



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.

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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.

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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.

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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.

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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.

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SWAP PLACES



SWAP STATUS

FOCUS
5



The character swaps status with someone else.

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.

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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.

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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.

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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.

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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.

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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.

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TELEPORT OTHER



TELEPORT TOGETHER

FOCUS
10

The character can teleport someone they are touching.



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.

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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.

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POWER

TELEPORTAL



TELESPOT

FOCUS
5



The character can create small teleports.

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 teleports 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 teleport 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.

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Role Playing Game



POWER

TELESPOT