



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

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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.

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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.

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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.

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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.

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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

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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

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Role Playing Game



POWER

WEATHER WARM