



## TELEPORTATION

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**POWER**

# MARVEL MULTIVERSE

## Role Playing Game



**POWER SET**

**TELEPORTATION**



# BLINK

*The character teleports a short distance away.*



**Power Set:** Teleportation

**Prerequisites:** None

**Action:** Standard, movement or reaction

**Trigger:** The character is attacked

**Duration:** Instant

**Effect:** The character teleports into a clear space they can see or have been to, up to their rank in spaces away. If someone was about to attack them and they are now out of **reach** or **line of sight**, the attack automatically fails. If they are still within **reach** or **line of sight**, the attack has **trouble** instead.

**POWER**

# MARVEL MULTIVERSE

## Role Playing Game



**POWER**

**BLINK**



## BLINK BARRAGE

FOCUS  
5

*The character teleports rapidly around an opponent.*

**Power Set:** Teleportation

**Prerequisites:** Blink, Rank 2

**Action:** Standard or movement

**Duration:** Instant

**Effect:** The character teleports several times in quick succession and winds up in a clear space they can see or have been to, up to their rank in spaces away. Any attacks have **trouble** against them for one round.

POWER

# MARVEL MULTIVERSE

## Role Playing Game



**POWER**

**BLINK BARRAGE**



## BLINK DEFENSE

FOCUS  
10

*The character teleports a short distance away.*



**Power Set:** Teleportation

**Prerequisites:** Blink, Rank 3

**Action:** Reaction

**Trigger:** The character or an ally within reach is the subject of a ranged attack.

**Duration:** Instant

**Effect:** The character pops away just as the attack reaches them and then pops back into the same space, leaving the projectile behind. The character makes an Ego check with an **edge** against the attacker's Agility check result. On a success, the projectile from the attack is teleported away, someplace safe. On a Fantastic success, the attack is turned against the attacker, using the Ego check the character just made as the attack check.

**POWER**

# MARVEL MULTIVERSE

## Role Playing Game



**POWER**

**BLINK DEFENSE**



## SWAP ITEMS

*The character swaps objects with someone else.*



**Power Set:** Teleportation

**Prerequisites:** Swap Places

**Action:** Standard or reaction

**Trigger:** The character is attacked.

**Duration:** Concentration

**Effect:** The character swaps items they possess with the items of another person they can see within 2 spaces per the character's rank. These items can include weapons, clothing or anything else that is on the other person but not attached to them. When the effect ends, the swapped items return to the people who had them originally.

The character can swap all of their possessions, or they can be as selective as they like. The items must generally be swapped on an equal basis, but it is possible to swap something for nothing.

If the person being swapped with is unwilling, the character must make an Ego check against that person's Vigilance defense to succeed.

**POWER**

# MARVEL MULTIVERSE

## Role Playing Game



**POWER**

**SWAP ITEMS**



## SWAP PLACES

*The character swaps places with someone else.*



**Power Set:** Teleportation

**Prerequisites:** None

**Action:** Standard or reaction

**Trigger:** The character is attacked.

**Duration:** Concentration

**Effect:** The character swaps places with another person they can see within 2 spaces per the character's rank. When the effect ends, the character and the other person swap places again.

If the person being swapped with is unwilling, the character must make an Ego check against that person's Vigilance defense to succeed.

**POWER**

# MARVEL MULTIVERSE

## Role Playing Game



**POWER**

**SWAP PLACES**



## SWAP STATUS

FOCUS  
5

*The character swaps status with someone else.*

R

**Power Set:** Teleportation

**Prerequisites:** Swap Items, Rank 2

**Action:** Standard or reaction

**Trigger:** The character is attacked.

**Duration:** Concentration

**Effect:** The character swaps status with a target they can see within 2 spaces per the character's rank. The character can swap their entire status with the target, or they can be selective about it. Statuses they can swap include: Lost **Health**, lost **Focus**, any **Condition**, **Occupation**, **Traits**, or **Tags**.

When swapping lost **Health** or **Focus**, the character and the target each take their maximum **Health** or **Focus** and subtract from it anything that the other person has lost at that moment. The same thing happens when the effect ends.

When swapping **Occupations**, the character gains the target's position, including their authority and their responsibilities.

POWER

# MARVEL MULTIVERSE

## Role Playing Game



**POWER**

**SWAP STATUS**



## TELEPORT 1

*The character teleports someplace else.*

**Power Set:** Teleportation

**Prerequisites:** Blink

**Action:** Standard or movement

**Duration:** Instant

**Effect:** The character teleports into a clear space they can see or have been to, up to 10 times their rank in spaces away. Outside of combat, they can teleport up to 100 times their rank in spaces away.

**POWER**

# MARVEL MULTIVERSE

## Role Playing Game



**POWER**

**TELEPORT 1**



## TELEPORT 2

*The character teleports great distances.*

**Power Set:** Teleportation

**Prerequisites:** Teleport 1

**Action:** Standard or movement

**Duration:** Instant

**Effect:** The character teleports into a clear space they can see or have been to, up to 10 times their rank in spaces away. Outside of combat, the character can teleport up to 1,000 times their rank in spaces away.

**POWER**

# MARVEL MULTIVERSE

## Role Playing Game



**POWER**

**TELEPORT 2**



## TELEPORT BLIND

FOCUS  
15

*The character teleports someplace new to them.*

**Power Set:** Teleportation

**Prerequisites:** Teleport 1, Rank 3

**Action:** Standard or movement

**Duration:** Instant

**Effect:** The character teleports to someplace they've never been and never seen, up to 10 times their rank in spaces away. Outside of combat, they can teleport up to 100 times their rank in spaces away.

If the character teleports into something solid, 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 teleported into.

**POWER**

# MARVEL MULTIVERSE

## Role Playing Game



**POWER**

**TELEPORT BLIND**



## TELEPORT OBJECT

FOCUS  
10

*The character can teleport something else with them.*

**Power Set:** Teleportation

**Prerequisites:** Teleport 1, Rank 3

**Action:** Standard

**Duration:** Permanent

**Effect:** The character can teleport along with them an object within reach as far away as their Teleport power normally allows them.

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 4, the object can be up to four sizes bigger than them.

**POWER**

# MARVEL MULTIVERSE

## Role Playing Game



**POWER**

**TELEPORT OBJECT**



## TELEPORT OTHER

FOCUS  
15

*The character can teleport someone else away.*



**Power Set:** Teleportation

**Prerequisites:** Teleport 2, Rank 4

**Action:** Standard 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 teleport the target as far away as their Teleport power normally allows them in combat.

If the target winds up in something solid, 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 teleported into.

**POWER**

# MARVEL MULTIVERSE

## Role Playing Game



**POWER**

**TELEPORT OTHER**



## TELEPORT TOGETHER

FOCUS  
10

*The character can teleport someone they are touching.*

R

**Power Set:** Teleportation

**Prerequisites:** Teleport 1, Rank 3

**Action:** Standard, movement or reaction

**Trigger:** The target is **grabbed**.

**Duration:** Instant

**Effect:** The character teleports, taking any person they are touching with them, into clear spaces they can see or have been to, up to 10 times their rank in spaces away. Outside of combat, they can teleport up to 100 times their rank in spaces away.

If the target does not wish to be teleported, the character must grab them first.

POWER

# MARVEL MULTIVERSE

## Role Playing Game



**POWER**

**TELEPORT TOGETHER**



## TELEPORTAL

FOCUS  
15

*The character opens a portal to another place.*

**Power Set:** Teleportation

**Prerequisites:** Teleport 1, Rank 4

**Action:** Standard

**Duration:** Concentration

**Effect:** The character opens a glowing portal in a space next to them that teleports 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 the character can see or has been to, up to 10 times their rank in spaces away. Outside of combat, they can teleport up to 1,000 times their rank in spaces away. 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**

**TELEPORTAL**



## TELESPOT

FOCUS  
5

*The character can create small teleportals.*



**Power Set:** Teleportation

**Prerequisites:** Teleport 1, Rank 2

**Action:** Standard or reaction

**Trigger:** The character is attacked.

**Duration:** Instant

**Range:** 10 spaces x character's rank

**Effect:** As a standard action, the character can deploy small teleportals through which they can attack or otherwise affect items within 10 times their rank in spaces using the same action.

As a reaction, they can deploy a small teleportal against a physical attack, deflecting it away or redirecting it to another target. They can harmlessly deflect any such attack automatically that isn't a Fantastic success.

Redirecting an attack to another target requires the character to make an Agility check against the new target's Agility defense. On a success, use the original attack's damage against the new target. On a Fantastic success, double the damage. On a failure, the original attack hits the character instead.

**POWER**

# MARVEL MULTIVERSE

## Role Playing Game



**POWER**  
**TELESPOT**