



POWER CONTROL

- ☐ Boost Powers
- ☐ Bump Power
- ☐ Clone Moves
- ☐ Clone Powers
- ☐ Copy Ability
- ☐ Copy Power
- ☐ Copy Trait
- ☐ Dampen Power
- ☐ Power Slider
- ☐ Shut Down Powers
- ☐ Steal Powers
- ☐ Swap Powers
- ☐ Swipe Power

POWER SET

MARVEL MULTIVERSE

Role Playing Game



POWER SET

POWER CONTROL



BOOST POWERS

FOCUS
15+

*The character turbocharges
all of another character's
powers!*

Power Set: Power Control

Prerequisites: Bump Power, Rank 4

Action: Standard

Duration: Concentration

Effect: The character picks one character within 5 spaces and boosts all of their powers. If the powers have ranges or effective areas or durations, these are doubled. If the powers affect a damage multiplier, add 1 to the effects. Any effects that normally happen with a Fantastic successes automatically happen on any success, not just a Fantastic one.

If the target's powers have costs, the character must pay the highest of them or a minimum of 15 Focus.

POWER

MARVEL MULTIVERSE

Role Playing Game



POWER

BOOST POWERS



BUMP POWER

FOCUS
5+

The character bumps up another character's power.

Power Set: Power Control

Prerequisites: Rank 2

Action: Standard

Duration: Concentration

Effect: The character picks one power from another character within 5 spaces and boosts it. If the power has ranges or effective areas or durations, these are doubled. If the power affects a damage multiplier, add 1 to the effect. Any effects that normally happen with a Fantastic success automatically happen on any success, not just a Fantastic one.

If the power has a cost, the character must pay it as well, with a minimum of 5 Focus.

POWER

MARVEL MULTIVERSE

Role Playing Game



POWER

BUMP POWER



CLONE MOVES

FOCUS
5+

*The character duplicates
another character's
combat moves.*

Power Set: Power Control

Prerequisites: Rank 2

Action: Standard

Duration: Concentration

Effect: The character picks another character within 10 spaces and in their **line of sight** and duplicates all their powers that could be selected with the *Special Training* origin. They can now use those powers as if they were always theirs. If the copied powers have costs, the character must pay the highest of them, or a minimum of 5 Focus.

When the character uses a copied power, they must pay any cost normally as well.

POWER

MARVEL MULTIVERSE

Role Playing Game



POWER

CLONE MOVES



CLONE POWERS

FOCUS
15+

The character duplicates all of another character's powers.

Power Set: Power Control

Prerequisites: Copy Power, Rank 4

Action: Standard

Duration: Concentration

Effect: The character picks another character within 10 spaces and duplicates all of their powers. They can now use those powers as if they were always theirs. If the target's powers have costs, the character must pay the highest of them, or a minimum of 15 Focus.

When the character uses a copied power, they must pay any cost normally as well.

POWER

MARVEL MULTIVERSE

Role Playing Game



POWER

CLONE POWERS



COPY ABILITY

The character duplicates another character's ability.

Power Set: Power Control

Prerequisites: None

Action: Standard

Duration: Concentration

Effect: The character picks one ability score of another character within 10 spaces and duplicates it. They now use that ability score in place of their own.

MARVEL MULTIVERSE

Role Playing Game



POWER

COPY ABILITY



COPY POWER

FOCUS
5

The character duplicates another character's power.

Power Set: Power Control

Prerequisites: Rank 2

Action: Standard

Duration: Concentration

Effect: The character picks one power a target within 10 spaces has and duplicates it. They can now use it as if it was always theirs. When the character uses such a power, they must pay any cost normally as well.

POWER

MARVEL MULTIVERSE

Role Playing Game



POWER

COPY POWER



COPY TRAIT

The character duplicates another character's trait.

Power Set: Power Control

Prerequisites: None

Action: Standard

Duration: Concentration

Effect: The character picks one trait another character within 10 spaces has and duplicates it. They can now use it as if it was always theirs.

MARVEL MULTIVERSE

Role Playing Game



POWER

COPY TRAIT



DAMPEN POWER

FOCUS
VA

The character tamps down another character's power.

Power Set: Power Control

Prerequisites: None

Action: Standard

Duration: Concentration

Effect: The character picks one power from another character within 20 spaces and makes an Ego attack against them. On a success, they tamp the power down. If the power has ranges or effective areas or durations, these are halved. If the power affects a damage multiplier, subtract 1 from the effect. The power can no longer enjoy Fantastic successes.

If the power has a Focus cost, the character must also pay that cost to dampen it.

POWER

MARVEL MULTIVERSE

Role Playing Game



POWER

DAMPEN POWER



POWER SLIDER



The character’s power waxes and wanes with what’s vital to them.

Power Set: Power Control

Prerequisites: Rank 3

Duration: Permanent (effects last a single combat or 1 day.

Effect: The character has a single criterion that affects the strength of their powers on a spectrum (starting normally, becoming boosted or dampened from there).

If the powers have...	Positive	Negative
• Ranges, effective areas or durations.	Doubled	Halved
• Affect damage multipliers	Add 1 to the effects	Subtract 1 from the effects
• Effects that occur on a Fantastic success	Happen automatically	Lose Fantastic Success option.
• Been dampened	Return to normal	-
• Been boosted	-	Return to normal

These effects last for a single combat or—if they happen outside of combat—a single day.

MARVEL MULTIVERSE

Role Playing Game



POWER

POWER SLIDER



SHUT DOWN POWERS

FOCUS
15+

The character removes all of a target's powers!

Power Set: Power Control

Prerequisites: Dampen Power, Rank 4

Action: Standard

Duration: Concentration

Effect: The character picks another character within 20 spaces and makes an Ego attack against them. On a success, they remove all of a target's powers.

If the target's powers have costs, the character must pay the highest of them, or a minimum of 15 Focus.

POWER

MARVEL MULTIVERSE

Role Playing Game



POWER

SHUT DOWN POWERS



STEAL POWERS

FOCUS
15+



The character removes all of a target's powers and takes them for their own!

Power Set: Power Control

Prerequisites: Clone Powers, Shut Down Powers, Rank 4

Action: Standard or reaction

Trigger: The target is **grabbed**

Duration: Concentration

Effect: The character makes an Ego attack against the grabbed target. On a success, they remove all of the target's powers and take them for their own. They can now use those powers as if they were always theirs. If the target's powers have costs, the character must pay the highest of them, or a minimum of 15 Focus.

When the character uses a power, they must pay any cost normally as well.

POWER

MARVEL MULTIVERSE

Role Playing Game



POWER

STEAL POWERS



SWAP POWERS

FOCUS
10+

The character swaps their powers for a target's powers.



Power Set: Power Control

Prerequisites: Rank 3

Action: Standard or reaction

Trigger: The target is attacked

Duration: Concentration

Effect: The character makes an Ego attack against a target they can see within 2 spaces per the character's rank. If the target's powers have costs, the character must pay the highest of them, or a minimum of 10 Focus. On a success, they swap all of their non-Swap powers with the target's powers. Both characters can now use their new powers as if they had always had them. When either character uses a swapped power, they must pay any cost for it normally as well.

POWER

MARVEL MULTIVERSE

Role Playing Game



POWER

SWAP POWERS



SWIPE POWER

FOCUS
10+



The character removes a target's power and takes it for their own!

Power Set: Power Control

Prerequisites: Copy Powers, Dampen Power, Rank 3

Action: Standard or reaction

Trigger: The target is **grabbed**

Duration: Concentration

Effect: The character makes an Ego attack against the **grabbed** target. On a success, they remove one of the target's powers and take it for their own. They can now use that power as if it was always theirs. If the power has a cost, the character must pay it or a minimum of 10 Focus.

When the character uses the power, they must pay any cost normally as well.

POWER

MARVEL MULTIVERSE

Role Playing Game



POWER

SWIPE POWER