



PHASING

- ☐ Disrupt Electronics
- ☐ Disrupt Nerves
- ☐ Disrupt Person
- ☐ Partial Phase
- ☐ Phase Object
- ☐ Phase Other
- ☐ Phase Self
- ☐ Phase Walk
- ☐ Quick Phase

POWER SET

MARVEL MULTIVERSE

Role Playing Game



POWER SET

PLASTICITY



DISRUPT ELECTRONICS

FOCUS
5

The character can scramble electronics by moving through them.

Power Set: Phasing

Prerequisites: Phase Self, Rank 2

Action: Standard

Duration: Instant

Effect: When phasing through electronics, the character can scramble them, causing them to either shut down or crash. In the case of powers that are Tech Reliant (and feature electronics), they are unusable for one turn while they reboot.

POWER

MARVEL MULTIVERSE

Role Playing Game



POWER

DISRUPT ELECTRONICS



DISRUPT NERVES

FOCUS
5

The character can scramble someone's nervous system.

Power Set: Phasing

Prerequisites: Phase Self, Rank 2

Action: Standard

Duration: Instant

Effect: When phasing through a person, the character can attempt to scramble their nervous system. The character makes an Ego check against the target's Resilience defense. On a success, the target is **stunned** for one round. On a Fantastic success, the target also falls **prone**.

POWER

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Role Playing Game



POWER

DISRUPT NERVES



DISRUPT PERSON

FOCUS
10

The character can hurt someone with their phasing powers.

Power Set: Phasing

Prerequisites: Phase Self, Rank 3

Action: Standard

Duration: Instant

Effect: The character becomes the slightest bit solid while phasing themselves or a phased weapon through someone. They make a close attack. On a success, the attack does normal damage, ignoring any Health Damage Reduction. On a Fantastic success, the attack does double damage instead, ignoring any Health Damage Reduction, and the target is **stunned** for one round.

POWER

MARVEL MULTIVERSE

Role Playing Game



POWER

DISRUPT PERSON



PARTIAL PHASE

FOCUS
5

The character can make a portion of themselves tangible or intangible.

Power Set: Phasing

Prerequisites: Phase Self, Rank 2

Action: Standard

Duration: Concentration

Effect: The character has greater control over their phasing ability. They can make any portion of their body and clothing tangible or intangible, as they like.

POWER

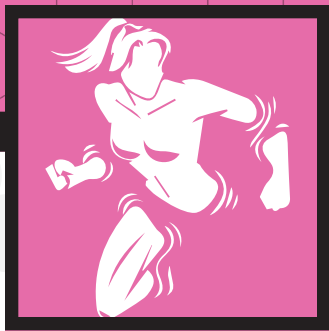
MARVEL MULTIVERSE

Role Playing Game



POWER

PARTIAL PHASE



PHASE OBJECT

FOCUS
5

The character can make something they're touching intangible.

Power Set: Phasing

Prerequisites: Phase Self, Rank 2

Action: Standard

Duration: Concentration

Effect: The character can make any object they are touching intangible. The object (and things attached to or inside of it) can be up to their rank in sizes bigger than them. For example, if they are Rank 5, the object can be 5 sizes bigger than them. For an average person, this would be Gargantuan.

POWER

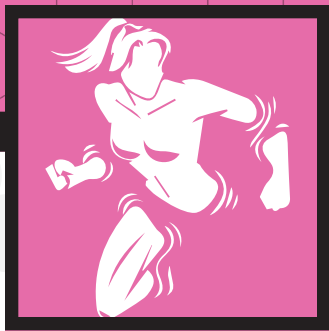
MARVEL MULTIVERSE

Role Playing Game



POWER

PHASE OBJECT



PHASE OTHER

FOCUS
10



The character can phase someone they are touching.

Power Set: Phasing

Prerequisites: Phase Self, Rank 3

Action: Standard or reaction

Trigger: The target is **grabbed**.

Duration: Concentration

Effect: The character can make any person (and their clothing) they are touching intangible. The character can also phase any people the initial person is touching or grabbing. People the character has phased remain tangible to each other.

If the target does not wish to be phased, the character must grab them first. When contact is broken, the phasing for those no longer in contact with the character (even indirectly) ends.

If a person is inside something when they stop phasing, they are automatically pushed out of it but take damage from the disruption equal to a standard action check. The damage multiplier is 1 for every space they must move to reach a clear area. If this kills them, their body is trapped inside the material they were phased into.

POWER

MARVEL MULTIVERSE

Role Playing Game



POWER

PHASE OTHER



PHASE SELF

FOCUS
10

The character can become as intangible as a ghost.

Power Set: Phasing

Prerequisites: None

Action: Standard

Duration: Concentration

Effect: The character (and their clothing) becomes intangible and can move through anything as if it wasn't there. Nothing can physically affect them, nor can they affect anything else that is not phasing along with them.

POWER

MARVEL MULTIVERSE

Role Playing Game



POWER

PHASE SELF



PHASE WALK

FOCUS
5

The character can walk on air.

Power Set: Phasing

Prerequisites: Phase Self, Rank 2

Action: Movement

Duration: Concentration

Effect: When phasing, the character can move freely in any direction through anything—not just air, but also water, buildings and so on—at their Run Speed. The character can take anything or anyone they are phasing along with them.

POWER

MARVEL MULTIVERSE

Role Playing Game



POWER

PHASE WALK



QUICK PHASE

FOCUS
5



The character can become as intangible as a ghost.

Power Set: Phasing

Prerequisites: Phase Self, Rank 2

Action: Reaction

Trigger: The character is attacked.

Duration: Concentration

Effect: The character and their clothing can instantly become intangible.

POWER

MARVEL MULTIVERSE

Role Playing Game



POWER

QUICK PHASE