



## WEATHER CONTROL

- Control Fog
- Control Weather 1
- Control Weather 2
- Control Weather 3
- Control Weather 4
- Thunder
- Weather Chill
- Weather Warm

**POWER SET**

# MARVEL MULTIVERSE

## Role Playing Game



**POWER SET**

**WEATHER CONTROL**



# CONTROL FOG

*The character can create or dispel a thick fog.*

**Power Set:** Weather Control

---

**Prerequisites:** None

---

**Action:** Standard

---

**Duration:** Concentration

**Effect:** The character creates a thick fog for up to 50 spaces per rank around them that blocks all line of sight beyond 10 spaces. They can also dispel any fog in a similar area.

**POWER**

# MARVEL MULTIVERSE

## Role Playing Game



**POWER**

**CONTROL FOG**



# CONTROL WEATHER 1

*The character can make it rain.*

**Power Set:** Weather Control

**Prerequisites:** Rank 2

**Action:** Standard

**Duration:** Concentration

**Effect:** It starts to rain in an area up to 5 miles (8 km) across times the character's rank, centered on the character. All ranges are cut in half. Movement is not affected.

**POWER**

# MARVEL MULTIVERSE

## Role Playing Game



**POWER**

**CONTROL WEATHER 1**



# CONTROL WEATHER 2

FOCUS  
10

*The character can  
make it storm.*

**Power Set:** Weather Control

**Prerequisites:** Control Weather 1, Rank 3

**Action:** Standard

**Duration:** Concentration

**Effect:** It starts to storm in an area up to 5 miles (8 km) across times the character's rank, centered on the character. All ranges and all speeds are cut in half.

**POWER**

# MARVEL MULTIVERSE

## Role Playing Game



**POWER**

**CONTROL WEATHER 2**



# CONTROL WEATHER 3

FOCUS  
**15**

*The character creates a thunderstorm.*

**Power Set:** Weather Control

**Prerequisites:** Control Weather 2, Rank 4

**Action:** Standard

**Duration:** Concentration

**Effect:** It starts to storm in an area up to 5 miles (8 km) across times the character's rank, centered on the character. All ranges and all speeds are cut in half.

If the character also has the **Elemental Blast (Electricity)** power, they can use it as a reaction when attacked while this power is active.

**POWER**

# MARVEL MULTIVERSE

## Role Playing Game



**POWER**

**CONTROL WEATHER 3**



# CONTROL WEATHER 4

FOCUS  
20

*The character generates a hurricane.*

**Power Set:** Weather Control

**Prerequisites:** Control Weather 3, Rank 5

**Action:** Standard

**Duration:** Concentration

**Effect:** It starts to storm in an area up to 5 miles (8 km) across times the character's rank, centered on the character. All ranges and all speeds are cut to one quarter normal, and flying is impossible.

If the character also has the **Elemental Barrage (Electricity)** power, they can use it as a reaction when attacked while this power is active.

**POWER**

# MARVEL MULTIVERSE

## Role Playing Game



**POWER**

**CONTROL WEATHER 4**



# THUNDER

*The character causes a deafening crack of thunder.*

**Power Set:** Weather Control

---

**Prerequisites:** None

---

**Action:** Standard

---

**Duration:** Instant

---

**Effect:** The character makes an Ego check and compares that against the Resilience defense of every character within 10 spaces. Any character the attack succeeds against is **deafened**. On a Fantastic success, the character is also **stunned** for one round.

**POWER**

# MARVEL MULTIVERSE

## Role Playing Game



**POWER**  
**THUNDER**



## WEATHER CHILL

FOCUS  
10

*The character cools things down.*

**Power Set:** Weather Control

**Prerequisites:** None

**Action:** Standard

**Duration:** Concentration

**Effect:** The temperature in an area roughly a mile (1.6km) across falls as low as 0°F (18°C).

**POWER**

# MARVEL MULTIVERSE

## Role Playing Game



**POWER**

**WEATHER CHILL**



# WEATHER WARM

FOCUS  
10

*The character heats things up.*

**Power Set:** Weather Control

**Prerequisites:** None

**Action:** Standard

**Duration:** Concentration

**Effect:** The temperature in an area roughly a mile (1.6km) across climbs as high as 100°F (38°C).

**POWER**

# MARVEL MULTIVERSE

## Role Playing Game



**POWER**

**WEATHER WARM**