ILLUSION

- ❑ Animated Illusion
- ❑ Darkness
- ❑ Dazzle
- ❑ Deafen
- ❑ Extend Invisibility
- ❑ Flare
- ❑ Grand Illusion
- ❑ Group Invisibility
- ❑ Illumination
- ❑ Invisibility
- ❑ Mirror Images
- ❑ Silence Area
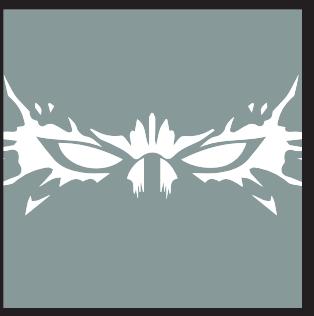- ❑ Silence Self
- ❑ Static Illusion

POWER SET

MARVEL MULTIVERSE
Role Playing Game

POWER SET

ILLUSION

When a character casts an illusion, the player should describe the illusion in detail. What does it look like? If it makes sound, what does it sound like? If it can move, how does it move?

Most characters believe the illusions they witness. If they have a reason to, they can try to disbelieve an illusion, requiring a Logic check made against the Ego defense of the character who created the illusion. If the check succeeds, the character sees through the illusion. If they communicate this to others, those characters get an **edge** on any Logic check to see through the illusion as well. On a Fantastic success on any such Logic check, the illusion ends.

Some illusions hamper or block the senses. You can't disbelieve such things, however, you can still attack things in the dark or invisible targets—as long as you have an indication that there's something there. Characters that attempt to do so have **trouble** on their attack checks.

Invisible characters gain an **edge** on Agility checks to sneak past people, and enemies gain **trouble** on Vigilance checks to perceive them. It's even harder to spot things that are invisible but aren't moving. Characters must be actively trying to percieve them in order to make a Vigilance check.
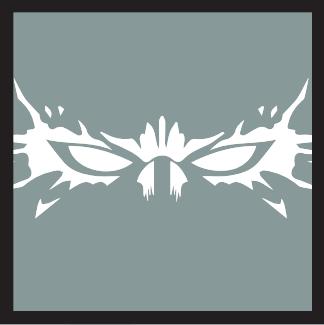
MARVEL MULTIVERSE
Role Playing Game

POWER EFFECTS
ILLUSION

ANIMATED ILLUSION

By manipulating visual light, the character creates a moving hologram.

Power Set: Illusion

Prerequisites: Static Illusion, Rank 2

Action: Standard

Duration: Concentration

Effect: The character creates a visual-only illusion anywhere in **line of sight**, within 50 spaces. The illusion can be anything up to four sizes larger than the character, and it can move freely within its limits. The character breaks concentration if they move beyond 50 spaces from the illusion or lose line of sight to it.

POWER

MARVEL MULTIVERSE
Role Playing Game

POWER

ANIMATED ILLUSION

DARKNESS

The targets become shrouded in unnatural darkness.

Power Set: Illusion

Prerequisites: Illumination, Rank 2

Action: Standard

Duration: Concentration

Effect: An area up to 5 spaces wide per the character's rank—centered on anything the character wishes, within 50 spaces—is filled with inky darkness. Those inside it cannot see anything, and no lights work within it except those generated by powers. The character must remain within 50 spaces of the affected area to avoid breaking concentration.

POWER

MARVEL MULTIVERSE
Role Playing Game

POWER

DARKNESS

DAZZLE

The character blasts a blinding light into the face of their foe.

Power Set: Illusion

Prerequisites: Illumination, Rank 2

Action: Standard

Duration: Instant

Range: 20 spaces

Effect: The character makes an Ego check against an enemy in their **line of sight** and compares that against the target's Vigilance defense. If the attack is a success, the enemy is **blinded** for 1 turn. On a Fantastic success, it also inflicts regular damage.

Alternatively, the character can blind the victim with darkness.

POWER

MARVEL MULTIVERSE
Role Playing Game

POWER

DAZZLE

DEAFEN

The character slaps silence into the target's ears.

Power Set: Illusion

Prerequisites: Illumination, Rank 2

Action: Standard

Duration: Instant

Range: 20 spaces

Effect: The character makes an Ego check against an enemy in their **line of sight** and compares that against the target's Vigilance defense. If the attack is a success, the enemy is **deafened** for one turn. On a Fantastic success, it also inflicts regular damage.
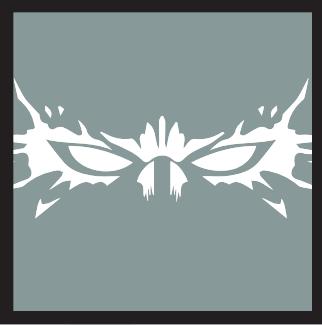
MARVEL MULTIVERSE
Role Playing Game

POWER

DEAFEN

EXTEND INVISIBILITY

The character makes something else invisible.

Power Set: Illusion

Prerequisites: Invisibility

Action: Standard

Duration: Concentration

Effect: The character makes something—a single person or object—within reach invisible. This can be one size bigger than them for every rank they have. That character now has an **edge** on Agility checks to sneak past people, and enemies have **trouble** on Vigilance checks to perceive them. It's even harder to spot things that are invisible but aren't moving. Characters must be actively trying to do so to be able to make a Vigilance check.

POWER

MARVEL MULTIVERSE
Role Playing Game

POWER

EXTEND INVISIBILITY

FLARE

The character generates a dazzling flare of light.

Power Set: Illusion

Prerequisites: Illumination, Rank 3

Action: Standard

Duration: Instant

Effect: The character makes an Ego check and compares that against the Vigilance defense of every enemy within 5 spaces. Each beaten enemy is **blinded** for one turn. On a Fantastic success, the flare inflicts regular damage too.

MARVEL MULTIVERSE
Role Playing Game

POWER

FLARE

GRAND ILLUSION

By manipulating light and sound, the character creates an incredibly real hologram.

Power Set: Illusion

Prerequisites: Animated Illusion, Rank 3

Action: Standard

Duration: Concentration

Effect: The character creates a sound and sight illusion anywhere in **line of sight**, within 50 spaces. The illusion can be of anything up to five sizes larger than the character, and it can move freely within its limits. The character breaks concentration if they move beyond 50 spaces from the illusion or lose line of sight of it.
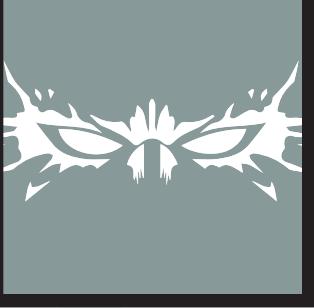
POWER

MARVEL MULTIVERSE
Role Playing Game

POWER

GRAND ILLUSION

The character can make something else invisible.

Power Set: Illusion

Prerequisites: Extend Invisibility, Rank 4

Action: Standard

Duration: Concentration

Effect: For every point of Ego defense the character has, they can make one person or thing invisible, including themselves. Each of these can be one size bigger than them for every rank they have.

Characters affected by the power have an **edge** on Agility checks to sneak past people, and enemies have **trouble** on Vigilance checks to perceive them. It's even harder to spot things that are invisible but aren't moving. Characters must be actively trying to do so to be able to make a Vigilance check.

MARVEL MULTIVERSE
Role Playing Game

POWER

GROUP INVISIBILITY

ILLUMINATION

*The character creates
a bright light.*

Power Set: Illusion

Prerequisites: None

Action: Standard

Duration: Concentration

Effect: The character illuminates one object or point in **line of sight**, within 50 spaces, with bright light. The character can maintain concentration on the effect even if they move out of range or **line of sight**.

MARVEL MULTIVERSE
Role Playing Game

POWER

ILLUMINATION

INVISIBILITY

The character turns as transparent as glass.

Power Set: Illusion

Prerequisites: Rank 2

Action: Standard

Duration: Concentration

Effect: The character becomes invisible. They have an **edge** on Agility checks to sneak past people, and enemies have **trouble** on Vigilance checks to perceive them. It's even harder to spot things that are invisible but aren't moving. Characters must be actively trying to do so to be able to make a Vigilance check.

POWER

MARVEL MULTIVERSE
Role Playing Game

POWER

INVISIBILITY

MIRROR IMAGES

The character conjures up illusory duplicates of themselves.

Power Set: Illusion

Prerequisites: Animated Illusion, Rank 3

Action: Standard

Duration: Concentration

Effect: The character creates one sound and sight illusory duplicate of themselves per rank. The duplicates look and sound exactly like them and are under their complete control. They start in the same space as the character and instantly move into any open space around them, up to 2 spaces away, during which time the character can swap places with any of the duplicates. The character's player should secretly record which one is the actual character.

The duplicates can move up to 10 spaces away from the character, and they can pretend to attack (and miss) opponents. Any attack that hits a duplicate instantly removes it. If the character successfully attacks someone or does something else to make the truth evident, the illusion ends.
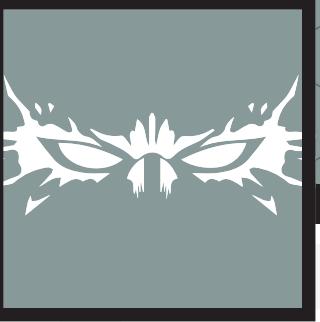
POWER

MARVEL MULTIVERSE
Role Playing Game

POWER

MIRROR IMAGES

SILENCE AREA

An unnatural silence falls over the area.

Power Set: Illusion

Prerequisites: Illumination, Rank 2

Action: Standard

Duration: Concentration

Effect: An area up to 5 spaces wide per the character's rank—centered on anything the character wishes, within 50 spaces—is filled with silence. Those inside the area cannot hear anything, and no one outside of it can hear any noises made inside it. The character must remain within 50 spaces of the area to avoid breaking concentration.

POWER

MARVEL MULTIVERSE
Role Playing Game

POWER

SILENCE AREA

SILENCE SELF

*Silence falls on
the character.*

Power Set: Illusion

Prerequisites: Illumination, Rank 2

Action: Standard

Duration: Concentration

Range: Standard

Effect: The character makes no noise at all—unless they wish to. They have an **edge** on Agility checks to sneak past people, and enemies have **trouble** on Vigilance checks to perceive them.

POWER

MARVEL MULTIVERSE
Role Playing Game

POWER

SILENCE SELF

STATIC ILLUSION

By manipulating visual light, the character creates a realistic hologram.

Power Set: Illusion

Prerequisites: Illumination

Action: Standard

Duration: Concentration

Effect: The character creates a visual-only illusion anywhere in **line of sight**, within 50 spaces. The illusion can be of anything up to three sizes larger than the character, but it must be static. The character breaks concentration if they move beyond 50 spaces from the illusion or lose line of sight of it.

POWER

MARVEL MULTIVERSE
Role Playing Game

POWER

STATIC ILLUSION