



ELEMENTAL CONTROL

- ☐ Elemental Barage
- ☐ Elemental Barrier
- ☐ Elemental Blast
- ☐ Elemental Burst
- ☐ Elemental Form
- ☐ Elemental Grab
- ☐ Elemental Infusion
- ☐ Elemental Prison
- ☐ Elemental Protection 1
- ☐ Elemental Protection 2
- ☐ Elemental Protection 3
- ☐ Elemental Protection 4
- ☐ Elemental Push
- ☐ Elemental Reinforcement
- ☐ Elemental Ricochet
- ☐ Elemental Suffocation
- ☐ Supernova

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:

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

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.

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