swaps places with another person they can see within 2 spaces per the character's rank. When the effect ends, the character and the other person swap places again.

If the person being swapped with is unwilling, the character must make an Ego check against that person's Vigilance defense to succeed.

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2
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SWAP STATUS

Action: Standard/Reaction.

Trigger: The character is attacked.

Duration: Concentration.

Range: 2 spaces x rank.

Effect: The character swaps status with a target they can see within 2 spaces per the character's rank. The character can swap their entire status with the target, or they can be selective about it. Statuses they can swap include:

- | | |
|-----------------|--------------|
| ➡ Lost Health | ➡ Occupation |
| ➡ Lost Focus | ➡ Traits |
| ➡ Any condition | ➡ Tags |

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When swapping lost Health or Focus, the character and the target each take their maximum Health or Focus and subtract from it anything that the other person has lost at that moment. The same thing happens when the effect ends. This could potentially kill or shatter someone, so the character should be careful when doing this.

Example: Escapade has taken 50 points of Health damage, and she swaps her lost Health status with an A.I.M. agent who is unharmed. This brings Escapade's Health back up to full, but the A.I.M. agent only has 10 Health to start with. Taking on her lost 50 Health would kill him. However, Escapade is Heroic, so the Holding Back rules in the Core Rulebook would leave the A.I.M. agent with -9 Health instead, 1 point away from dying.

When swapping occupations, the character gains the target's position, including their authority and their responsibilities. For instance, if the character swaps occupations with the ruler of a nation, others recognize them as being the ruler for as long as the effect continues.

When the effect ends, any alterations that have happened to either character swap back to the other. For instance, if one of the characters is killed while the other lives, that would swap when the effect ends. For this reason alone, characters should take extreme care with this power.

1
RANK

POWER



TELEPORT 1

Action: Standard/Movement.

Duration: Instant.

Range: Varies.

Effect: The character teleports into a clear space they can see or have been to, up to 10 times their rank in spaces away. Outside of combat, they can teleport up to 100 times their rank in spaces away.



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1
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TELEPORT 2

Action: Standard/Movement.

Duration: Instant.

Range: Varies.

Effect: Outside of combat, the character can teleport up to 1,000 times their rank in spaces away.



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3**RANK****POWER****TELEPORT
BLIND**

Action: Standard/Movement.

Duration: Instant.

Range: 10 spaces x rank.

Effect: The character teleports to someplace they've never been and never seen, up to 10 times their rank in spaces away. Outside of combat, they can teleport up to 100 times their rank in spaces away.

If the character teleports into something solid, they are automatically pushed out of it but take damage from the disruption equal to a standard ac-

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tion 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 teleported into.

3**RANK**

POWER



TELEPORT OBJECT

Action: Standard.

Duration: Permanent.

Range: See Teleport Power.

Effect: The character can teleport, taking with them an object within reach, as far away as their Teleport power normally allows them.

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 4, the object can be up to four sizes bigger than them.

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4

RANK

POWER



TELEPORT OTHER

Action: Standard/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 teleport the target as far away as their Teleport power normally allows them in combat.

If the target winds up in something solid, they are automatically pushed

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FOCUS

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 teleported into.

3

RANK

POWER



TELEPORT TOGETHER

Action: Standard/Movement/Reaction.

Trigger: The target is grabbed.

Duration: Instant.

Range: Reach.

Effect: The character teleports, taking any person they are touching with them, into clear spaces they can see or have been to, up to 10 times their rank in spaces away. Outside of combat, they can teleport up to 100 times their rank in spaces away.

If the target does not wish to be teleported, the character must grab them first.

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4 RANK

POWER



TELEPORTAL

Action: Standard.

Duration: Concentration.

Range: Reach.

Effect: The character opens a glowing portal in a space next to them that teleports 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 the character can see or has been to, up to 10 times their rank in spaces away.

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FOCUS

Outside of combat, they can teleport up to 1,000 times their rank in spaces away. Anything can move through the portal in either direction until it is closed, which the character can do at will.