



BASIC

- ☐ Accuracy 1
- ☐ Accuracy 2
- ☐ Accuracy 3
- ☐ Accuracy 4
- ☐ Additional Limbs
- ☐ Anger
- ☐ Brawling
- ☐ Brilliance 1
- ☐ Brilliance 2
- ☐ Brilliance 3
- ☐ Brilliance 4
- ☐ Combat Trickery
- ☐ Discipline 1
- ☐ Discipline 2
- ☐ Discipline 3
- ☐ Discipline 4
- ☐ Disguise
- ☐ Energy Absorbtion
- ☐ Environmental Protection
- ☐ Evasion
- ☐ Flight 1
- ☐ Flight 2
- ☐ Group Flight
- ☐ Healing Factor
- ☐ Heightened Senses 1
- ☐ Heightened Senses 1
- ☐ Iconic Weapon
- ☐ Inspiration
- ☐ Integrity
- ☐ Mighty 1
- ☐ Mighty 2
- ☐ Mighty 3
- ☐ Mighty 4
- ☐ Reinforced Skeleton
- ☐ Shape-Shift
- ☐ Slow-Motion Dodge
- ☐ Sturdy 1
- ☐ Sturdy 2
- ☐ Sturdy 3
- ☐ Sturdy 4
- ☐ Uncanny 1
- ☐ Uncanny 2
- ☐ Uncanny 3
- ☐ Uncanny 4
- ☐ Wisdom
- ☐ Wisecracker

POWER SET

MARVEL MULTIVERSE

Role Playing Game



POWER SET

BASIC



ACCURACY 1

The character is an ace with ranged attacks.

Power Set: None

Prerequisites: None

Duration: Permanent

Effect: The character adds +1 to their Agility damage multiplier, and they gain a +1 bonus to Agility checks other than attacks.

POWER

MARVEL MULTIVERSE

Role Playing Game



POWER

ACCURACY 1



ACCURACY 2

The character is a sharpshooter.

Power Set: None

Prerequisites: Accuracy 1, Rank 2

Duration: Permanent

Effect: The character adds +2 to their Agility damage multiplier, and they gain a +2 bonus to Agility checks other than attacks.

POWER

MARVEL MULTIVERSE

Role Playing Game



POWER

ACCURACY 2



ACCURACY 3

*The character could hit a fly
at one hundred paces.*

Power Set: None

Prerequisites: Accuracy 2, Rank 3

Duration: Permanent

Effect: The character adds +3 to their Agility damage multiplier, and they gain a +3 bonus to Agility checks other than attacks

POWER

MARVEL MULTIVERSE

Role Playing Game



POWER

ACCURACY 3



ACCURACY 4

The character can out-target almost anyone.

Power Set: Martial Arts, Shield Bearer

Prerequisites: Accuracy 3, Rank 4

Duration: Permanent

Effect: The character adds +4 to their Agility damage multiplier, and they gain a +4 bonus to Agility checks other than attacks.

POWER

MARVEL MULTIVERSE

Role Playing Game



POWER

ACCURACY 4



ADDITIONAL LIMBS

The character has extra limbs that can grab objects and attack foes.

Power Set: None

Prerequisites: None

Duration: Permanent

Effect: The character has an additional prehensile appendage (like a tail) or a symmetrical pair of them (like arms) that can be used to lift objects, use tools or otherwise take actions that normally require the use of a hand. This grants them an edge in Melee and Agility checks.

A character can have as many additional limbs as they like—within reason—but they get no additional advantages for them.

POWER

MARVEL MULTIVERSE

Role Playing Game



POWER

ADDITIONAL LIMBS



ANGER

FOCUS
10+



*You won't like them when
they're angry.*

Power Set: None

Prerequisites: Mighty 3, Rank 4

Action: Standard or reaction

Trigger: The character is harmed by an attack.

Duration: Concentration

Effect: The character becomes angry and uses that anger to increase their strength. For every 10 points of Focus they spend, they add +15 to their Melee damage bonus and lose -2 from their Logic—and subsequently their Logic defense. While using this power, they cannot use any other powers that require concentration.

POWER

MARVEL MULTIVERSE

Role Playing Game



POWER

ANGER



BRAWLING

The character has the moves and is hard to hit.

Power Set: None

Prerequisites: None

Duration: Permanent

Effect: The character can use their Melee defense score against Agility attacks too.

POWER

MARVEL MULTIVERSE

Role Playing Game



POWER

BRAWLING



BRILLIANCE 1

The character puts their brain to work.

Power Set: None

Prerequisites: None

Duration: Permanent

Effect: The character adds +1 to their Logic damage multiplier, and they gain a +1 bonus to Logic checks other than attacks.

POWER

MARVEL MULTIVERSE

Role Playing Game



POWER

BRILLIANCE 1



BRILLIANCE 2

Everything makes more sense to the character.

Power Set: None

Prerequisites: Brilliance 1, Rank 2

Duration: Permanent

Effect: The character adds +2 to their Logic damage multiplier, and they gain a +2 bonus to Logic checks other than attacks.

POWER

MARVEL MULTIVERSE

Role Playing Game



POWER

BRILLIANCE 2



BRILLIANCE 3

Little can stop the character's mind.

Power Set: None

Prerequisites: Brilliance 2, Rank 3

Duration: Permanent

Effect: The character adds +3 to their Logic damage multiplier, and they gain a +3 bonus to Logic checks other than attacks.

POWER

MARVEL MULTIVERSE

Role Playing Game



POWER

BRILLIANCE 3



BRILLIANCE 4

The character's intelligence is unparalleled.

Power Set: None

Prerequisites: Brilliance 3, Rank 4

Duration: Permanent

Effect: The character adds +4 to their Logic damage multiplier, and they gain a +4 bonus to Logic checks other than attacks.

POWER

MARVEL MULTIVERSE

Role Playing Game



POWER

BRILLIANCE 4



COMBAT TRICKERY

FOCUS
5



*The character is a
tricky one!*

Power Set: None

Prerequisites: Rank 2

Action: Reaction

Trigger: The character makes an attack

Duration: Instant

Effect: Once per battle, when the character is attacking targets of equal or higher rank, the character automatically rolls a 1 on their Marvel die, and that die cannot be affected by trouble. If the character is attacking multiple targets, all the targets must be of equal or higher rank.

POWER

MARVEL MULTIVERSE

Role Playing Game



POWER

COMBAT TRICKERY



DISCIPLINE 1

The character works to hone their power.

Power Set: None

Prerequisites: None

Duration: Permanent

Effect: The character adds +1 to their Ego damage multiplier, and they gain a +1 bonus to Ego checks other than attacks.

POWER

MARVEL MULTIVERSE

Role Playing Game



POWER

DISCIPLINE 1



DISCIPLINE 2

The character is more in touch with their power than ever.

Power Set: None

Prerequisites: None

Duration: Permanent

Effect: The character adds +2 to their Ego damage multiplier, and they gain a +2 bonus to Ego checks other than attacks.

POWER

MARVEL MULTIVERSE

Role Playing Game



POWER

DISCIPLINE 2



DISCIPLINE 3

Few can top the character's grasp on their power.

Power Set: None

Prerequisites: Discipline 2, Rank 3

Duration: Permanent

Effect: The character adds +3 to their Ego damage multiplier, and they gain a +3 bonus to Ego checks other than attacks.

POWER

MARVEL MULTIVERSE

Role Playing Game



POWER

DISCIPLINE 3



DISCIPLINE 4

The character has mastered their power.

Power Set: None

Prerequisites: Discipline 3, Rank 4

Duration: Permanent

Effect: The character adds +4 to their Ego damage multiplier, and they gain a +4 bonus to Ego checks other than attacks.

POWER

MARVEL MULTIVERSE

Role Playing Game



POWER

DISCIPLINE 4



DISGUISE

The character appears to be someone else.

Power Set: None

Prerequisites: None

Action: Standard

Duration: Permanent

Effect: The character instantly alters their appearance so that they appear to be someone else. The target number for anyone trying to see through the disguise is the character's Ego defense. If the character is impersonating someone known to the other person, that person has an **edge**.

POWER

MARVEL MULTIVERSE

Role Playing Game



POWER

DISGUISE



ENERGY ABSORPTION

FOCUS
15



*The character turns
damage into power.*

Power Set: None

Prerequisites: Rank 4

Action: Reaction

Trigger: The character takes Health damage.

Duration: Instant

Effect: The character can take any Health damage done to them (after applying any damage reduction), ignore it and add that number to their Focus instead. In this way, they can increase their Focus up to double their regular maximum Focus. Once the combat is over, any extra Focus over the character's regular maximum Focus score fades away.

This power cannot be used again until any Focus the character gained in this way is spent.

POWER

MARVEL MULTIVERSE

Role Playing Game



POWER

ENERGY ABSORBTION



ENVIRONMENTAL PROTECTION

*Environmental effects don't
bother the character.*

Power Set: None

Prerequisites: None

Duration: Permanent

Effect: The character is not harmed by intense cold or heat, the pressure of the deep seas or the intense radiation and vacuum of space.

The player can choose any or all of these protections, as best fits with the character concept.

POWER

MARVEL MULTIVERSE

Role Playing Game



POWER

ENVIRONMENTAL PROTECTION



EVASION

*The character can
dodge fists quickly.*

Power Set: None

Prerequisites: None

Duration: Permanent

Effect: The character can use their Agility defense score against Melee attacks too.

POWER

MARVEL MULTIVERSE

Role Playing Game



POWER

EVASION



FLIGHT 1

The character can soar into the sky.

Power Set: None

Prerequisites: Rank 2

Duration: Permanent

Effect: The character can fly. Their combat Flight Speed is equal to their rank times their Run Speed. Outside of combat, they can move three times their Flight Speed.

POWER

MARVEL MULTIVERSE

Role Playing Game



POWER

FLIGHT 1



FLIGHT 2

The character can zoom across the sky.

Power Set: None

Prerequisites: Flight 1, Rank 3

Duration: Permanent

Effect: The character can fly. Their combat Flight Speed is equal to their rank times their Run Speed. Outside of combat, the character can fly up to 50 times their Flight Speed.

POWER

MARVEL MULTIVERSE

Role Playing Game



POWER

FLIGHT 2



GROUP FLIGHT

FOCUS
5

The character can carry others with them into the sky.

Power Set: None

Prerequisites: Flight 1, Rank 2

Action: Standard

Duration: Concentration

Effect: For every point of Ego the character has, they can hoist one ally into the air with them. The Flight Speed of the group is half the character's, and all affected allies must remain within 5 spaces times the character's rank. The character controls each ally's speed and position during the character's turn, but they can release any or all allies at any time.

POWER

MARVEL MULTIVERSE

Role Playing Game



POWER

GROUP FLIGHT



HEALING FACTOR

The character heals amazingly fast.

Power Set: None

Prerequisites: None

Duration: Permanent

Effect: At the end of the character's turn, they regain Health equal to their Resilience. (This works outside of combat too, quickly bringing them back to full Health.)

POWER

MARVEL MULTIVERSE

Role Playing Game



POWER

HEALING FACTOR



HEIGHTENED SENSES 1

The character has superior senses.

Power Set: None

Prerequisites: None

Duration: Permanent

Effect: The character can sense things roughly twice as far away as normal. They also have an **edge** on Vigilance checks to perceive things, and enemies have **trouble** on checks they make to sneak past the character.

POWER

MARVEL MULTIVERSE

Role Playing Game



POWER

HEIGHTENED SENSES 1



HEIGHTENED SENSES 2

The character has senses as sharp as radar.

Power Set: None

Prerequisites: Heightened Senses 1

Duration: Permanent

Effect: The character can sense things roughly four times as far away as normal. Their senses are so sharp that they can use some of them to compensate for the loss of others (say, if **blinded** or **deafened**). They can even listen to the heartbeat of a person in the same room to see if they are lying—although this is as reliable as a traditional lie detector: far from 100% and not admissible in court.

They also have a **double edge** on Vigilance checks to perceive things, and enemies have **double trouble** on checks they make to sneak past the character.

POWER

MARVEL MULTIVERSE

Role Playing Game



POWER

HEIGHTENED SENSES 2



ICONIC WEAPON

The character is known for owning and using a unique and powerful weapon.

Power Set: None

Prerequisites: None

Duration: Permanent

Effect: The character is known for owning and using a unique and powerful weapon, like Mjolnir (Thor's hammer) or Captain America's shield. The Narrator must approve the details of this weapon. This power can be taken more than once, but each time must be with a different weapon.

POWER

MARVEL MULTIVERSE

Role Playing Game



POWER

ICONIC WEAPON



INSPIRATION

The character's words inspire their allies.

Power Set: None

Prerequisites: None

Action: Standard

Duration: 1 round

Effect: The character inspires an ally in **earshot**. The ally gains an **edge** on all action checks until the start of the character's next turn.

POWER

MARVEL MULTIVERSE

Role Playing Game



POWER

INSPIRATION



INTEGRITY

The character can think their way through.

Power Set: None

Prerequisites: None

Duration: Permanent

Effect: The character can use their Logic defense score against Ego attacks too.

POWER

MARVEL MULTIVERSE

Role Playing Game



POWER

INTEGRITY



MIGHTY 1

The character is superhumanly strong.

Power Set: None

Prerequisites: None

Duration: Permanent

Effect: Treat the character as one size bigger for lifting, carrying, swinging and throwing things. They also add +1 to their Melee damage multiplier, and they gain a +1 bonus to Melee checks other than attacks.

POWER

MARVEL MULTIVERSE

Role Playing Game



POWER

MIGHTY 1



MIGHTY 2

The character could lift a bus.

Power Set: None

Prerequisites: Mighty 1, Rank 2

Duration: Permanent

Effect: Treat the character as one size bigger for lifting, carrying, swinging and throwing things. They also add +2 to their Melee damage multiplier, and they gain a +2 bonus to Melee checks other than attacks.

POWER

MARVEL MULTIVERSE

Role Playing Game



POWER

MIGHTY 2



MIGHTY 3

The character could lift a house.

Power Set: None

Prerequisites: Mighty 2, Rank 3

Duration: Permanent

Effect: Treat the character as one size bigger for lifting, carrying, swinging and throwing things. They also add +3 to their Melee damage multiplier, and they gain a +3 bonus to Melee checks other than attacks.

POWER

MARVEL MULTIVERSE

Role Playing Game



POWER

MIGHTY 3



MIGHTY 4

The character is among the strongest there are.

Power Set: None

Prerequisites: Mighty 3, Rank 4

Duration: Permanent

Effect: Treat the character as one size bigger for lifting, carrying, swinging and throwing things. They also add +4 to their Melee damage multiplier, and they gain a +4 bonus to Melee checks other than attacks.

POWER

MARVEL MULTIVERSE

Role Playing Game



POWER

MIGHTY 4



REINFORCED SKELETON

The character's bones have been reinforced or replaced with a super-strong alloy or metal.

Power Set: None

Prerequisites: None

Duration: Permanent

Effect: The character gains Health Damage Reduction 1.

POWER

MARVEL MULTIVERSE

Role Playing Game



POWER

REINFORCED SKELETON



SHAPE-SHIFT

The character can change forms.



Power Set: None

Prerequisites: Disguise, Rank 3

Action: Standard or reaction

Trigger: The character is attacked or otherwise in danger.

Duration: Permanent

Effect: The character can change into another form no more than one size bigger or smaller than their regular form.

When in any form, the character has access to the natural abilities of that form. For instance, if they transformed into a bird, they could fly. When transformed into a fish, they can breathe water.

POWER

MARVEL MULTIVERSE

Role Playing Game



POWER

SHAPE-SHIFT



SLOW-MOTION DODGE

Time seems to slow down for the character, making it easy to dodge enemy attacks.



Power Set: None

Prerequisites: None

Action: Reaction

Trigger: An enemy makes an attack against the character's Agility defense.

Duration: Instant

Effect: The enemy has **trouble** on the attack.

POWER

MARVEL MULTIVERSE

Role Playing Game



POWER

SLOW-MOTION DODGE



STURDY 1

The character has protection from physical damage.

Power Set: None

Prerequisites: None

Duration: Permanent

Effect: The character's body is so sturdy that they have Health Damage Reduction 1.

If this power stems from armor or anything else removable—like Iron Man's armor—the character should apply the **Tech Reliance** trait to it.

POWER

MARVEL MULTIVERSE

Role Playing Game



POWER

STURDY 1



STURDY 2

*The character is protected
as if by steel.*

Power Set: None

Prerequisites: Sturdy 1, Rank 2

Duration: Permanent

Effect: The character gains Health Damage Reduction 2.

POWER

MARVEL MULTIVERSE

Role Playing Game



POWER

STURDY 2



STURDY 3

The character is protected like a tank.

Power Set: None

Prerequisites: Sturdy 2, Rank 4

Duration: Permanent

Effect: The character's body is so sturdy that they have Health Damage Reduction 3.

If this power stems from armor or anything else removable—like Iron Man's armor—the character should apply the **Tech Reliance** trait to it.

POWER

MARVEL MULTIVERSE

Role Playing Game



POWER

STURDY 3



STURDY 4

The character is protected like a battleship.

Power Set: None

Prerequisites: Sturdy 3, Rank 6

Duration: Permanent

Effect: The character's body is so sturdy that they have Health Damage Reduction 4.

If this power stems from armor or anything else removable—like Iron Man's armor—the character should apply the **Tech Reliance** trait to it.

POWER

MARVEL MULTIVERSE

Role Playing Game



POWER

STURDY 4



UNCANNY 1

The character has protection against mental assaults.

Power Set: None

Prerequisites: None

Duration: Permanent

Effect: Any damage multiplier for attacks against the character's Focus is reduced by 1. If this power is part of a battle suit, the power is integrated into a removable helmet. Otherwise, it's a part of the character.

If this power stems from armor or anything else removable—like Magneto's helmet—the character should apply the **Tech Reliance** trait to it.

POWER

MARVEL MULTIVERSE

Role Playing Game



POWER

UNCANNY 1



UNCANNY 2

The character's mind is protected as if by steel.

Power Set: None

Prerequisites: Uncanny 1, Rank 2

Duration: Permanent

Effect: Any damage multiplier for attacks against the character's Focus is reduced by 2. If this power is part of a battle suit, the power is integrated into a removable helmet. Otherwise, it's a part of the character.

If this power stems from armor or anything else removable—like Magneto's helmet—the character should apply the **Tech Reliance** trait to it.

POWER

MARVEL MULTIVERSE

Role Playing Game



POWER

UNCANNY 2



UNCANNY 3

The character's mind is protected like a tank.

Power Set: None

Prerequisites: Uncanny 2, Rank 4

Duration: Permanent

Effect: Any damage multiplier for attacks against the character's Focus is reduced by 3. If this power is part of a battle suit, the power is integrated into a removable helmet. Otherwise, it's a part of the character.

If this power stems from armor or anything else removable—like Magneto's helmet—the character should apply the **Tech Reliance** trait to it.

POWER

MARVEL MULTIVERSE

Role Playing Game



POWER

UNCANNY 3



UNCANNY 4

The character's mind is protected like a battleship.

Power Set: None

Prerequisites: Uncanny 3, Rank 6

Duration: Permanent

Effect: Any damage multiplier for attacks against the character's Focus is reduced by 4. If this power is part of a battle suit, the power is integrated into a removable helmet. Otherwise, it's a part of the character.

If this power stems from armor or anything else removable—like Magneto's helmet—the character should apply the **Tech Reliance** trait to it.

POWER

MARVEL MULTIVERSE

Role Playing Game



POWER

UNCANNY 4



WISDOM

The character not only has brains but knows when to use them.

Power Set: None

Prerequisites: None

Duration: Permanent

Effect: The character can use their Ego defense score against Logic attacks too.

POWER

MARVEL MULTIVERSE

Role Playing Game



POWER

WISDOM



WISECRACKER

The character irritates a foe with their sharp wit.



Power Set: None

Prerequisites: None

Action: Reaction

Trigger: The character succeeds in an attack on an enemy in earshot, or an enemy in earshot fails an attack on them.

Duration: Instant

Effect: The character cracks a joke at the enemy's expense. Make an Ego attack. On a success, it does regular Focus damage. On a Fantastic success, the damage is doubled, and the target is **stunned** for one round.

POWER

MARVEL MULTIVERSE

Role Playing Game



POWER

WISECRACKER