



SIXTH SENSE

- ☐ Cosmic Awareness
- ☐ Danger Sense
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- ☐ Intuition
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POWER SET

MARVEL MULTIVERSE

Role Playing Game



POWER SET

SIXTH SENSE



COSMIC AWARENESS

FOCUS
15

The character can detect details about things anywhere in the universe.

Power Set: Sixth Sense

Prerequisites: Microscopic Awareness, Rank 4

Action: Standard

Duration: Concentration

Range: Unlimited

Effect: The character can sense selected things at any distance from them, as long as they are in the same universe as what they are attempting to detect. This can include the location, relative velocity and overall emotional and physical status of any item, creature or group known to the character.

POWER

MARVEL MULTIVERSE

Role Playing Game



POWER

COSMIC AWARENESS



DANGER SENSE

The character can feel danger on the way.

Power Set: Sixth Sense

Prerequisites: Precognition 1, Rank 2

Duration: Permanent

Effect: Even if the character doesn't get a Fantastic result on their initiative check, they get a turn during the bonus round of any combat they are in. This works even if no one else in the combat can act in the bonus round.

POWER

MARVEL MULTIVERSE

Role Playing Game



POWER

DANGER SENSE



DETECT SUPERS

The character can sense super-powered people.

Power Set: Sixth Sense

Prerequisites: None

Action: Standard

Duration: Concentration

Effect: The character can sense anyone within a certain distance of them who has super-powers. This reveals a count of the number of people who have powers and their rough distance and direction from the character. It doesn't supply any other information, like name, appearance, the type of powers and so on.

Note that powers that can be picked by someone with the Special Training origin are not considered super-powers.

When the character picks this power, they have two options. They can take the power as it is, or they can limit it to detecting powers from a single origin, like Mutant or Alien (including all subtypes). If they take the regular power, its range is 5 miles. If they take a limited power, its range is 25 miles.

POWER

MARVEL MULTIVERSE

Role Playing Game



POWER

DETECT SUPERS



INTUITION

FOCUS
5

The character has a bad feeling about this.

Power Set: Sixth Sense

Prerequisites: Rank 2

Action: Standard

Duration: Instant

Effect: When faced with a decision, the character can get a feeling about which choice would be best for them in the long run. When activating this power, the player presents the choice to the Narrator, and the Narrator tells them which choice the intuition is leading the character toward.

Characters should take care when using this power. What is best for them might not be best for the rest of the team or anyone else they care about. Also, what's best in the long run might not be best for the character in the short run. In fact, what's best is often up for interpretation.

POWER

MARVEL MULTIVERSE

Role Playing Game



POWER

INTUITION



MICROSCOPIC AWARENESS

FOCUS
5

The character can detect details about the smallest things.

Power Set: Sixth Sense

Prerequisites: Rank 2

Action: Standard

Duration: Concentration

Range: 1 space x character's rank

Effect: The character can see and identify items that would normally require a microscope to detect, much less comprehend. This includes things like fingerprints, a single strand of hair and even a person's DNA. In the case of DNA, the character can use this to identify a person and link them to close relatives with similar DNA.

POWER

MARVEL MULTIVERSE

Role Playing Game



POWER

MICROSCOPIC AWARENESS



POSTCOGNITION 1

FOCUS
5

The character knows what just happened.

Power Set: Sixth Sense

Prerequisites: Rank 2

Action: Standard

Duration: Instant

Effect: The character can sense what happened to a particular person, place or item within their reach—including themselves—in the past six hours. The power can be used to analyze:

- **Person:** They sense the events from the person's point of view, using that person's senses.
- **Place:** They sense everything that happened in that place over that period of time, using their own senses. It seems to the character as if they are standing in their current location and position.
- **Item:** They sense how the item was affected or used over that period of time, no matter where it was located or how it moved.

The character can fast-forward and rewind through the period of time and stop at interesting parts, allowing them to play out in real time.

POWER

MARVEL MULTIVERSE

Role Playing Game



POWER

POSTCOGNITION 1



POSTCOGNITION 2

FOCUS
10

The character knows what happened in the past day.

Power Set: Sixth Sense

Prerequisites: Postcognition 1, Rank 3

Action: Standard

Duration: Instant

Effect: The character can sense what happened to a particular person, place or item within their reach—including themselves—in the past 24 hours. The power can be used to analyze:

- **Person:** They sense the events from the person's point of view, using that person's senses.
- **Place:** They sense everything that happened in that place over that period of time, using their own senses. It seems to the character as if they are standing in their current location and position.
- **Item:** They sense how the item was affected or used over that period of time, no matter where it was located or how it moved.

The character can fast-forward and rewind through the period of time and stop at interesting parts, allowing them to play out in real time.

POWER

MARVEL MULTIVERSE

Role Playing Game



POWER

POSTCOGNITION 2



POSTCOGNITION 3

FOCUS
15

The character knows what happened in the past year.

Power Set: Sixth Sense

Prerequisites: Postcognition 2, Rank 4

Action: Standard

Duration: Instant

Effect: The character can sense what happened to a particular person, place or item within their reach—including themselves—in the past year. The power can be used to analyze:

- **Person:** They sense the events from the person's point of view, using that person's senses.
- **Place:** They sense everything that happened in that place over that period of time, using their own senses. It seems to the character as if they are standing in their current location and position.
- **Item:** They sense how the item was affected or used over that period of time, no matter where it was located or how it moved.

The character can fast-forward and rewind through the period of time and stop at interesting parts, allowing them to play out in real time.

POWER

MARVEL MULTIVERSE

Role Playing Game



POWER

POSTCOGNITION 3



POSTCOGNITION 4

FOCUS
20

The character knows what happened in the past century.

Power Set: Sixth Sense

Prerequisites: Postcognition 3, Rank 5

Action: Standard

Duration: Instant

Effect: The character can sense what happened to a particular person, place or item within their reach—including themselves—in the past century. The power can be used to analyze:

- **Person:** They sense the events from the person's point of view, using that person's senses.
- **Place:** They sense everything that happened in that place over that period of time, using their own senses. It seems to the character as if they are standing in their current location and position.
- **Item:** They sense how the item was affected or used over that period of time, no matter where it was located or how it moved.

The character can fast-forward and rewind through the period of time and stop at interesting parts, allowing them to play out in real time.

POWER

MARVEL MULTIVERSE

Role Playing Game



POWER

POSTCOGNITION 4



PRECOGNITION 1

FOCUS
5

*The character can see
the near future.*

Power Set: Sixth Sense

Prerequisites: Intuition, Rank 2

Action: Standard

Duration: Instant

Effect: The character gains a sense of what is going to happen to a particular person, place or item within their reach—including themselves—in the next 24 hours. The further out any particular future is, the harder it is for the character to be certain about elements of that future. However, they can sense broad paths. Especially perilous or likely (or worse, both) possibilities stand out like beacons in the night.

The player can ask the Narrator a single question about the day ahead and get an honest answer based upon what the Narrator thinks is most likely to happen. The Narrator should give short and direct answers without detailed descriptions. It is perfectly fine for the answer to be cryptic and to leave the player with more questions than they started with.

See p.163-164 of the *X-Men Expansion* for more.

POWER

MARVEL MULTIVERSE

Role Playing Game



POWER

PRECOGNITION 1



PRECOGNITION 2

FOCUS
10

*The character can see
the week ahead.*

Power Set: Sixth Sense

Prerequisites: Precognition 1, Rank 3

Action: Standard

Duration: Instant

Effect: The character gains a sense of what is going to happen to a particular person, place or item within their reach—including themselves—in the next **week**. The further out any particular future is, the harder it is for the character to be certain about elements of that future. However, they can sense broad paths. Especially perilous or likely (or worse, both) possibilities stand out like beacons in the night.

The player can ask the Narrator a single question about the **week** ahead and get an honest answer based upon what the Narrator thinks is most likely to happen. Alternatively, the character can consider the fate of something within **1 mile** of their location (rather than within their reach) over the next **24 hours**.

See p.163-164 of the *X-Men Expansion* for more.

POWER

MARVEL MULTIVERSE

Role Playing Game



POWER

PRECOGNITION 2



PRECOGNITION 3

FOCUS
15

The character can see the month ahead.

Power Set: Sixth Sense

Prerequisites: Precognition 2, Rank 4

Action: Standard

Duration: Instant

Effect: The character gains a sense of what is going to happen to a particular person, place or item within their reach—including themselves—in the next **month**. The further out any particular future is, the harder it is for the character to be certain about elements of that future. However, they can sense broad paths. Especially perilous or likely (or worse, both) possibilities stand out like beacons in the night.

The player can ask the Narrator a single question about the **month** ahead and get an honest answer based upon what the Narrator thinks is most likely to happen. Alternatively, the character can consider the fate of something within **100 miles** of their location (rather than within their reach) over the next **24 hours**.

See p.163-164 of the *X-Men Expansion* for more.

POWER

MARVEL MULTIVERSE

Role Playing Game



POWER

PRECOGNITION 3



PRECOGNITION 4

FOCUS
20

The character can see a whole year ahead.

Power Set: Sixth Sense

Prerequisites: Precognition 3, Rank 5

Action: Standard

Duration: Instant

Effect: The character gains a sense of what is going to happen to a particular person, place or item within their reach—including themselves—in the next **year**. The further out any particular future is, the harder it is for the character to be certain about elements of that future. However, they can sense broad paths. Especially perilous or likely (or worse, both) possibilities stand out like beacons in the night.

The player can ask the Narrator a single question about the **year** ahead and get an honest answer based upon what the Narrator thinks is most likely to happen. Alternatively, the character can consider the fate of something within **1 mile** of their location (rather than within their reach) over the next **month**, or something within **100 miles** of their location over the next **week**, or something within **1,000 miles** of their location over the next **24 hours**.

See p.163-164 of the *X-Men Expansion* for more.

POWER

MARVEL MULTIVERSE

Role Playing Game



POWER

PRECOGNITION 4