



## ELEMENTAL CONTROL

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## POWER SET

# MARVEL MULTIVERSE

## Role Playing Game



**POWER SET**

**ELEMENTAL CONTROL**



## ELEMENTAL CONTROL

Each Elemental Control power set has a specific element type and an associated special effect. A character usually triggers this with a Fantastic success on checks made with that power. The special effects are as follows:

|                     |   |
|---------------------|---|
| <b>Air:</b>         | Target is knocked prone for one round.                  |
| <b>Earth:</b>       | Target moves at half speed for one round.               |
| <b>Electricity:</b> | Stuns target for one round.                             |
| <b>Energy:</b>      | Blinds target for one round.                            |
| <b>Fire:</b>        | Sets target ablaze.                                     |
| <b>Force:</b>       | Target has <b>trouble</b> on all actions for one round. |
| <b>Hellfire:</b>    | Splits damage equally between Health and Focus.         |
| <b>Ice:</b>         | Paralyzes target for one round.                         |
| <b>Iron:</b>        | Pins target for one round.                              |
| <b>Sound:</b>       | Deafens target for one round.                           |
| <b>Water:</b>       | Surprises target until the end of the next round.       |

## POWER EFFECTS

# MARVEL MULTIVERSE

## Role Playing Game



**POWER EFFECTS**

**ELEMENTAL CONTROL**



## ELEMENTAL BARRAGE

FOCUS  
15

*The character hurls a barrage of their element at their foes.*

**Power Set:** Elemental Control

**Prerequisites:** Elemental Blast, Rank 4

**Action:** Standard

**Duration:** Instant

**Effect:** The character designates a space within their **line of sight**. The attack can affect every enemy within 10 spaces of that. The character makes a single Ego check and compares it to each target's Resilience defense. Affected enemies take half regular damage. On a Fantastic success, they take full regular damage and the elemental type's special effect.

**POWER**

# MARVEL MULTIVERSE

## Role Playing Game



**POWER**

**ELEMENTAL BARRAGE**



## ELEMENTAL BARRIER

FOCUS  
5

*The character forms a wall of their element.*

**Power Set:** Elemental Control

**Prerequisites:** Elemental Blast, Rank 2

**Action:** Standard

**Duration:** Concentration

**Range:** 10 spaces x character's rank

**Effect:** The character forms a wall of their element within range and **line of sight**. This covers up to 2 spaces across (vertically/horizontally) per their rank. The character makes an Agility check and compares the results against the Agility defense of any target in the affected spaces. On a success, the character chooses which side of the barrier the target winds up on. On a failure, the target chooses. On a Fantastic success, the target suffers the element's special effect too.

Attacks against the barrier are against the character's Ego defense. Any attacks against it that do 10 points of damage or less are instantly absorbed, and the barrier continues. If an attack does more than 10 points of damage, it destroys the barrier.

POWER

# MARVEL MULTIVERSE

## Role Playing Game



**POWER**

**ELEMENTAL BARRIER**



## ELEMENTAL BLAST

FOCUS  
5+

*The character blasts a foe with their element.*

**Power Set:** Elemental Control

**Prerequisites:** Elemental Burst, Rank 2

**Action:** Standard

**Duration:** Instant

**Range:** 10 spaces

**Effect:** The character makes a ranged attack with an **edge** at an enemy in line of sight. For this attack, add +1 to the character's Agility damage bonus for every 2 points of Focus they spend. On a success, an affected target takes that total damage. On a Fantastic success, an affected target takes double that total damage and suffers the elemental type's special effect.

**POWER**

# MARVEL MULTIVERSE

## Role Playing Game



**POWER**  
**ELEMENTAL BLAST**



## ELEMENTAL BURST

*The character fires a burst of their element.*

**Power Set:** Elemental Control

**Prerequisites:** None

**Action:** Standard

**Duration:** Instant

**Range:** 10 spaces

**Effect:** The character makes a ranged attack against an enemy in **line of sight**. If the attack is a success, it inflicts regular damage. On a Fantastic success, the enemy takes double damage instead and the elemental type's special effect.

**POWER**

# MARVEL MULTIVERSE

## Role Playing Game



**POWER**

**ELEMENTAL BURST**



## ELEMENTAL FORM

*The character's body is made of their element.*

**Power Set:** Elemental Control

**Prerequisites:** Elemental Reinforcement, Rank 3

**Duration:** Permanent

**Effect:** The character's body is made entirely of their element, which gives them a steady supply of their element to use and makes them essentially unkillable. When they lose all their Health, their form loses its cohesion and falls apart. When they have at least 1 Health—which they can gain back over time, normally—they can re-form.

If the character wishes to use their elemental body in unusual ways, they should pick **Plasticity** powers. If they wish to be able to be fully human at times, they should take the **Shape-Shift** power.

**POWER**

# MARVEL MULTIVERSE

## Role Playing Game



**POWER**  
**ELEMENTAL FORM**



## ELEMENTAL GRAB

FOCUS  
5

*The character uses their element to snare a target.*

**Power Set:** Elemental Control

**Prerequisites:** Elemental Burst, Rank 2

**Action:** Standard

**Duration:** Concentration

**Range:** 5 spaces x character's rank

**Effect:** The character makes an Ego attack against a target's Melee defense. If the attack is a success, the character grabs the target with their element. On a Fantastic success, the target can also be pinned and suffers the element's special effect. Breaking free requires a successful Melee check against target number 20.

**POWER**

# MARVEL MULTIVERSE

## Role Playing Game



**POWER**  
**ELEMENTAL GRAB**



## ELEMENTAL INFUSION

FOCUS  
5

*The character infuses a weapon with their element.*

**Power Set:** Elemental Control

**Prerequisites:** Elemental Burst, Rank 2

**Action:** Standard

**Duration:** Concentration

**Effect:** The character infuses their energy into a handheld weapon in their grasp. When the character gets a Fantastic success attacking with the weapon, add the energy's special effect.

**POWER**

# MARVEL MULTIVERSE

## Role Playing Game



**POWER**

**ELEMENTAL INFUSION**



# ELEMENTAL PRISON

FOCUS  
VA

*The character can create a cage of their element.*

**Power Set:** Elemental Control

**Prerequisites:** Elemental Protection 1

**Action:** Standard

**Duration:** Concentration

**Cost:** Equal to character's Elemental Protection power

**Effect:** The character picks a point within **line of sight** and traps any chosen targets within up to 5 spaces times their rank—in a prison comprised of their element. When the Elemental Prison is formed, the character makes an Ego check and compares the results against the Agility defense of targets inside the enclosed spaces. On each success, the character traps the target within the prison's perimeter. On a Fantastic success, such imprisoned targets suffer full damage and the element's special effect too.

Attacks against the prison are against the character's Ego defense. Any attacks against the prison are absorbed as if made against the character's Elemental Protection power, and the prison continues. If an attack does more damage than the character's Elemental Protection power can sustain, it destroys the prison, but no one inside is harmed.

POWER

# MARVEL MULTIVERSE

## Role Playing Game



**POWER**  
**ELEMENTAL PRISON**



## ELEMENTAL PROTECTION 1

FOCUS  
5

*The character protects themselves with their element.*

R

**Power Set:** Elemental Control

**Prerequisites:** Elemental Barrier, Rank 2

**Action:** Standard or reaction

**Trigger:** The character is attacked or otherwise in danger.

**Duration:** Concentration

**Effect:** The character protects themselves with their element. Any attacks against them that do 10 points of damage or less are instantly absorbed, and the protection continues. If an attack does more than 10 points of damage, it destroys the protection, allowing excess damage through.

POWER

# MARVEL MULTIVERSE

## Role Playing Game



**POWER**

**ELEMENTAL PROTECTION 1**



## ELEMENTAL PROTECTION 2

FOCUS  
10

*The character's elemental protection is like armor.*



**Power Set:** Elemental Control

**Prerequisites:** Elemental Protection 1, Rank 3

**Action:** Standard or reaction

**Trigger:** The character is attacked or otherwise in danger.

**Duration:** Concentration

**Effect:** The character protects themselves with their element. Any attacks against them that do 20 points of damage or less are instantly absorbed, and the protection continues. If an attack does more than 20 points of damage, it destroys the protection, allowing excess damage through.

**POWER**

# MARVEL MULTIVERSE

## Role Playing Game



**POWER**

**ELEMENTAL PROTECTION 2**



## ELEMENTAL PROTECTION 3

FOCUS  
15

*The character's elemental protection is like a tank.*



**Power Set:** Elemental Control

**Prerequisites:** Elemental Protection 2, Rank 4

**Action:** Standard or reaction

**Trigger:** The character is attacked or otherwise in danger.

**Duration:** Concentration

**Effect:** The character protects themselves with their element. Any attacks against them that do 30 points of damage or less are instantly absorbed, and the protection continues. If an attack does more than 30 points of damage, it destroys the protection, allowing excess damage through.

**POWER**

# MARVEL MULTIVERSE

## Role Playing Game



**POWER**

**ELEMENTAL PROTECTION 3**



## ELEMENTAL PROTECTION 4

FOCUS  
20

*The character's elemental protection is like a fortress.*



**Power Set:** Elemental Control

**Prerequisites:** Elemental Protection 3, Rank 5

**Action:** Standard or reaction

**Trigger:** The character is attacked or otherwise in danger.

**Duration:** Concentration

**Effect:** The character protects themselves with their element. Any attacks against them that do 40 points of damage or less are instantly absorbed, and the protection continues. If an attack does more than 40 points of damage, it destroys the protection, allowing excess damage through.

**POWER**

# MARVEL MULTIVERSE

## Role Playing Game



**POWER**

**ELEMENTAL PROTECTION 4**



## ELEMENTAL PUSH

FOCUS  
10

*The character can move a target with their element.*

**Power Set:** Elemental Control

**Prerequisites:** Elemental Burst, Rank 3

**Action:** Standard

**Duration:** Instant

**Effect:** The character makes an Ego attack against the target's Agility defense. If the attack succeeds, the character can move the target in any direction, up to 1 space times the character's rank. On a Fantastic success, the target also takes regular damage, is knocked prone and suffers the element's special effect.

POWER

# MARVEL MULTIVERSE

## Role Playing Game



**POWER**  
**ELEMENTAL PUSH**



## ELEMENTAL REINFORCEMENT

FOCUS  
VA

*The character reinforces their powers with their element.*



**Power Set:** Elemental Control

**Prerequisites:** Elemental Protection 1

**Action:** Reaction

**Trigger:** Damage gets through an elemental power

**Duration:** Instant

**Effect:** The character can transfer any Health damage that gets through an elemental power that grants damage protection to their Focus instead, leaving the protection intact.

POWER

# MARVEL MULTIVERSE

## Role Playing Game



**POWER**

**ELEMENTAL REINFORCEMENT**



## ELEMENTAL RICOCHET

FOCUS  
10

*The character bounces the burst off one foe and into another.*

**Power Set:** Elemental Control

**Prerequisites:** Elemental Burst, Rank 3

**Action:** Standard

**Duration:** Instant

**Range:** 10 spaces x character's rank

**Effect:** The character makes a ranged attack against a target in **line of sight**. If the attack is a success, it inflicts regular damage. On a Fantastic success, energy also bounces off the first target to another in line of sight, and the character can make a new attack against that target, adding the new range to the previous attack's range. This can be repeated until an attack is not fantastic.

POWER

# MARVEL MULTIVERSE

## Role Playing Game



**POWER**

**ELEMENTAL RICOCHET**



## ELEMENTAL SPHERE

FOCUS  
VA

*The character can create a protective sphere of their element.*

R

**Power Set:** Elemental Control

**Prerequisites:** Elemental Protection 1

**Action:** Standard or reaction

**Trigger:** 10 spaces

**Duration:** Instant

**Cost:** Equal to character's Elemental Protection power

**Effect:** The character envelops themselves—and any chosen people within up to 5 spaces times their rank—in a protective sphere comprised of their element.

When the sphere is formed, the character makes an Ego check and compares the results against the Agility defense of unwanted characters in the enclosed spaces. On a success, the character can move any unwanted people within the sphere's perimeter to spaces outside of the sphere. On a Fantastic success, such moved people suffer full damage and the element's special effect.

Attacks against the sphere are against the character's Ego defense. Attacks against the sphere are absorbed as per the Elemental Protection power.

POWER

# MARVEL MULTIVERSE

## Role Playing Game



**POWER**

**ELEMENTAL SPHERE**



## ELEMENTAL SUFFOCATION

FOCUS  
15

*The character envelops a target's head in an element.*



**Power Set:** Elemental Control

**Prerequisites:** Elemental Grab, Rank 4

**Action:** Standard or reaction

**Trigger:** The target is **grabbed** with Elemental Grab.

**Duration:** Instant

**Range:** Varies

**Effect:** The character makes an Ego attack against the grabbed target's Resilience defense. If the attack is a success, the target takes regular damage. On a Fantastic success, the target can also be pinned and suffers the element's special effect.

With elements that aren't suited to suffocation, this power chokes the target instead.

**POWER**

# MARVEL MULTIVERSE

## Role Playing Game



**POWER**

**ELEMENTAL SUFFOCATION**



# SUPERNova

FOCUS  
15+

*The character blasts out a massive burst of their element*

**Power Set:** Elemental Control

**Prerequisites:** Elemental Blast, Rank 4

**Action:** Standard

**Duration:** Instant

**Effect:** The character makes an Ego check and compares that against the Resilience defense of every enemy within 10 spaces. For these attacks, add +1 to the character's Ego damage bonus for every 2 points of Focus they spend. On a success, an affected target takes half that total damage. On a Fantastic success, an affected target takes full damage and suffers the elemental type's special effect.

POWER

# MARVEL MULTIVERSE

## Role Playing Game



**POWER**  
**SUPERNova**