

M

NARRATIVE

- ☐ Cannot Lose
- ☐ Corrupting Touch
- ☐ DNA Manipulation
- ☐ Duplicate Self
- ☐ Instant Evolution
- ☐ Magic Masks
- ☐ Restart

POWER SET

MARVEL MULTIVERSE

Role Playing Game



POWER SET

NARRATIVE



M

CANNOT LOSE

The character cannot lose any challenge or contest in which they participate. This is not the same as winning, so if there is a possibility that they neither win nor lose, that satisfies the conditions of not losing.

The character must be careful about picking sides in any conflict. Their influence means the side they pick is the one most likely to prevail. However, their power may also compel them to switch sides so they don't lose, even if that's not how they would prefer events to transpire. This prevents the character from simply choosing a winner in any conflict.

The character cannot shut off this power, so it can sometimes feel more like a curse than a blessing.

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POWER

CANNOT LOSE

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CORRUPTING TOUCH

With a touch, the character can corrupt a person and command their utter loyalty. In combat, this requires a successful Melee attack that inflicts at least 1 point of damage.

The clothes of a corrupted target appear to be photographic negatives of their normal colors. If the target has the *Heroic* tag, replace that with the *Villainous* tag and remove their **Karma**. The target is completely dominated and will follow the corrupting character's orders.

If any order involves harming someone, the target gets to make an Ego action check vs. the corrupting character's Ego defense to end the domination. If the target originally had the *Heroic* tag, they get an **edge** on the check. If the order would cause the target to harm themselves, they also get an **edge** on the check, and if they originally had the *Heroic* tag, they get a **double edge**.

If a target with the *Heroic* tag breaks free from this power, their **Karma** instantly resets to its regular amount before being dominated.

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CORRUPTING TOUCH



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DNA MANIPULATION

The character is able to identify, copy and manipulate DNA in themselves and others. They can use this to create a body from scratch that they can then occupy by using the ***Copy Psyche*** power.

In addition, the character can cause latent mutant powers to manifest upon command, both in their own body and in that of others.

They can also copy DNA from other people and insert it into their body to fool security systems into thinking that they are members of a particular genetic group or family line.

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DNA MANIPULATION

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DUPLICATE SELF

With this power the character can make copies of themselves. The duplicates are full-fledged, identical copies of the original person, including all of their current clothing. They are indistinguishable from the original, right down to the genetic level.

The number of duplicates a character can have is theoretically unlimited. As a practical matter, though, characters with this power prefer to keep track of their duplicates and don't go to outrageous lengths with their numbers.

While duplicates generally take orders from the character, they are independent people who may balk at doing things they would find painful or distasteful. Often, a duplicate highlights an aspect of the character's personality, for good or bad, so they may act differently than the original would.

For more information about this power, see p.168-169 of the ***X-Men Expansion***.

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DUPLICATE SELF

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INSTANT EVOLUTION

The character instantly adapts to any threats against them. They develop new powers or abilities that can protect them from the threat. However, they don't have direct control over how this happens.

For instance, if trapped in a dark room, they develop the ability to see in the dark. If being shot at, their power might give them bulletproof skin, allow them to turn intangible or perhaps break the gun. It's up to the Narrator how the power works in any specific situation.

The power always serves to save the character, but it doesn't care about other people nearby, whether innocent bystanders or the character's best friends. If a bomb is about to go off in a room, for example, this power might make the character bomb-proof or perhaps able to stop the bomb, or it might simply teleport them a safe distance away, leaving everyone else in danger.

Once the specific danger to the character is over, the extra abilities disappear, as they are no longer needed. They never linger, no matter how much the character might want them to.

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INSTANT EVOLUTION

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MAGIC MASKS

The character has a satchel that carries several magic masks that give the wearer the ***traits***, ***tags*** and ***powers*** associated with that mask, both good and bad. For example, a werewolf mask transforms the character into an actual werewolf.

The character can wear only one mask at a time. Switching between them requires a standard action.

Wearing a mask usually does not change the character's size, even if the thing they would be like is usually a different size. Powers granted by the mask ignore all prerequisites.

Masks can be created as required.

The character can put the masks on other people. If the character drops any masks, they can be picked up and worn by others too. The character can remove any such masks from another person with a successful Melee attack that does at least 1 point of damage—or if the wearer permits it.

For more information about this power, including a non-exhaustive list of Masks and their abilities, see p.150-151 of the ***Spider-verse Expansion***.

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MAGIC MASKS

M

RESTART

When the character dies, the entire timeline restarts from the moment of their first consciousness, and they retain the memories from their previous lives. This gives them the chance to start over multiple times, although they have to live through those years in real time.

There may be a limit to the number of times the character can restart, but they might not know it. A character with precognition might be able to tell how many lives are ahead of them—or perhaps just give a range—but there's no way to know for sure. It could be that they'll restart their lives indefinitely, or their present life could be their last one.

There's only so much that one person can do when facing the grand sweep of history, but even one life's knowledge can give a character a huge advantage for improving their personal situation. It's easy to build wealth when you know what the future brings.

The Restart power supposedly demolishes the timeline that the previous life took place in. However, that doesn't mean the old timelines no longer exist in the Multiverse. For more information about this power, see p.170 of the ***X-Men Expansion***.

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RESTART