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POWER SET

MARVEL MULTIVERSE

Role Playing Game



POWER SET

TELEPATHY



ANIMAL BOND

The character can communicate with an animal friend.

Power Set: Telepathy

Prerequisites: None

Action: Standard

Duration: Concentration

Effect: The character can communicate telepathically with one animal of their choice, and they must have befriended the animal before. They cannot switch to another animal unless the animal dies, but they can select this power multiple times if desired.

The communication can be verbal, visual or even more complex, such as imparting location information. There is no limit to the distance of the communication, as long as the character and the animal are in the same dimension.

Animals with a telepathic bond are generally willing to communicate, even if they aren't friendly. Bonded animals often do whatever the character asks, even if it might put them in danger.

POWER

MARVEL MULTIVERSE

Role Playing Game



POWER

ANIMAL BOND



ANIMAL COMMUNICATION

The character can communicate with a type of animal.

Power Set: Telepathy

Prerequisites: None

Action: Standard

Duration: Concentration

Effect: The character can communicate telepathically with one taxonomic order of animals, such as birds, mammals, fish, amphibians and so on. They can call out to them as a group up to 500 spaces per rank away, and they can communicate specifically with ones they have met or at least seen.

They cannot switch to another taxonomic order, but they can select this power multiple times if desired.

The communication with the animals can be verbal, visual or even more complex, such as imparting location information. There is no limit to the distance of the communication, as long as the character and the animals are in the same dimension.

Friendly animals often do whatever the character asks, as long as it doesn't put them in danger—and they may be willing to risk even that for one they consider a friend. Hostile animals simply ignore all such requests—which make them a poor choice for communication.

POWER

MARVEL MULTIVERSE

Role Playing Game



POWER

ANIMAL COMMUNICATION



ASTRAL FORM

FOCUS
5

The character can enter the Astral Plane.

Power Set: Magic, Telepathy

Prerequisites: Rank 2

Action: Standard

Duration: Concentration

Effect: The character can project an avatar into the Astral Plane, leaving their physical body in a deep trance in the real world, where it is vulnerable to attack. While in the Astral Plane, they can interact with other characters in the Astral Plane, but they are intangible, invisible and generally undetectable in the real world. However, they can sense things in the real world. If the character is Rank 4 or higher, they can also take on a transparent form that can be seen in the real world.

While in the Astral Plane, the character can fly, and in combat, their Flight Speed is equal to their rank times their Run Speed. Outside of combat, they can move 10 times as fast.

POWER

MARVEL MULTIVERSE

Role Playing Game



POWER

ASTRAL FORM



BORROW SENSES

FOCUS
5

The character can use another person's senses.

Power Set: Telepathy

Prerequisites: Telepathic Link, Rank 2

Action: Standard

Duration: Concentration

Effect: The character can use the full senses of someone or something with whom they have established a telepathic link or bond. While they do, they retain the use of their own senses too.

POWER

MARVEL MULTIVERSE

Role Playing Game



POWER
BORROW SENSES



CLOAK

FOCUS
5

The character makes people believe they're not there.

Power Set: Telepathy

Prerequisites: Telepathic Link, Rank 2

Action: Standard

Duration: Concentration

Effect: The character uses a mirage to block their presence from the minds of people within 20 spaces per rank. Cameras (for instance) can still record them, but when people look in the character's direction, they see nothing there.

The target number for anyone trying to detect the character is the character's Logic defense.

POWER

MARVEL MULTIVERSE

Role Playing Game



POWER

CLOAK



CLOAK GROUP

FOCUS
10

The character mentally hides themselves and their friends.

Power Set: Telepathy

Prerequisites: Cloak, Rank 3

Action: Standard

Duration: Concentration

Effect: Using a mirage, the character blocks their presence—and the presence of up to one other person per rank, within 10 spaces—from the minds of people within 20 spaces per rank. Cameras (for instance) can still record them, but when people look in the characters' direction, they see nothing there.

The target number for anyone trying to detect the character or the others protected is the character's Logic defense.

POWER

MARVEL MULTIVERSE

Role Playing Game



POWER

CLOAK GROUP



COMMAND

FOCUS
5

The character forces someone to follow an order.

Power Set: Telepathy

Prerequisites: Telepathic Link, Rank 2

Action: Standard

Duration: 1 round

Effect: The character gives an order to a target with whom they've established a Telepathic Link. The character makes a Logic check against the target's Logic defense. On a success, the target complies with the order. On a Fantastic success, the character gains an **edge** the next time they use this power against this same target.

The command must be something that can be completed in a single action. If it involves harming someone, the character has **trouble** on the check. If it would cause the target to harm themselves, the character has **double trouble** on the check.

POWER

MARVEL MULTIVERSE

Role Playing Game



POWER
COMMAND



COPY PSYCHE

FOCUS
15

The character can move whole minds around.

Power Set: Telepathy

Prerequisites: Information Upload, Rank 4

Action: Standard

Duration: Instant

Effect: The character can copy the mind of a person with whom they have established a **telepathic link** and store it in their own mind. This power can also be used to transmit a mind—either theirs or a stored copy of someone else's—into the mind of another person with whom they've established a telepathic link. Additionally, it can be used to erase a copy of a mind from a person's brain.

A character can hold up to one extra mind in their head for every rank the character has. The person whose mind was copied suffers no ill effects.

The character can have conversations with the minds stored in their head, and the guest minds can try to influence the character's decisions and actions. For further details, see p.158 of the *X-Men Expansion*.

POWER

MARVEL MULTIVERSE

Role Playing Game



POWER

COPY PSYCHE



DOMINATION

FOCUS
20

The character forces someone to follow their orders—permanently.

Power Set: Telepathy

Prerequisites: Orders, Rank 5

Action: Standard

Duration: Permanent

Effect: The character dominates a target with whom they've established a Telepathic Link and who has no Focus left. The character makes a Logic check with **trouble** against the target's Logic defense. On a success, the target is completely dominated and will follow the character's orders. On a Fantastic success, the character gains an **edge** the next time they use this power against this same target.

The result of the character's check is the target number for any attempts by the target to end the domination. If any order involves harming someone, the target gets to make a Logic check to end the domination. If the target has the **Heroic** tag, they get an **edge** on the check.

If the order would cause the target to harm themselves, the target gets an **edge** on the check. If they have the **Heroic** tag, they get a **double edge**.

POWER

MARVEL MULTIVERSE

Role Playing Game



POWER
DOMINATION



EDIT MEMORY

FOCUS
15

The character alters someone's memory.

Power Set: Telepathy

Prerequisites: Memory Blip, Rank 4

Action: Standard

Duration: Permanent

Effect: The character alters the memory of a target with whom they've established a **Telepathic Link**. This can be as simple as erasing a chunk of the target's memory or as complicated as implanting entirely new memories. The Narrator sets the target number based on how complex the new memory is and how hard it would be to integrate such memories into the character's other memories.

The character makes a Logic check against the target's Logic defense. On a success, the memories are altered. On a Fantastic success, the target has **trouble** on checks to refute such memories in the future.

Any time the target is given good reason to doubt the edited memory, they can make a Logic check to refute the new version of their memories and recover their original memories. If they succeed, they remember both the original memory and the edited one. On a Fantastic success, they know for sure who did this to them.

POWER

MARVEL MULTIVERSE

Role Playing Game



POWER

EDIT MEMORY



ESP

The character can sense the presence of others.

Power Set: Telepathy

Prerequisites: None

Action: Standard

Duration: Concentration

Effect: The character can reach out with their mind to sense the presence of others within 100 spaces per rank. This tells them the person's location and general status. It can also identify if they have super-powers or not.

If a target or targets wish to remain undetected, the character must make a Logic check and compare it against each target's Vigilance defense. If they succeed, they sense the target. On a Fantastic success, they can also identify the source of any powers the target has.

POWER

MARVEL MULTIVERSE

Role Playing Game



POWER

ESP



FOOL

FOCUS
5

The character makes people believe they are someone else.

Power Set: Telepathy

Prerequisites: Telepathic Link, Rank 2

Action: Standard

Duration: Concentration

Effect: The character uses a mirage to alter their appearance in the minds of anyone within 20 spaces per rank. Cameras (for instance) can still record them normally, but when people look in the character's direction, they see someone else.

The target number for anyone trying to see through the mirage is the character's Logic defense. If the character is impersonating someone known to the other person, that person has an **edge**.

POWER

MARVEL MULTIVERSE

Role Playing Game



POWER

FOOL



GRAND FOOL

FOCUS
10

The character mentally makes the group they're with appear to be like other people.

Power Set: Telepathy

Prerequisites: Fool, Rank 3

Action: Standard

Duration: Concentration

Effect: The character uses a mirage to alter their appearance—and the appearance of up to one other person per rank, within 10 spaces—in the minds of people within 20 spaces per rank. Cameras (for instance) can still record them, but when people look in the characters' direction, they see other people.

The target number for anyone trying to see through the mirage is the character's Logic defense. If the affected characters are impersonating people known to the other person, that person has an **edge**.

POWER

MARVEL MULTIVERSE

Role Playing Game



POWER

GRAND FOOL



GRAND MIRAGE

FOCUS
10

The character can make a mirage appear in a group's mind.

Power Set: Telepathy

Prerequisites: Mirage, Rank 4

Action: Standard

Duration: Concentration

Effect: The character creates a full-sensory mirage that affects everyone in a Telepathic Network they set up who is also in the same locale. The mirage can be of anything the character desires, and it can move freely.

POWER

MARVEL MULTIVERSE

Role Playing Game



POWER

GRAND MIRAGE



INFORMATION UPLOAD

FOCUS
5

The character can transmit loads of information straight into another's mind.

Power Set: Telepathy

Prerequisites: Telepathic Link, Rank 2

Action: Standard

Duration: Concentration

Effect: The character transmits a knowledge-based label (a trait or tag) of their own to a target with whom they have established a telepathic link—willing or not. The label lasts until the target sleeps.

The character can also impart any other kind of knowledge they have to a target this way. The process is almost instantaneous.

POWER

MARVEL MULTIVERSE

Role Playing Game



POWER

INFORMATION UPLOAD



MACHINE TELEPATHY

The character can communicate with machines with their mind.

Power Set: Telepathy

Prerequisites: None

Action: Standard

Duration: Concentration

Effect: The character can communicate telepathically with one machine at a time, and they must have met or seen the machine before. The communication can be verbal, visual or even more complex, such as imparting location information. There is no limit to the distance of the communication, as long as the character and the machine are in the same dimension.

Simple machines do not have much to offer in the way of conversation, but they are also generally compliant with requests. Complex machines—like computers, smartphones and other electronics—are also often compliant, but if they are secured in any way, they usually refuse to communicate with strangers. A Logic check can get the character past such security, and the Narrator should set the target number according to the strength of the security.

POWER

MARVEL MULTIVERSE

Role Playing Game



POWER

MACHINE TELEPATHY



MEMORY BLIP

FOCUS
5

The character erases a bit of someone's memory.

Power Set: Telepathy

Prerequisites: Telepathic Link, Rank 2

Action: Standard

Duration: Permanent

Effect: The character causes a target with whom they've established a **Telepathic Link** to forget something that's happened in the past hour. This gap can be up to an hour in length.

The character makes a Logic check against the target's Logic defense. On a success, the memories are forgotten. On a Fantastic success, the target has **trouble** on checks to recover such memories in the future.

Any time the target is given good reason to question the blank in their memory, they can make a Logic check to recover their memory. If they succeed, the original memory floods back. On a Fantastic success, they know for sure who did this to them.

POWER

MARVEL MULTIVERSE

Role Playing Game



POWER

MEMORY BLIP



MENTAL PUNCH

The character can blast a foe's mind in melee.

Power Set: Telepathy

Prerequisites: None

Action: Standard

Duration: Instant

Effect: The character makes a Melee attack against a target. If the attack is a success, it inflicts regular Focus damage (instead of Health damage). On a Fantastic success, the target takes double damage instead and is **stunned** for one round.

POWER

MARVEL MULTIVERSE

Role Playing Game



POWER

MENTAL PUNCH



MENTAL SHELTER

FOCUS
10

The character can create a shelter for their mind.

Power Set: Telepathy

Prerequisites: Uncanny 1, Rank 3

Action: Standard

Duration: Concentration

Effect: The character extends their mental defenses to protect any chosen people within up to 5 spaces times their rank. The protected targets are granted Focus Damage Reduction equal to the character's Uncanny power.

POWER

MARVEL MULTIVERSE

Role Playing Game



POWER

MENTAL SHELTER



MIND INTERROGATION

FOCUS
5

The character can root through a target's mind.

Power Set: Telepathy

Prerequisites: Mind Reading, Rank 2

Action: Standard

Duration: 1 round

Effect: The character can delve into the mind of a single person with whom they have established a **Telepathic Link**. This requires a Logic check against the target's Logic defense. On a success, the character can ask a single simple question and get the answer from the target's mind. On a Fantastic success, the character can get more complex information.

POWER

MARVEL MULTIVERSE

Role Playing Game



POWER

MIND INTERROGATION



MIND READING

The character can read thoughts.

Power Set: Telepathy

Prerequisites: Telepathic Link

Action: Standard

Duration: 1 round

Effect: The character can read the thoughts of a single person with whom they have established a **Telepathic Link**. This requires a Logic check against the target's Logic defense. On a success, the character can read the target's surface thoughts. On a Fantastic success, the character can ask a single simple question and get the answer from the target's mind.

POWER

MARVEL MULTIVERSE

Role Playing Game



POWER

MIND READING



MIRAGE

FOCUS
10

The character can make mirages appear in a target's mind.

Power Set: Telepathy

Prerequisites: Telepathic Link, Rank 3

Action: Standard

Duration: Concentration

Effect: The character creates a full-sensory mirage that affects any target with whom they have established a **Telepathic Link**. The mirage can be of anything the character desires, and it can move freely.

POWER

MARVEL MULTIVERSE

Role Playing Game



POWER

MIRAGE



ORDERS

FOCUS
15

The character forces someone to follow a complex set of orders.

Power Set: Telepathy

Prerequisites: Command, Rank 4

Action: Standard

Duration: Permanent

Effect: The character gives an order to a target with whom they've established a **Telepathic Link** and who has no Focus left. The character makes a Logic check against the target's Logic defense. On a success, the target complies with the orders. On a Fantastic success, the character gains an edge the next time they use this power against this same target.

The command must be to do something that can be completed in an hour or less. If it involves harming someone, the character has **trouble** on the check. If it would cause the target to harm themselves, the character has **double trouble** on the check.

POWER

MARVEL MULTIVERSE

Role Playing Game



POWER

ORDERS



TELEPATHIC BLAST

FOCUS
5

The character can mentally blast a foe's mind.

Power Set: Telepathy

Prerequisites: Telepathic Link, Rank 2

Action: Standard

Duration: Instant

Effect: The character makes a Logic attack against a target in **line of sight**. If the attack is a success, it inflicts regular Focus damage. On a Fantastic success, the target takes double damage instead and is **stunned** for one round.

POWER

MARVEL MULTIVERSE

Role Playing Game



POWER

TELEPATHIC BLAST



TELEPATHIC LINK

The character can speak with another telepathically.

Power Set: Telepathy

Prerequisites: None

Action: Standard

Duration: Concentration

Effect: The character can communicate telepathically with one person at a time, and they must have met or seen the other person before. The communication can be verbal, visual or even more complex, such as imparting location information. There is no limit to the distance of the communication, as long as the character and the target are in the same dimension. If the other person does not wish to speak with the character, the target can automatically tune them out. To force a telepathic link, the character can make a Logic check against the target's Vigilance defense. On a failure, the character cannot attempt to communicate with the target in this way for the rest of the day. On a success, the character can communicate with the target for as long as the concentration lasts. On a Fantastic success, the target cannot shut the character out for the rest of the day.

POWER

MARVEL MULTIVERSE

Role Playing Game



POWER

TELEPATHIC LINK



TELEPATHIC NETWORK

FOCUS
5

The character can speak telepathically with a group of people.

Power Set: Telepathy

Prerequisites: Telepathic Link, Rank 2

Action: Standard

Duration: Concentration

Effect: The character can communicate telepathically with a group of willing, previously linked people, each of whom they have met or seen before. The communication can be verbal, visual or even more complex, such as imparting location information. The group can number up to five people per rank. There is no limit to the distance of the communication, as long as everyone involved is in the same dimension.

POWER

MARVEL MULTIVERSE

Role Playing Game



POWER

TELEPATHIC NETWORK



TELEPATHIC POSSESSION

FOCUS
20

The character mentally takes over someone else's body.

Power Set: Telepathy

Prerequisites: Orders, Rank 5

Action: Standard

Duration: Concentration

Effect: The character possesses a target with whom they've established a Telepathic Link and who has no Focus left. The character makes a Logic check with **trouble** against the target's Logic defense. On a success, the character takes over the target's body completely.

The result of the character's check is the target number for any attempts by the target to end the possession. If the character attempts to harm someone with the possessed body, the target gets to make a Logic check to end the possession. If the target has the **Heroic** tag, they get an **edge** on the check.

If the character attempts to harm the possessed body, the target gets an edge on the check. If the target has the **Heroic** tag, they get a **double edge**. For further details see p.126 of the *Core Rulebook*.

POWER

MARVEL MULTIVERSE

Role Playing Game



POWER

TELEPATHIC POSSESSION