

POWER SET



PLASTICITY

- Body Sheet
- Body Sphere
- Bounce Back
- Coiling Crush
- Extended Reach 1
- Extended Reach 2
- Flexible Bones 1
- Flexible Bones 2
- Flexible Fingers
- Reverse Punch
- Rubberneck
- Slip Free
- Stilt Steps

MARVEL

Multiverse
Role-Playing Game

4
RANK

POWER



BODY SHEET

Action: Standard/Reaction.

Trigger: The character falls or is the target of an attack.

Duration: Concentration.

Range: Self.

Effect: The character gains Health Damage Reduction 3, but they cannot make attacks. They gain a Glide Speed equal to double their Run Speed.

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FOCUS

MARVEL

Multiverse
Role-Playing Game

4
RANK

POWER



BODY SPHERE

Action: Standard/Reaction.

Trigger: The character or an ally is the target of an attack.

Duration: Concentration.

Range: Self.

Effect: The character forms their body into a sphere, protecting up to one ally per rank, squeezed into the same space. Those inside the sphere gain Health Damage Reduction 3 against outside attacks, but they cannot move on their own until the character releases them.

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FOCUS

Alternatively, if the attacker is within the character's reach, the character can make an Agility check against the target's Agility defense.

On a success, the character envelops the attacker, grabbing them. On a Fantastic success, the character closes the sphere enough to pin the attacker too.

2
RANK

POWER



BOUNCE BACK

Action: Reaction.

Trigger: The character takes damage from a fall or is knocked prone.

Duration: Instant.

Range: Self.

Effect: The fall doesn't damage the character. If they are prone, they stand up. If they'd like, they can also jump a number of spaces, up to their Run Speed.

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FOCUS

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3
RANK

POWER



COILING CRUSH

Action: Reaction.

Trigger: The character grabs an enemy.

Duration: Concentration.

Range: Reach.

Effect: The character makes a Melee attack. On a success, the enemy is paralyzed. On a Fantastic success, the enemy also takes regular damage. During the character's subsequent turns, they can spend their movement action to make a Melee check against the enemy's Resilience.

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FOCUS

If this succeeds, they inflict regular Health damage. On a Fantastic success, they do double damage instead.

During the paralyzed enemy's turn, they can make a Melee check against the character's Melee defense to break free.

1
RANK

POWER

EXTENDED REACH 1



Action: Passive

Duration: Permanent

Range: Reach.

Effect: The character's reach quadruples.

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2
RANK

POWER

EXTENDED REACH 2



Action: Passive.

Duration: Permanent.

Range: Reach.

Effect: The character's reach is 10 times normal.

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1
RANK

POWER FLEXIBLE BONES 1



Action: Passive.

Duration: Permanent.

Range: Self.

Effect: The character gains Health Damage Reduction 1. They also have an **edge** on Agility checks for contortion and escape.

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FOCUS

MARVEL

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Role-Playing Game

2
RANK

POWER

FLEXIBLE BONES 2



Action: Passive.

Duration: Permanent.

Range: Self.

Effect: The character gains Health Damage Reduction 2. They also have a **double edge** on Agility checks for contortion and escape.

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FOCUS

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1
RANK

POWER FLEXIBLE FINGERS



Action: Passive.

Duration: Permanent.

Range: Self.

Effect: With a standard action, the character can automatically pick any lock that requires a physical key. They can also shape their hands to form almost any other kind of simple tool.

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FOCUS

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2
RANK

POWER



REVERSE PUNCH

Action: Standard

Duration: Instant

Range: Reach.

Effect: The character makes a close attack with an **edge** on an enemy.

If the attack is a success, the enemy takes regular damage. On a Fantastic success, the enemy takes double damage and is stunned for one round.

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1
RANK

POWER



RUBBERNECK

Action: Passive.

Duration: Permanent.

Range: Reach.

Effect: The character can move their head away from their body, up to their reach, to establish a line of sight to a target.

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FOCUS

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1
RANK

POWER



SLIP FREE

Action: Reaction.

Trigger: The character is grabbed or pinned.

Duration: Instant.

Range: Self.

Effect: The character is not grabbed or pinned.

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FOCUS

2
RANK

POWER



STILT STEPS

Action: Movement.

Duration: Instant.

Range: Self.

Effect: The character's Run Speed doubles, as does their Climb Speed.

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FOCUS

