

POWER SET



WEATHER CONTROL

- Control Fog
- Control Weather 1
- Control Weather 2
- Control Weather 3
- Control Weather 4
- Thunder
- Weather Chill
- Weather Warm

MARVEL

Multiverse
Role-Playing Game

1
RANK

POWER



CONTROL FOG

Action: Standard.

Duration: Concentration.

Range: 50 spaces x rank.

Effect: The character creates a thick fog for up to 50 spaces per rank around them that blocks all line of sight beyond 10 spaces. They can also dispel any fog in a similar area.

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2
RANK

POWER

CONTROL WEATHER 1



Action: Standard.

Duration: Concentration.

Range: 5 miles across x rank.

Effect: It starts to rain in an area up to 5 miles across times the character's rank, centered on the character. All ranges are cut in half. Movement is not affected.

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3
RANK

POWER

CONTROL WEATHER 2



Action: Standard.

Duration: Concentration.

Range: 5 miles across x rank.

Effect: It starts to storm in an area up to 5 miles across times the character's rank, centered on the character. All ranges and all speeds are cut in half.

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4
RANK

POWER

CONTROL WEATHER 3



Action: Standard.

Duration: Concentration.

Range: 5 miles across x rank.

Effect: It starts to storm in an area up to 5 miles across times the character's rank, centered on the character. All ranges and all speeds are cut in half.

If the character also has the Elemental Blast (Electricity) power, they can use it as a reaction when attacked while this power is active.

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5
RANK

POWER CONTROL WEATHER 4



Action: Standard.

Duration: Concentration.

Range: 5 miles across x rank.

Effect: It starts to storm in an area up to 5 miles across times the character's rank, centered on the character. All ranges and all speeds are cut to one quarter normal, and flying is impossible.

If the character also has the Elemental Barrage (Electricity) power, they can use it as a reaction when attacked while this power is active.

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1
RANK

POWER



THUNDER

Action: Standard.

Duration: Instant.

Range: 10 spaces.

Effect: The character makes an Ego check and compares that against the Resilience defense of every character within 10 spaces. Any character the attack succeeds against is deafened. On a Fantastic success, the character is also stunned for one round.

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1
RANK

POWER



WEATHER CHILL

Action: Standard.

Duration: Concentration.

Range: 1 mile (1.6km).

Effect: The temperature in an area roughly a mile (1.6km) across falls as low as 0°F (-18°C).

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1
RANK

POWER



WEATHER WARM

Action: Standard.

Duration: Concentration.

Range: 1 mile (1.6km).

Effect: The temperature in an area roughly a mile (1.6km) across climbs as high as 100°F (38°C).

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