



OMNIVERSAL TRAVEL

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- ☐ Dimensional Travel
- ☐ Dimensional Travel Other
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DREAMTIME

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

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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

Prerequisites: Dimensional 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 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

Prerequisites: Rank 2

Action: Standard or movement

Duration: Instant

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