

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

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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.

15

FOCUS

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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.

15

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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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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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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RANK

POWER



EXTENDED REACH 2

Action: Passive.

Duration: Permanent.

Range: Reach.

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



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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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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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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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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
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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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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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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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