



# OMNIVERSAL TRAVEL

## DIMENSIONAL

- ☐ Dimensional Portal
- ☐ Dimensional Travel
- ☐ Dimensional Travel Other
- ☐ Dimensional Travel Together

## DREAMTIME

- ☐ Enter Dreams
- ☐ Enter Dreams Together
- ☐ Enter Dreamtime
- ☐ Enter Dreamtime Together

## MULTIVERSAL

- ☐ Multiversal Portal
- ☐ Multiversal Travel
- ☐ Multiversal Travel Other
- ☐ Multiversal Travel Together

## TIME

- ☐ Instant Replay
- ☐ Time-Out
- ☐ Time-Out Bubble
- ☐ Time-Out Tag
- ☐ Time Portal
- ☐ Time Travel
- ☐ Time Travel Other
- ☐ Time Travel Together

# POWER SET



# **MARVEL MULTIVERSE**

## **Role Playing Game**



**POWER SET**

**OMNIVERSAL TRAVEL**





## DIMENSIONAL TRAVEL

These powers allow the character to move between dimensions that are attached to their current universe. This can include places like Limbo, Beyond and the Negative Zone.

While it's true that some fundamental dimensions connect to multiple universes, when a character travels to one of these dimensions with these powers, they return to their own universe, not one of the others in the Multiverse. If they want to jump to a different universe, they should have multiversal powers instead.

## POWER EFFECTS



# **MARVEL MULTIVERSE**

## **Role Playing Game**



**POWER EFFECTS**

**DIMENSIONAL TRAVEL**





## DREAMTIME TRAVEL

Using these powers, a character can also travel from Dreamtime to any realm where gods live, including Asgard, Olympus and so on. If a dreamer awakens while characters are inside of their dream, the visitors are instantly shoved back to wherever they last came from. This is usually either Dreamtime or the real world.

To take direct action in a dream they are visiting, a character must spend 5 Focus as a reaction. This allows them to take regular actions inside the dream for one round. They can even use powers that require Focus. Focus spent or lost inside a dream is actually lost. Health lost inside a dream, though, is restored the moment the character leaves the dream.

If a character dies in a dream, they are not actually killed. Instead, they are shattered. When this happens, they should make a Challenging Ego check. On a success, they wake up shattered. On a Fantastic success, they awaken with 1 Focus. Otherwise, they are stuck in a coma until they recover from being shattered.

## POWER EFFECTS



# **MARVEL MULTIVERSE**

## **Role Playing Game**



**POWER EFFECTS**

**DREAMTIME TRAVEL**





## MULTIVERSAL TRAVEL

These powers permit the character to travel between different universes—from, say, Earth-616 to Earth-65. These are usually universes that are closely aligned with Earth-616. They might differ in details—even vitally important ones—but the way the universes work generally remains the same.

If the character wishes to move into different dimensions attached to one of these universes, they should have dimensional powers instead.

## POWER EFFECTS



# **MARVEL MULTIVERSE**

## **Role Playing Game**



**POWER EFFECTS**

**MULTIVERSAL TRAVEL**





## TIME TRAVEL

Traveling through time is technically a multiversal-travel power, as it moves people from their universe to one that looks like it but is set at a different time. Traveling into the future moves the character into a possible future, and the farther out that future is, the less certain it is. Traveling ten years into the future, for instance, allows for lots of points of substantial divergence, while traveling ten seconds into the future usually does not.

Players and Narrators should be extremely cautious with all of these powers, but especially with time-travel powers. They are ripe for abuse by both the unethical and the well-intentioned. Without care, characters can find themselves trapped in a time or place that differs fundamentally from the one they wished to be in.

Characters are not allowed to time-travel to a previous time in a battle, as doing so at such a crucial juncture would transport them into an alternate universe instead.

## POWER EFFECTS



# **MARVEL MULTIVERSE**

## **Role Playing Game**



**POWER EFFECTS**

**TIME TRAVEL**





# DIMENSIONAL PORTAL

FOCUS  
15

*The character opens a portal to another place.*

**Power Set:** Omniversal Travel

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**Prerequisites:** Dimensional Travel Together, Rank 4

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**Action:** Standard

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**Duration:** Concentration

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**Effect:** The character opens a glowing portal in a space next to them that moves anything that enters it between that space and its destination, which forms a matched glowing portal in the other place. The other end of the portal must be in a clear space in another dimension that the character has been to. Anything can move through the portal in either direction until it is closed, which the character can do at will.

**POWER**



# **MARVEL MULTIVERSE**

## **Role Playing Game**



**POWER**

**DIMENSIONAL PORTAL**





# DIMENSIONAL TRAVEL

FOCUS  
10

*The character moves from one dimension to another.*

**Power Set:** Omniversal Travel

---

**Prerequisites:** Rank 3

---

**Action:** Standard or movement

---

**Duration:** Instant

---

**Effect:** The character instantly moves from their current dimension to another dimension within the same universe. For instance: from Earth to Asgard, Limbo or K'un-Lun. When they move to the other dimension, they can arrive in any place they've been to before. Otherwise, they arrive at the most common entrance to that dimension.

**POWER**



# **MARVEL MULTIVERSE**

## **Role Playing Game**



**POWER**

**DIMENSIONAL TRAVEL**





## DIMENSIONAL TRAVEL OTHER

FOCUS  
**15**

*The character sends someone to another dimension.*



**Power Set:** Omniversal Travel

---

**Prerequisites:** Dimensional Travel, Rank 4

---

**Action:** Standard, movement or reaction

---

**Trigger:** The target is **grabbed**.

---

**Duration:** Instant

---

**Effect:** The character makes an Ego check against the Vigilance defense of a target they have grabbed. If the check is successful, the character can send the target to another dimension. The target can be sent to any location in that dimension that the character has been to before. Otherwise, the target arrives at the most common entrance to that dimension.

**POWER**



# **MARVEL MULTIVERSE**

## **Role Playing Game**



**POWER**

**DIMENSIONAL TRAVEL OTHER**





# DIMENSIONAL TRAVEL TOGETHER

FOCUS  
**10**



*The character brings  
someone with them to  
another dimension.*

**Power Set:** Omniversal Travel

---

**Prerequisites:** Dimensional Travel, Rank 3

---

**Action:** Standard, movement or reaction

---

**Trigger:** The target is **grabbed**.

---

**Duration:** Instant

---

**Effect:** The character moves to a different dimension, taking any person they are touching with them. If the target does not wish to come along, the character must grab them first.

When they move to the other dimension, they can arrive in any place they've been to before. Otherwise, they arrive at the most common entrance to that dimension.

**POWER**



# **MARVEL MULTIVERSE**

## **Role Playing Game**



**POWER**

**DIMENSIONAL TRAVEL TOGETHER**





## ENTER DREAMS

FOCUS  
**10**

*The character can enter another person's dream.*

**Power Set:** Omniversal Travel

---

**Prerequisites:** Enter Dreamtime, Rank 3

---

**Action:** Standard or movement

---

**Duration:** Instant

---

**Effect:** The character instantly moves either into or out of another person's dream. To do so, the dreamer must be asleep. The character has no direct control over the dream, but they can observe it and speak with people inside it, including the dreamer.

**POWER**



# **MARVEL MULTIVERSE**

## **Role Playing Game**



**POWER**

**ENTER DREAMS**





## ENTER DREAMS TOGETHER

FOCUS  
**15**



*The character can bring others with them into a person's dream.*

**Power Set:** Omniversal Travel

---

**Prerequisites:** Enter Dreams, Rank 4

---

**Action:** Standard, movement or reaction

---

**Trigger:** The target is **grabbed**

---

**Duration:** Instant

---

**Effect:** The character moves into another person's dream, taking any person they are touching with them. If the target does not wish to come along, the character must grab them first. The visitors to the dream have no direct control over the dream, but they can observe it and speak with people inside it, including the dreamer.

**POWER**



# **MARVEL MULTIVERSE**

## **Role Playing Game**



**POWER**

**ENTER DREAMS TOGETHER**





## ENTER DREAMTIME

FOCUS  
**10**

*The character can enter the realm of dreams.*

**Power Set:** Omniversal Travel

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**Prerequisites:** Rank 2

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**Action:** Standard or movement

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**Duration:** Instant

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**Effect:** The character instantly moves either into or out of Dreamtime. While there, they can observe the dreams of anyone who is asleep at the time. However, they cannot enter any individual's dream. When they leave Dreamtime for the real world, they return to the place where they began their journey.

**POWER**



# **MARVEL MULTIVERSE**

## **Role Playing Game**



**POWER**

**ENTER DREAMTIME**





## ENTER DREAMTIME TOGETHER

FOCUS  
**15**



*The character can bring others with them into Dreamtime.*

**Power Set:** Omniversal Travel

**Prerequisites:** Enter Dreamtime, Rank 3

**Action:** Standard, movement or reaction

**Trigger:** The target is **grabbed**

**Duration:** Instant

**Effect:** The character instantly moves either into or out of Dreamtime, taking any person they are touching with them. If the target does not wish to come along, the character must grab them first. While there, they can observe the dreams of anyone who is asleep at the time. However, they cannot enter any individual's dream. When they leave Dreamtime for the real world, they return to the place where they began their journey.

# POWER



# **MARVEL MULTIVERSE**

## **Role Playing Game**



**POWER**

**ENTER DREAMTIME TOGETHER**





# MULTIVERSAL PORTAL

FOCUS  
15

*The character opens a portal to another universe.*

**Power Set:** Omniversal Travel

---

**Prerequisites:** Multiversal Travel Together, Rank 4

---

**Action:** Standard

---

**Duration:** Concentration

---

**Effect:** The character opens a glowing portal in a space next to them that moves anything that enters it between that space and its destination, which forms a matched glowing portal in the other place. The other end of the portal must be in a clear space in another universe that the character has been to. Anything can move through the portal in either direction until it is closed, which the character can do at will.

**POWER**



# **MARVEL MULTIVERSE**

## **Role Playing Game**



**POWER**

**MULTIVERSAL PORTAL**





# MULTIVERSAL TRAVEL

FOCUS  
10

*The character moves from one universe to another.*

**Power Set:** Omniversal Travel

---

**Prerequisites:** Rank 3

---

**Action:** Standard or movement

---

**Duration:** Instant

---

**Effect:** The character instantly moves from their current universe to another universe. For instance: from Earth-616 to Earth-65. When they move to the other universe, they can arrive in any place they've been to before. Otherwise, they arrive at the closest available corresponding space in the other universe.

**POWER**



# **MARVEL MULTIVERSE**

## **Role Playing Game**



**POWER**

**MULTIVERSAL TRAVEL**





## MULTIVERSAL TRAVEL OTHER

FOCUS  
**15**

*The character sends someone to another universe.*



**Power Set:** Omniversal Travel

---

**Prerequisites:** Multiversal Travel, Rank 4

---

**Action:** Standard, movement, or reaction

---

**Trigger:** The target is **grabbed**.

---

**Duration:** Instant

---

**Effect:** The character makes an Ego check against the Vigilance of a target they have grabbed. If the check is successful, the character can send the target to another universe. The target can be sent to any location in that universe that the character has been to before. Otherwise, the target arrives at the closest available corresponding space in the other universe.

**POWER**



# **MARVEL MULTIVERSE**

## **Role Playing Game**



**POWER**

**MULTIVERSAL TRAVEL OTHER**





# MULTIVERSAL TRAVEL TOGETHER

FOCUS  
10

*The character brings someone with them to another universe.*



**Power Set:** Omniversal Travel

**Prerequisites:** Multiversal Travel, Rank 3

**Action:** Standard, movement or reaction

**Trigger:** The target is **grabbed**.

**Duration:** Instant

**Effect:** The character moves to a different universe, taking any person they are touching with them. If the target does not wish to come along, the character must grab them first.

When they move to the other universe, they can arrive in any place they've been to before. Otherwise, they arrive at the closest available corresponding space in the other universe.

**POWER**



# **MARVEL MULTIVERSE**

## **Role Playing Game**



**POWER**

**MULTIVERSAL TRAVEL TOGETHER**





## INSTANT REPLAY

FOCUS  
10

*The character rewinds time.*



**Power Set:** Omniversal Travel

---

**Prerequisites:** Rank 3

---

**Action:** Reaction

---

**Trigger:** The character fails a check.

---

**Duration:** Instant

---

**Effect:** Once per battle, the character can make a second attempt at a check that they just failed, erasing and replacing the first attempt entirely.

**POWER**



# **MARVEL MULTIVERSE**

## **Role Playing Game**



**POWER**

**INSTANT REPLAY**





## TIME-OUT

FOCUS  
**15**



*The character draws on their inner strength to heal themselves.*

**Power Set:** Omniversal Travel

---

**Prerequisites:** Instant Replay, Rank 4

---

**Action:** Standard or reaction

---

**Trigger:** The character or an ally is attacked.

---

**Duration:** 1 round per rank

---

**Effect:** The character freezes time for everyone but themselves. During this period, they can act normally while everyone else seems to be frozen in place.

The character can choose to activate the power for the maximum duration or choose to stop at any time. However long, they must pay the Focus cost for each round.

**POWER**



# **MARVEL MULTIVERSE**

## **Role Playing Game**



**POWER**

**TIME-OUT**





## TIME-OUT BUBBLE

FOCUS  
**15**



*The character and allies  
step out of time.*

**Power Set:** Omniversal Travel

---

**Prerequisites:** Time-Out, Rank 4

---

**Action:** Standard or reaction

---

**Trigger:** The character or an ally is attacked.

---

**Duration:** 1 round per rank.

---

**Effect:** The character creates a time bubble that affects themselves and any chosen allies within 1 space per rank. Within the bubble, the character and those allies can act normally while everyone else seems to be frozen in place.

**POWER**



# **MARVEL MULTIVERSE**

## **Role Playing Game**



**POWER**

**TIME-OUT BUBBLE**





## TIME-OUT TAG

FOCUS  
**15**



*The character freezes  
a person or thing in time.*

**Power Set:** Omniversal Travel

---

**Prerequisites:** Time-Out, Rank 4

---

**Action:** Standard or reaction

---

**Trigger:** The character or an ally is attacked.

---

**Duration:** 1 round per rank

---

**Effect:** The character freezes time for one person or thing within their reach. Everything and everyone else can act normally. If the target does not wish to be frozen, the character must grab them first.

The character can choose to activate the power for the maximum duration or choose to stop at any time. However long, they must pay the Focus cost for each round.

**POWER**



# **MARVEL MULTIVERSE**

## **Role Playing Game**



**POWER**

**TIME-OUT TAG**





## TIME PORTAL

FOCUS  
**15**

*The character opens a portal in time.*

**Power Set:** Omniversal Travel

---

**Prerequisites:** Time Travel Together, Rank 4

---

**Action:** Standard

---

**Duration:** Concentration

---

**Effect:** The character opens a glowing portal in a space next to them that moves anything that enters it between that space and its destination, which forms a matched glowing portal in the other place. The other end of the portal must be in a clear space in another period of time, in roughly the same place. Anything can move through the portal in either direction until it is closed, which the character can do at will.

**POWER**



# **MARVEL MULTIVERSE**

## **Role Playing Game**



**POWER**

**TIME PORTAL**





# TIME TRAVEL

FOCUS  
10

*The character moves from one time to another.*

**Power Set:** Omniversal Travel

---

**Prerequisites:** Rank 3

---

**Action:** Standard or movement

---

**Duration:** Instant

---

**Effect:** The character instantly moves from their current time to another time—for instance, from the present to 1962. When they move to the other time, they can arrive in any place they've been to before. Otherwise, they arrive at the closest available corresponding space in the other time.

POWER



# **MARVEL MULTIVERSE**

## **Role Playing Game**



**POWER**

**TIME TRAVEL**





## TIME TRAVEL OTHER

FOCUS  
**15**

*The character sends someone to another time.*



**Power Set:** Omniversal Travel

---

**Prerequisites:** Time Travel, Rank 4

---

**Action:** Standard, movement or reaction

---

**Trigger:** The target is **grabbed**.

---

**Duration:** Instant

---

**Effect:** The character makes an Ego check against the Vigilance defense of a target they have grabbed. If the check is successful, the character can send the target to another time. The target can be sent to any location in that time that the character has been to before. Otherwise, the target arrives at the closest available corresponding space in the other time.

**POWER**



# MARVEL MULTIVERSE

## Role Playing Game



**POWER**

**TIME TRAVEL OTHER**





# TIME TRAVEL TOGETHER

FOCUS  
**10**

*The character brings someone with them to another time.*



**Power Set:** Omniversal Travel

---

**Prerequisites:** Time Travel, Rank 3

---

**Action:** Standard, movement or reaction

---

**Trigger:** The target is **grabbed**.

---

**Duration:** Instant

---

**Effect:** The character moves to a different time, taking any person they are touching with them. If the target does not wish to come along, the character must grab them first.

When they move to the other time, they can arrive in any place they've been to before. Otherwise, they arrive at the closest available corresponding space in the other time.

**POWER**



# **MARVEL MULTIVERSE**

## **Role Playing Game**



**POWER**

**TIME TRAVEL TOGETHER**