



## TRANSLATION

- Detect Lie
- Indecipherable
- Understand Body Language
- Understand Code
- Understand Sign Language
- Understand Spoken Language
- Understand Unusual Communication
- Understand Written Language

## POWER SET

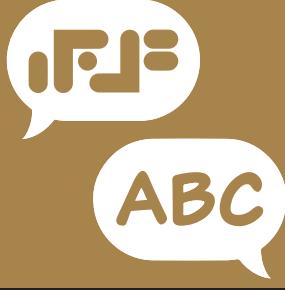
# MARVEL MULTIVERSE

## Role Playing Game



**POWER SET**

**TRANSLATION**



## DETECT LIE

FOCUS  
5

*The character can tell if you're telling the truth.*



**Power Set:** Translation

**Prerequisites:** Understand Body Language, Rank 2

**Action:** Standard or reaction

**Trigger:** Verbal communication the character can understand

**Duration:** Instant

**Effect:** When someone communicates in an active form the character can understand—verbally, telepathically, using sign language and so on—the character can make an Ego check against the communicator's Ego defense. On a success, the character knows if the communicator is lying. On a Fantastic success, they also know (if possible) why the communicator is lying.

This power does not allow the character to know the truth, although they may be able to figure it out by detecting lies. Also, it only works on communicators who know they are lying. If they believe what they are saying—even if it is wrong—no lie can be detected.

**POWER**

# MARVEL MULTIVERSE

## Role Playing Game



**POWER**  
**DETECT LIE**



# INDECIPHERABLE

*The character has a language all their own.*

**Power Set:** Translation

**Prerequisites:** Understand Spoken Language, Understand Unusual Communication, Rank 3

**Duration:** Permanent

**Effect:** The character has constructed an internal language that only they can understand. They think in this language entirely, and when they communicate with others, they are translating from that language. This effectively renders them immune to telepathic powers like *Mind Reading* or *Mind Interrogation*, as anyone trying to read their mind cannot understand this unique language.

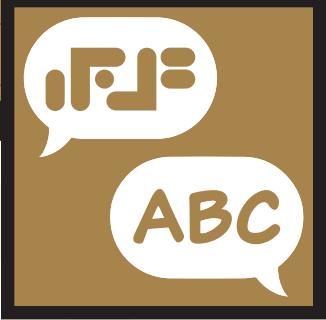
**POWER**

# MARVEL MULTIVERSE

## Role Playing Game



**POWER**  
**INDECIPHERABLE**



## UNDERSTAND BODY LANGUAGE

*The character can read how a person holds themselves.*

**Power Set:** Translation

**Prerequisites:** None

**Action:** Standard

**Duration:** Instant

**Effect:** When the character encounters a culture for the first time, they can make a Logic vs. TN 13 action check to puzzle out its body language. If they already know any other version of the culture's language, they have an **edge**. On a success, they understand and can emulate the body language. On a Fantastic success, they permanently understand and can use it and never need to make a check for it again.

This covers not only any potential full-body language used by an alien species but also the body language of species that use other forms of communication. With such species, understanding their body language allows the character to understand more than the target's words might communicate, such as whether a person is aggressive, shy, anxious, reckless and so on.

**POWER**

# MARVEL MULTIVERSE

## Role Playing Game



**POWER**

**UNDERSTAND BODY LANGUAGE**



## UNDERSTAND CODE

*The character can figure out any kind of code.*

**Power Set:** Translation

**Prerequisites:** Understand Written Language

**Action:** Standard

**Duration:** Instant

**Effect:** When the character encounters an unknown code for the first time, they can make a Logic vs. TN 13 action check to puzzle it out. If they already know any other version of the language the code is based on, they have an **edge**. On a success, they understand and can communicate in the code. On a Fantastic success, they permanently understand and can use it and never need to make a check for it again.

Digital data communication is considered a form of code, and the character can use this power to understand such data too.

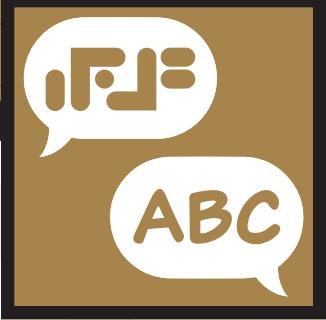
**POWER**

# MARVEL MULTIVERSE

## Role Playing Game



**POWER**  
**UNDERSTAND CODE**



## UNDERSTAND SIGN LANGUAGE

*The character can get what someone is signing.*

**Power Set:** Translation

**Prerequisites:** None

**Action:** Standard

**Duration:** Instant

**Effect:** When the character encounters an unknown sign language for the first time, they can make a Logic vs. TN 13 action check to puzzle it out. If they already know any other version of the language, they have an **edge**. On a success, they understand and can sign in the language. On a Fantastic success, they permanently understand and can use it and never need to make a check for it again.

**POWER**

# MARVEL MULTIVERSE

## Role Playing Game



**POWER**

**UNDERSTAND SIGN LANGUAGE**



## UNDERSTAND SPOKEN LANGUAGE

*The character can get what someone is saying.*

**Power Set:** Translation

**Prerequisites:** None

**Action:** Standard

**Duration:** Instant

**Effect:** When the character encounters an unknown spoken language for the first time, they can make a Logic vs. TN 13 action check to puzzle it out. If they already know any other version of the language, they have an **edge**. On a success, they understand and can speak the language. On a Fantastic success, they permanently understand and can speak it and never need to make a check for it again.

**POWER**

# MARVEL MULTIVERSE

## Role Playing Game



**POWER**  
**UNDERSTAND SPOKEN**  
**LANGUAGE**



# UNDERSTAND UNUSUAL COMMUNICATION

*The character can understand any other form of communication.*

**Power Set:** Translation

**Prerequisites:** Understand Body Language

**Action:** Standard

**Duration:** Instant

**Effect:** When the character encounters an unknown form of communication for the first time—one that doesn't depend on hearing, vision or code—they can make a Logic vs. TN 13 action check to puzzle it out. If they already know any other version of the communication, they have an **edge**. On a success, they understand and can use that form of communication. On a Fantastic success, they permanently understand and can use it and never need to make a check for it again.

This works with forms of communication that include other senses, like scent, touch, taste and so on.

**POWER**

# MARVEL MULTIVERSE

## Role Playing Game



**POWER**  
UNDERSTAND UNUSUAL  
COMMUNICATION



## UNDERSTAND WRITTEN LANGUAGE

*The character can figure out what someone has written.*

**Power Set:** Translation

**Prerequisites:** None

**Action:** Standard

**Duration:** Instant

**Effect:** When the character encounters an unknown written language for the first time, they can make a Logic vs. TN 13 action check to puzzle it out. If they already know any other version of the language, they have an **edge**. On a success, they can read and write the language. On a Fantastic success, they can permanently read and write it and never need to make a check for it again.

**POWER**

# MARVEL MULTIVERSE

## Role Playing Game



**POWER**  
**SHIELD BEARER**